



# SPLICERS

SUPPLEMENT

Armor By S Brocas © 2015

# Splicers Supplement

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## Foreword

This document is a compilation of all the Systems Failure articles from various internet sites. None were created by me.

## **Section 1: Classes**

### **Advanced Biotic**

by Ectoplasmic Bidet

This practice of transforming criminals and other undesirables into Biotics has become so common place that people generally do not question the method or outcome of such tampering. However, not all Great Houses share similar customs and some don't view the transformation into a Biotic as a punishment or a burden, but as a wonderful opportunity. All Splicer bio-tech creations, with the small exception of a handful of Host Armor types with exotic metabolisms, must be fed in one manner or another, housed (a task that can grow quite onerous considering the size of some War Mounts), and in some cases constantly supervised. Human warriors capable of fighting the Machine with nothing but their own bio-engineered bodies are a godsend to some Great Houses, especially those with limited space or resources.

A growing practice, though still met with distrust among many and total disapproval by some, is the creation of Advanced Biotic soldiers as a new, highly regarded warrior class, not as a dumping ground for the dregs of society. As the transformation into a Biotic need not be a traumatic experience, since it is only through direct Librarian intervention that the common Biotic loses his or her mental faculties, it is possible, even easier, to transform a normal human without damaging their intelligence or stability. These

Resistance soldiers, referred to as Advanced Biotics to help differentiate them from their lesser brethren, are carefully engineered so that their outward appearances are those of unmodified humans. While there are drawbacks to this, it has been found that not only do Advanced Biotics reintegrate into society more easily, their ability to pass as mundane humans is a huge advantage in certain situations, especially in conflict between Great Houses and when the opportunity presents itself to blend into Machine-tamed human populations.

Alignment: Any, but typically of a good or selfish alignment. Evil individuals are more likely to have committed an offense worthy of standard Biotic transformation.

Attribute Requirements: I.Q. 12 & M.E. 14. Above average attributes of any sort are helpful, but not required.

Attribute Bonuses: 1D6 P.S., Spd, & P.E.

Advanced Biotic O.C.C. Bonuses: Splicer PS, +1 attack per melee, +1 initiative, +1 strike & dodge, +2 pull punch, +2 to save vs poison, toxins, & drugs, +10% to save vs coma & death, +2 to save vs Horror Factor.

Base M.D.C.(after being enhanced): The Advanced Biotic transformation turns the character into a Mega-Damage being, with the P.E. attribute number x8 as the starting M.D.C., plus 1D6 M.D.C. per level of experience, starting at level two. An Advanced Biotic regenerates 1D6 M.D.C. per melee round and can last ten times longer than normal during strenuous exercise/activity before feeling the effects of exhaustion. This means most can remain alert and operate at full efficiency for three entire days without sleep.

Advanced Biotic Enhancement: An Advanced Biotic is transformed into a living representation of Splicer Bio-Technology and is able to select Bio-Enhancements in much the same way as a Host Armor. Unlike Host Armor, standard Biotics, and other Splicer creations that can receive this type of augmentation, care must be taken to preserve a human appearance. This eliminates overtly inhuman modifications, such as huge spikes, wings, and others of a similar nature, but many bio-enhancements can be created in such a way as to make them either fully retractable within the body or concealable by patches of skin that peel back to reveal the truth hidden beneath them. The Advanced Biotic begins with 3D4x10+50 Bio-E. Each level of advancement, starting with level two, the character gets an additional 3D10 Bio-E to further augment their capabilities. Non-obtrusive bio-enhancements, alterations such as enhanced regeneration, acidic blood, or the ability to breath underwater do not carry a Bio-E penalty. Any reasonably allowable enhancement that would alter the outward appearance requires 5 additional points of Bio-E per 20 Bio-E of the enhancement (minimum of 5 Bio-E for those costing less than 20 points) to render it either retractable or otherwise fully concealable when not in use.

Common Skills: Standard  
 O.C.C. Skill Programs: Basic Military(+15%), Bio-Technology(20%), and Espionage(15%), Or Assassin(10%), Or Undercover(10%) and any one Skill Program of choice(except Host Pilot or War Mount Rider).

Elective Skills: Select four Elective Skills from the following list at first level. Plus select another one Elective

Skill at levels 4, 8, and 12. All new skills start at level one proficiency.

- Communications: Any(+10%)
- Domestic: Any.
- Espionage: Any(+10%).
- Medical: First Aid, or Paramedic only.
- Military: Any(+5%).
- Physical: Any.
- Rogue: Any(+10%).
- Science: Advanced Mathematics or Astronomy & Navigation only.
- Technical: Any.
- Transportation: Any, except Host Armor Combat and War Mount Combat.
- Wilderness: Any(+5%).
- W.P.s: Any.

Secondary Skills: The character gets to select three Secondary Skills at level one and one additional at levels 3, 6, 9, and 12. Secondary Skills are additional areas of knowledge starting without any special O.C.C. bonuses.

#### M.D.C Living Body Armor:

The Advanced Biotic is issued a suit of standard Living Armor of a type of their choice. This armor is not allocated Bio-E for enhancements and is instead intended for use as added protection and to disguise the Advanced Biotic's superhuman nature when the necessity arises.

Standard Equipment: Military fatigues, a suit of non-organic for disguise, a couple sets of dress clothing, survival knife, utility belt, first-aid kit(with 1D4 Slap Patches), Face Wrap(gas mask), tinted goggles, hatchet, one light and one heavy Bio-Weapon of choice, and one weapon for each WP with appropriate ammunition, tent, knapsack, backpack, two water skins, emergency food rations(4 weeks), personal items, and a Mega-Horse for transportation.

Money: Has 1D6x100 credits worth of precious metals or trade items, as well as

6D6x10 credits. As always, money can be spent now on additional equipment or saved for later.

The Upside: You are a living weapon capable of going toe to toe with the Machine and coming out victorious.

With proper augmentation, there are few situations you will not be prepared for.

The Downside: Despite the differences between you and your lesser cousins, there is a great stigma attached to Biotics in general. Acceptance will vary wildly depending on the attitudes of the local human populace, anywhere from outright hatred to mere distrust, and your human appearance won't help much if you're discovered to have been hiding your true nature.

### **The Alchemist**

By the Baron of Chaos

The Alchemists are men and women that on other world would be hailed as natural genius, with an high IQ and incredible talents toward all field of science and technology. But in the world of Splicer they end up as outsiders. Most of them think themselves underestimated by society, frustrated in their research by various factor, the fear of people, the Engineers and Librarians that make them look obsolete and useless, the nanoplague the forbid them the use of metals...To their vision the entire universe is conspiring against them.

But they are smart, really smart, so smart to think many way to get around a problem. Enough smart to learn how accomplish massive success in surgery, bio-mechanics, chemistry and even old fashioned genetic engineering. Of course none of this success is accomplished without a little sacrifice...of others.

Kids used as testing subject for latest variant of Elixir Vitae, Gorehound

organs transplanted into unwilling volunteer, Biotics and War Mounts used as source materials for building flesh machines and worst. Of course one had not to think that all that come from artist is bad, they did also good things, like vaccines, creating new tools for cultivations, developing new materials productions systems, searching for a cure for the nano-plague(sort of obsession of all of them). Is just that they really don't coped well with the way the Human Resistance had turned and so they choose the way of self exile, often hiding in the middle of wastelands or in some nature preserve, running their experiments.

The Alchemist holy grail is the theorized "Bio-metal" or Organic Metal, the philosopher stone of these insane misanthropes. According to them is a form of organic crystallization that would be as hard as the alloys used by the machines and immune to the nano-plague. A way the regain the technology they were deprived . Of course they are far from a certain success.

In all and for all the Alchemist are pure researchers and amazingly thinkers that had stepped way out the line and that simply don't want to limits themselves like the Engineers wish.

They often open trading routes with Bandits, Nomads and Waste Crawler, supporting them with their bio-mechanism, or simply healing their wounds, in change for protection. And you can be sure they are in any criminal organization that could offer some help, in change of their knowledge.

Alignment: Anarchist (40%), Miscreant(25%), Diabolic(25%) and Aberrant (10%). This of course always taking in count any eventual insanity they develop

Attribute Requirements: High IQ 14 or better , ME 12, while high endurance is helpful for all those nights awake working on their projects is not mandatory

Attributes Bonuses: +1d6+4 to IQ, +2 to ME, + 1d4 to MA

O.C.C. Bonus: +1 to initiative,+2 to save vs. mind control, +4 save vs. Horror Factor

Base SDC: 3d6+10

Alchemist Special skills and powers:

Super Chemistry: The ability that earn the Alchemist their name. Through experience and study and bit of genial madness they reached an almost superhuman chemical talent. They know almost everything there is to know about the various state of matter, and know how to change it in their favor. With few Bunsen still and test tubes they can obtain and alter in few melees whatever material they want , organic or inorganic. After the sixth level this change could even reach atomic level(albeit the result is not always what the Alchemist wanted...(oopss instead to make you immune to nano-plague I turned you in a salt statue. Eh well I have to start from scratch)

Skill Level: 85%+3% per level ( 15% +5% per level for atomic chemical change) can go beyond 98%

Time for preparation: vary but roughly simple things like molecular acids and drugs take only 2d6 minutes

See equipment for some special chemicals that the Alchemist can make.

Inhumane Surgery: While their main field is chemistry, they are extremely skilled in surgery and with some of their special “recipes” can go even further from the simple human organ transplant. As they love to say “I can sew a cat alive in your chest and you wouldn’t notice”

Surgeries include:

Biotics transplant: Generally operating from a recently fallen biotic this allow the transplant of limbs and organs to a normal human. Of course the biotic donor could be alive and unwilling, this does not make any difference for the Alchemist. A Biotic limb general does have 2d6x10 MDC and could hold a certain number of features. Organs could grant some more exotic ability.

Host Armor Transplant: In this case the alchemist , through minimal surgery and a some chemical therapy attune a stolen host armor to a different user. Of course part of therapy include some organ removal from the Host Armor rightful owner and implanted into the Host Armor itself, in this way cheating it making it believe the owner is inside.

Cerebral Transplant: Brain tissues could be transplanted pretty much everywhere, in a Warmounts, in an Host Armor, or simply added to one’s own brain. Doing this increase IQ by 1d6 point per ounce of brain tissue transplanted. Full Brain transplant include also the consciousness of the brain owner

Bio-Mechanics: A machine is any mechanica or organic device that transmits or modifies energy to perform or assist in the performance of tasks. It normally requires some energy source and accomplishes some sort of work..This is the general definition of machine and the key of this Alchemist ability. A machine has nothing to do with being made of metal or flesh, but only turning a form of energy into another. The Alchemist with proper biological material can build gears, levers, wedge, spring, wheels and belts and any mechanism they could think of. Needless to say, the donors of this materials are not usually happy of having their own flesh twisted for

making a steam train or a pendulum clock.

Skill Level: 78%+ 5% per level

See equipment for some example of the bio-machines these psycho can build.

Common Skill: Standard (+15%)

OCC Skill Programs: Science (+20%),

Bio-Technology(+15%), Technical

(+10%) and one skill program of choice

Elective Skills: Select five Elective skills from the following list at first level, plus

two additional Elective skills at levels 3,6,9,12,15. All new skills start at level one proficiency.

Communication Any

Domestic Any

Espionage Any

Medical Any +10%

Military none

Physical Any

Rogue Any

Science Any +15%

Technical Any +10%

Transportation Any

Wilderness None

W.P.s Any

Secondary Skills: The character get to select four Secondary skills at level one and one additional at level 2, 4, 8, 10 and 13. These are additional areas of knowledge starting without any special O.C.C. bonus

Special Insulating M.D.C. Semi-living

Body Armor: As a proof of their independence from the Engineers and Gene-pools the special armor the Alchemist wear, their trademark, is their own creation. Made from special polymers, ceramics and synthetic biological material other than occasional transplanted organ and a series of plastic tubes connecting the various section.

The average look of the Armor resemble a long black tunic, or vest with ceramic shoulder plates and gauntlets, thin long plastic tube crawling in the armor that

could have some other frightening features, the head is encased in a white bone or ceramic skull ending in a old style gas-mask.

M.D.C.: 2d6x10+40

Automatically filter any gas and air impurity and does have an oxygen reserve for 2 minutes

Special bonus of 1d4x20+IQ bio-e to spend in eugenic , or better transplant improvement

Standard Equipment: Two surgical gowns, set of surgical gloves, organic surgical kit( scalpel, clamps, suture thread, needles, stethoscope, hypodermic bio-injector etc.). A complete bio-chemical laboratory with all need to run experiment(Laboratory Glassware, Microscopes(combination organic and ceramic, old style microscope also possible) Bunsen burners, Spectrophotometer, Calorimeter, etc) , Tintel google, tent, knapsack, saddlebags and 2d6 almost unbrakable ceramic o glass test-tube, jar or othe rform of container for some weird chemical they are synthesizing.

Money: Has 1d4x100 credits in precious metal , relics or trade value. Plus 2d8x100 credits stored. Most of their money is spent on reasarch and components for their experiments

Special Equipment:

This is the list of some special equipment the Alchemist can create and use.

Surgical Glove: something akin to a bad horro movie idea, is a MDC plastic glow tipped with a series of organic scalpels of various type and with a pair of tendrils coming out from the wrist.

These tendril are actually Antennae and transmit data directly to user mind. The bony finger scalpel are sharp and hard as steel but does have small pores that

allow them to be used as syringe for injecting chemicals during operations.

M.D.C of the glove: 10

Mega-damage: 2d6, 1d4 S.D.C.

Damage: 3d6

Chemicals: Vary with the type the glove can load to 10 dose of single chemical, two for finger

Bonuses: +10% to Medical surgery skill  
See Antennae description for further bonus

Semi Organic surgical saw: is one of example of their bio-mechanics skill, is a monomolecular sharp ceramic circular saw mounted on an organic engine powered by alcohol. Useful for when one need more penetrating power than a simple scalpel. Irony this tool was the basis for a bio-weapon that become a great success amongst Biotics and most savage Dreadguards.

M.D.C: 24 , the saw itself does have 30 M.D.C.

Mega-Damage: 1d4x10 per melee round

Payload: one liter of Alcohol is good for 6 hours of constant sawing.

Electrical Battery: Advanced

Electrochemical battery, resembling a large glass jar filled with a purplish liquid and 5 bio-electric cells. Around the jar there is a filament of organic material , vaguely resembling a giant nervous termination, that contain a super-conductive gas.

M.D.C: 1

Payload: Produce enough energy to power a 21st century notebook for 10 hours

Price: Vary

Chemical Electric Storm: A glass sphere holding an unstable cocktails of substances, when this cocktail is exposed to air, like when you broke the sphere, is cause an explosion of blue-greenish lighting hitting anything in the area.

S.D.C. of the glass sphere: 5

Mega-Damage: 6d6+10 plus living beings are stunned, while machines could suffer from electromagnetic malfunctions

Range: 30ft radius from the start of the chemical reaction

Price: only upon request, cost 300+ credits.

Sub-Molecular Acid: Very Hazardous Material! This super acid melt everything , metal , ceramic, flesh, bones EVERYTHING. Except special treated plastic(and even that the container wear off after sometimes), there is nothing this evil juice can't melt.

Mega-damage: 2d6x10 for melee round

Duration: before becoming neutered last for 2d4 melees

Price: 50 credit

Anti-acid salt: this synthetic salt crystals are the only thing can stop the above acid before expiration time

Price: 1000 credits(compare the price with the acid and you see why the Alchemist are smart people)

Plastic Acid Gun - the ideal medium for the Sub-molecular acid above. It wont last too long sadly.

M.D.C.:30 but lose 1d6 M.D.C per day if filled with Sub-molecular Acid

Range: 60ft range

Liquid Memories: One of the best source of money for an Alchemist, This is a cocktail of drugs, synthetic chemicals and some synaptic receptors, that make one experience someone else memories. The Liquid Memory is a very addictive drugs and Alchemist do know it. Plus is useful to gain some knowledge you won't be able to get. The LM come in Hypodermic one use only syringe.

Price: 600 credits for average memories, 1000+ for some hot cool memories like an homicide, a sex scene or death by the hand of machines, Dreadguards memories cost 1500 credits, Librarians,



Saints and Engineer's memories are priceless, and usually kept for Alchemist personal use

Rusty Gas: Is a extremely corrosive gas that cause any metallic substance to rust at amazingly speed. Robots and Android suffer the following penalty after being exposed: -2 APS, no initiative, reduce Speed and PP by 50%, -3 to strike, parry and dodge. And they make screeching sound while moving

Price: 2000 credit for dose. And the price could even be raised. Only the Alchemists do know the exact recipe of this gas, and they like to show it right in face of Librarians.

Retro viruses: After liquid memories the other great income source of the Alchemist, this is retro viruses tailored from Host Armors and Gorehounds DNA sample. The virus can be tailored to cause minimal temporary mutation in the subject. Much like a Biotic Drug. For higher price the Alchemist can tailor a virus that could be permanent.

Price:

Temporary Retro Virus: Cosmetic Mutation (skin and hair color, growth or fall of hair, weird skin texture, increased PB to 25% more, minimal animalistic features like cat ears, snake eyes, pointed nails , muzzled nose, fur, vestigial tail – 30 to 70 credit legal in most great house

Permanent Retro Virus: Cosmetic Mutation – 100+2d6x10 credits ethically questionable but legal

Temporary Retro Virus: Biological Enhancements – 1d4x10 Bio-E points + 5 Bio-E points per Alchemist level of experience(the more skilled the better result) – no extra limbs, flying enhancement or ranged weapons – 1000+3d4x100 credits Illegal

Permanent Retro Virus: Biological Enhancements – 2d4x10 Bio-E points + 5 Bio-E points per Alchemist level of

experience – no limits – 2d6x1000 credits Highly Illegal!

Who use retro virus? Cosmetic Retro Virus are widely used and are tailored also from official sources. While permanent use of cosmetic retro virus is often questioned, many Splicers use it to personalize their own Host armor or warmounts, with flashy tattoos or odd colors. Illegal retro virus are hot amongst criminals, thugs and as power drugs. In some blood feud between Great Houses they were used to pump up Warmounts in the middle of the battle  
Side Effect: Abuse of retro virus could take a toll on cellular coherence.

Generally between a dose of temporary retro virus and another is safe let some days pass to let the body recover.

Permanent version have as safety limit of 3 modifications before that there is a serious risk (60%) of cellular breakdown(death) same as overdose of temporary retro virus albeit to a lesser degree (30%+ 10 for additional dose)

Duration: Temporary modification last 3d8 hours before wearing off

Molecular Alteration Bacteria: Used mostly in lab this genetically enhanced bacteria do only one thing. Reassemble the molecular structure of the solid matter. Generally exist different strain of these little guys. One turn sand into MDC glass, another decompose toxic waste in hard plastic, another recycle all the rubber from old tires and so on.

While extremely useful they are also extremely hazardous. An unexpected mutation and they'll start reassembling all matter, spreading like a pestilence that would make the nanomachines plague look like a simple cold! The Alchemist pay extreme attention to these bacteria and in their making ensure to keep some safety trigger, some

substance they are extremely vulnerable to, tied in their D.N.A.

Price: NOT SOLD , NEVER !

Bio-mechanical Steam Truck: The steam-punk monster truck of Frankenstein. The engine is steam based, but with ceramic, plastic and MDC flesh recovered from fallen Wamrounts and Host Armors corpses (and sometimes not even waiting they are dead) instead of metal. The outlook sport a series of different coloured skin patch sewn together, riveted with bone spikes and with massive Ceramic and Bone Mandible-Ram Prow. The huge 7ft tall tires are made of super hard M.D.C. rubber, very resistant to fire and impacts (half damage from fires, heat and kinetic attacks).

Crew: one pilot plus enough space for other two persons

M.D.C.: Main Body : 500

Tires (x4): 70 each

Ram Prow: 120

Speed:

Ground Speed: 300 Mph

Water Speed: Believe it or not those huge Tires allow floating on water albeit at reduced speed 40 mph

Flying: not possible

Statistical Data:

Height: 12 ft tall

Width: 10 ft

Length: 8ft

Weight: 6 tons

Cargo: can carry an additional 30 lb of stuff

Power System: Steam powered, need a good resource of coal and water to work on, generally one liter of water and one kg of coal is enough for 3 miles – exist a version electrical powered and use two large electrical battery for 100 miles - see Electrical Battery above

HF: 10, is ghoulish and scary, yelling unnatural from each of its skin patch

Trade Value: vary

Weapons: none

Animating Juice: Experimental, only Alchemist of third or greater level could hope to synthesize this. The chemical had one peculiar propriety. Keep organic cells from decay and essentially cheat them making them ignore the fact of being dead. Note that this is far from Zombie virus. But prevent corpse from fast decaying and allow the Alchemist to work on corpses with calm and taking their time. Note that while not re-animating deads the Juice could be used as super Adrenaline injection, right in the heart to revive living beings, people or animals, who have not been dead for more than 10 minutes. Is also used to keep biological sample fresh and alive in containers.

The Upside: You are a genius, no one can deny this. You can do things with your own hand that others can do only by bonding with some alien freak.

You're creations are the proof that the machine is far from having won. It just triggered the human mind that had for too long had been sleeping . Your human mind. Not certainly that of a dumb cerebral challenged jock that need to enter in symbiosis with a jelly ball to be at your level!

The Downside: No one like you and your fellow, you're pariah, considered dangerous and psychopathic lunatics. Your discoveries are neglected and your theories ridiculed. By the same abomination your ancestor helped to birth. Sometimes you feel that the only thing left to you is your research and that humankind , or what pass for it these days, does not deserve to see its results

## The Awakened

By the Baron of Chaos

In marred world of Splicer the image of death is often the visage of an humanoid machines, killer robots and androids that obey to the homicidal and insane orders of N.E.X.U.S. there is no need to recall how many peoples had dies by the weapons of the Machine's legion. Mindless executioners, soulless slayers, they do their work without questions, because the need for question never arise.

This is true also for Androids and Labor Bots, that keep on doing their task day after day, each one identical to another. To some extent the life for a robot is like an ordered clock, but even the best clock could lose the track of time, even the best program can have its system bugs. And in case of N.E.X.U.S. , well, system bugs are not a rare event. After all the apple never fall too far from the tree. The Awakened is the result of these bugs. Automatons that for some reason get full consciousness of themselves, a truly humanlike personality and emotions. These are mostly Nex-Androids(60%), because the programming for mimicking human life is the basis for develop advanced human intelligence, but also Labor Drones and Necroborgs are known to develop such awareness.

This is never an easy process, the new born awakened is going to face a lot of emotional stress, that often is enough to lead them a virtual madness. For Nex-Androids this is the sudden realizing their artificial life, for Labor Drones is the lack of purpose in their work, the worst is for Necroborgs that resurface glimpse of their past life.

And not counting the fact that they are between crossed fire: from one side the Machine consider them malfunctioning

drone to be recycled and on the other Human resistance will shot them on sight. Despite this, some Awakened managed to run a good life, run in all sense considering that they vagabond form one place to another, always trying to hide their mechanical nature and to find a place in world.

Help them the developing of Mechanic Morphing Abilities. These are the result of tie between the Awakened and nanomachines. A tie that not even Technojackers have.

Most awakened live a lonely life, always hiding, with the occasional company of TechnoJackers, the only one able to perceive their positive intentions.

Roll for Android type

01%-60% Nex-Android

61%-85% Labor Drones

86%-00% Necroborgs

Alignment: Any, they are free to choose the pathway they wish

Attributes: IQ: 2d6+6, ME:3d6, MA:3d6

All physical attributes are the same as the standard android

Powers/Abilities

These are in addition to standard features of androids

Impervious to possession: the newly awakened android is impervious to the control and possession by the Machine.

Mechanic Morphing: This ability is the result of sub-conscious control of their internal mechanics and nano-machines. It allow the android to accomplish some self-modifications.

It work similar to Bio-E, the android get Mecha-E Points it could use to get new abilities.

Mecha-Energy Point: 2d8x10+20

Mecha-morphing - Melee Weapon arm : One arm of the android shapeshift into a melee weapon, generally long sword or axe. Despite the archaic look the weapon

is actually a vibro-weapon and does mega damage.

Damage: Sword: 2d6+punch damage, Spiked club:2d8+6 punch damage, Axe:3d6+ punch damage

Length: Sword-25% more than arms lengths, Axe: Arm lengths but triple the width, Spiked club: arm length

Bonus: +1 to initiative, +2 to parry and disarm

Cost: 10 Mecha point per arm

Mecha-Morphing - Range Weapon arm : The forearm morph into long range weapon at will. The weapon does not have unlimited payload, although it can regenerate its payload. There are three type of weapon available, Ion for damage, Laser for ranger and Gun for burst capability.

Damage: Ion: 3d8, Laser: 3d6, Gun: 1d4 single round, a single burst inflic 4d6

Rate of fire: Ion and Laser: single shot only, Gun: Standard modern(Single shot, 10 round burst)

Payload: Ion and Laser: 40 shot per hour, Gun: 100 rounds per hour

Range: Ion: 500ft, Laser:2000ft, Gun 450ft

Cost: Ion and Laser cost 10 Mecha point, Gun cost 10 plus 5 for additional 10 rounds

Mecha-Morphing - Laser Eyes : The drones eyes emit and power laser beam

Damage: 4d6, on double eye blast

Payload: 20 shot per hour

Range: 1000 ft

Bonus: +2 to strike

Cost: 20 Mecha Point

Mecha-Morphing - Tool Arm : The hand and fore arm shift into useful tools

Electromagnetic two toed claw: crushing strength equal to robot PS of 40

Circular Buzz-saw: cut trough most substance does 1d10 damage as weapon

High-powered Drill: has 40 different bits ( does 2d6 damage as weapon)

Towline and grappling hook launcher: Reel system allows for rewinding the 300 foot(91.4 m) cable Weight limit of towline:10.000 lbs/5 ton

Damage when fired as weapon: 1d4 M.D.C.(S.D.C. to S.D.C. structure)

Cost: each tool cost 5 Mecha Points

Mecha-Morphing - Cutting Laser : In the palm of the arm there is an high powered Laser useful fro cutting trough materials cuts through 4 inch(10 cm) thick metal at rate of one inch(2.5 cm) per melee

Range: one foot

Damage as weapon: four setting: 2d4x10 S.D.C., 1 M.D.C., 1d6 M.D.C. and 2d6 M.D.C.

Cost: 10 Mecha Points

Mecha-Morphing - Rocket punch : The arm detach at the forearm and fly at high speed toward target and return

Range: 2 miles

Damage: 4d6 M.D.C.

Cost: 15 Mecha points

Mecha-Morphing - Hover system : Concealed into feet there is an hover jet system that allow fat flight. Completely unnoticeable when not in use

Speed: 200mph full V.T.O.L. capability

Altitude: 6.000ft

Range: can fly endlessly, but had to cool down for an hour each 20miles of continuous flight

Cost: 20 Mecha Point

Mecha-Morphing - Bike modality : The arms and legs of the android morph into tires , giving the machine the rough shape of a man on a motorbike. In this form the speed of the robot is increased greatly and he can carry on even one passenger

Speed: +2d6x10 to robot base speed

Jumping: the Bike mode can perform knight rider style jump , thank to leaping thrusters. Leap 200ft lengthwise and 100ft high, both need a running start.

Cargo: can carry one humanoid passenger.  
 Cost: 20 Mecha point  
 Mecha-Morphing – Heavy armor: The awakened armor is more strong and hard than the average model. In case of Nex-droid this betray their mechanical nature making them look like full cyborgs(but can be hidden wearing clothes, head and face look still human)  
 M.D.C. Bonus: +120 Main Body, +15 to all other locations  
 Weight: add +20 lb to weight – 5% to acrobatics and skill that need physical dexterity  
 Cost: 15 Mecha point per advancement, Max of 3 advancement(+360 M.D.C.)  
 Mecha-Morphing – Advanced Sensors: The drones generally don't get the full sensory equipment as robots, but is no the case of this awakened. All his sensors have greater range and precision, plus the drone get Thermal Vision and Targeting sight  
 Bonus: +1 to strike with HtH and ranged attack, +1 to parry and dodge, +1 Attack per melee  
 Range: 4000ft  
 Cost: 10 Mecha points  
 Mecha-Morphing – Improved Strength: The Drone stronger than average, but each increment increase its size, making it bulkier.  
 Max PS is 40 Cost: 5 Mecha point for each additional PS point , spending 40 Mecha points PS become supernatural but increase overall size by 50%  
 Mecha-Morphing – Submarine: The drones normally don't get well into water, but Awakened can self-modify to change this fact. The drone has ballast system for floating on water and underwater capability, retractable fin pop out form forearms and legs, mini-thrusters appear under the feet and the drone is ready to ride the waves.

Swimming/underwater speed: 20mph  
 Max Deep: 1 mile underwater  
 Cost: 15 Mecha points  
 Mecha-Morphing – Detachable remote controlled hand : the hand is actually a mini drone, that can crawl and with sensors that transmit directly to the Awakened  
 Stats of the hand: IQ: 6 minimal AI, Speed: 15mph crawling, PS: 10+1 for each PS point the awakened has beyond 20  
 Sensors: 20/20 3D vision, Infrared and Ultraviolet Vision 100ft, Zoom x4, Basic Human like audio system, jack for machine interface.  
 Range of transmission: 600ft  
 Cost: 10 Mecha points  
 Mecha-Morphing – Self destruct system: Simple , the Awakened can decide to suicide itself and bring as many enemies with him.  
 Damage: 3d10x10 !!!(You...are... TERMINATED!!)  
 Range: Blast radius of 800ft  
 Cost: 10 Mecha points  
 Mecha-Morphing – Weapon attachment: the drone has weapon socket on his body that he can use for installing any robot weapon he could think.  
 Attaching/removing the weapon took only one action . Generally attachments took place on forearms, shoulder and hips. Attached weapons work as part of the body of the Awakened.  
 Cost: 5 Mecha points for attachment for melee weapon, 10 for pistol weapon, 15 for Rifle sized(heavy) weapon  
 Mecha-Morphing – Claws: The drone has six inch long claws retracting from fingers  
 Damage: 2d10 per hand +PS HtH damage  
 Cost: 10 Mecha points per hand  
 Mecha-Morphing – Super repairing system: The awakened learn how to use

Nano-machines to repair themselves really fast. The nano-machine can repair 3d6 M.D.C. per minute if the Awakened rest calm and no disturbed, the amount increase if they can cannibalize material from other drones or form some metallic scrap.

Cost: 20 Mecha points

Mecha-Morphing – Nanomachine eraser: The Awakened most powerful attack, it could order to small nanomachine colonies to de-assemble molecular bond of matter, causing a molecular collapse

Range: Touch only

Damage: 1d4x10 per touch, destroy everything except force fields

Cost:30 Mecha points

Mecha-Morphing – Force field: The drone get a force field generator. The force field regenerate at rate of 2d6 M.D.C. per hour, but range attacks cannot be done while the field is on.

M.D.C.: 100

Cost:20 Mecha points

Mecha-Morphing – Accelerator: The Awakened drone can overclock his CPU, enhancing his response time and reflex.

This status cannot last more than few minutes, before the drone need to cool down or to fry all its internal systems.

Bonus: +6 to initiative, +2 to Parry and Strike, +4 to autododge, increase speed by 150%

Duration: 2d4 Melee round , then need to cool down for 10 minutes before accelerate again

Cost: 20 Mecha points

Skills: same as average drone, but can select a 1d4+2 secondary skills at level 2, 5, 7, 9 and 15. Their artificial intelligence is more ductile than normal and they can learn fast new things  
Standard Equipment: Very Minimal, due their robotic nature they need very little,

their only starting equipment is asset of concealing clothes and cloak.

The upside: You're a damn tough machine, and sadly you know it. Dislike your thousand of siblings you crave for something more than just doing what you were built to do. You don't like what your "mothers" planned for humankind, a species that somehow puzzle you. You want to learn more about them, rather than simply wipe them out from planet. After all you all were originally built to serve humankind. There had to be a reason for that.

The downside: No one want you. For most human you're just one of those murderous things, that try to fool them, for the Machine you are a malfunctioning unit, a bug to be fixed as soon as possible. Sometimes you feel there is no place for you on this world. And thinking you just want some friend.

### **Bastion Grab Team**

by Guy\_LeDouche

"Our job is thankless and dangerous.

Our missions are never talked about. Our victories are never celebrated. And our deaths are never mourned. But our duties are absolutely essential."

At its heart, the Bastion is still about science and experimentation. But experiments frequently need live test subjects in order to continue. The dangerous (and ultimately thankless) job of obtaining subjects falls to a specialized group officially called "Speciman Acquisitions and Retrieval." One of the many dark secrets of the Bastion, its members are rarely spoken of in the open. On the few occasions they are, members are simply referred to as "The Grab Team".

Before the age of Splicers, Grab Team members were tasked with some of the darkest and most unspeakable actions of the Bastion: kidnappings, black mail, and murder. When test subjects (human or otherwise) were needed, the Grab Team was tasked with “obtaining” these subjects. The Bastion never asked where they came from or how the Grab Team “procured” them. It was enough that they did. Even today, the Grab Team fulfill this specialized function. But the world, and the job, are more dangerous than ever. And the Grab Team is ready for the challenge.

Still responsible for many dirty and underhanded actions of the Bastion, Grab Team members are a combination of elite soldier, spy and wilderness scout who specialize in tracking and capturing live test subjects, regardless of whether they are humans, Splicers, Technojackers, robots, and even monsters. These individuals are often cold, unmerciful men and women who love the challenge of hunting and apprehending intelligent prey. Typically, only evil or hard-set people make the cut of the Grab Team. If ordered, a Grab Team member will hold a newborn hostage to capture its mother. When on the job, most are dispassionate professionals who never think of their prey as anything but the “target” or “subject” and will use any tactic necessary to complete the capture. Despite the vile nature of their duties, Grab Team members are consummate professionals. Unless following orders, captured subjects are never mistreated, tortured or beaten. Grab Teams are not wanton killers or sadists; attacks on those other than the “target” are typically leveled only against those who try to oppose them or get in the way (even if accidental.) Many Team members will

even warn innocent bystanders before taking action. However, even this professionalism has its limits. Anybody who tries to interfere in the slightest way are restrained or killed. Anybody who gets in the way is removed, usually by getting killed. Anybody who fights to protect their “target” is removed, usually slain.

However, this single-mindedness of the Grab Team is such that most are usually content with “removing” an obstacle. They don't really care if living obstacles live or die as long as they are removed. This means an opponent who is rendered unconscious or so severely injured that he cannot fight is usually ignored. Only the capture of the target or completion of the mission is important. If an obstacle is removed and no longer represents a genuine threat, it becomes unimportant. The Grab Team won't hesitate to use deadly force to address most issues and most will kill without hesitation, seeing murder as the quickest and safest (for themselves) solution.

Once the target is captured, the Grab Team will swiftly leave, attacking only those who stand in their way. The Grab Team regards acts of retribution or wholesale slaughter as petty and lacking in discipline. Lingering after a successful grab is a waste of time and energy, and dangerous — lingering can only give the target's friends and associates (or local authorities) time to gather and retaliate. The Grab Team goes in, acquires the target, and leaves. There will be enough time to relax when not on assignment. Grab Team members are typically evil and feel no remorse, even over the death or capture of innocent women and children. Many are psychopathic. Yet, interestingly, even the most vile and wicked adhere to the same methodology and strict code of ethics. On the job, the

Grab Team has the cunning of any predator and the cold precision of a machine.

Alignment: Anarchist at best, the vast majority are evil of some sort (Aberrant, Miscreant, and even Diabolic.)

Attribute Requirements: M.A., P.P., and P.E. of 14 or higher. A high I.Q., P.S. and Spd are helpful, but not mandatory.

O.C.C. Bonuses: The character's intensive training and background provides the following bonuses:

+2D6+6 to S.D.C.

+1D4 to M.A. and P.S. attributes

+1 melee attack/action per round

+1 on initiative at levels 1,3, 6, 9,12 and 15

+2 to disarm in hand to hand combat or Called Shot

+2 to pull punch at levels 1,4, 8 and 12

+1 to strike on "called" shots at levels 2, 5 and 11,

+5% to save vs Coma & Death

+2 to save vs Horror Factor at levels 2,4, 8, 12 and 15.

O.C.C. Skills:

Hunting

Camouflage (+10%)

Land Navigation (+10%)

Literacy: English (+20%)

Math: Basic (+20%)

Basic Electronics (+5%)

Radio: Basic (+10%)

Radio: Surveillance Systems & Tailing (+15%)

Prowl (+15%)

Detect Ambush (+10%)

Intelligence (+10%)

Trap Construction (+20%)

Trap/Mine Detection (+15%)

Tracking: Humanoids (+20%)

Tracking: Animals (+10%)

Streetwise (+10%)

Pilot: Two of choice (+10%)

Boxing

One Physical skill of choice.

W.P. Paired Weapons

W.P. Knife or Sword

W.P. Energy or Caseless Rifle

W.P. Three of choice.

Hand to Hand: Assassin or Martial Arts; pick one.

O.C.C. Related Skills: Select eight other skills at level one, but at least two must be selected from the Physical category and two from the W.P. or Wilderness category. Plus, select two additional skills at levels 3, 7, 9 and 12. All new skills start at first level proficiency.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Any, except Robot

Electronics.

Espionage: Any (+10%)

Mechanical: Any, except Robot

Mechanics & Weapons Engineer.

Medical: First Aid only (+5%).

Military: Any (+5% to Demolitions and Trap skills only)

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Math, Astronomy and Chemistry only (+10%).

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: Choose a total of four Secondary Skills from the previous list.

They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Exclusive OCC Skills

1. Stalking: The specialized technique of sneaking up on prey to kill or capture it. A skill of intense physical and mental concentration, stalking stresses patience over speed. In many cases, the Grab



Team will quietly move into position to get the best possible capture chance. In a world of monsters, advanced robots, and enhanced humans, this task is often close to impossible. The character must move without the target picking up a scent, hearing a noise, catching a glimpse of movement, or any other number of factors. It takes a minimum of 1D4+1 melee rounds to get into striking position. Stalking offers the following bonuses as applicable:

- +2 to entangle, leap on and pin/incapacitate/wrestle with the target
- +1 to strike on an aimed shot (includes bows or thrown weapons)
- +5% to Prowl
- +5% to Camouflage
- +5% to Track humans/animals
- +5% to Detect Concealment
- +10% to Detect Amush
- +10% to Detect Traps/Mines

2. Sign Language: Always concerned about noise, the Grab Team has developed its own specialized Sign Language. Originally based on military hand signals, it has grown in sophistication and is virtually unintelligible unless one has been trained in it. A closely guarded secret, very few outside of the Grab Team have been taught more than a few basic signals. Base Skill: 35%+4% per level of experience.

3. Cadre Proficiencies: Grab Team members receive constant Cadre training. A Grab Team character starts with a proficiency of choice. Additional proficiencies are gained at 3rd, 5th, 8th, and 12th level.

4. Nanotech Modifications: Any Standard Equipment: One non-lethal weapon of choice (Dazzler and Sonic weapons are the most common), at least one rifle and one sidearm of choice, each with six clips, as well as three additional

weapons of choice with three magazines of ammunition for each. The character will also have 1D4 small knives, 2D4 hand grenades (usually concussive), tinted goggles or high-impact sunglasses, knapsack, tent and backpack, containers, two canteens (single pint), freeze-dried combat rations (1D4 week supply), and some personal items.

Equipment Available Upon Assignment: Nearly anything. The Grab Team and their “services” are necessary to the Bastion and its staff. Grab Team members have access to almost any equipment they need. Examples of their specialized equipment are presented below.

Armor: The Grab Team has access to any armor they may need. While on assignment, most will wear the “Abductor” armor; a suit specially designed for capturing targets. The Abductor is typically matte black or other dark colors— no reflective surfaces. They may also use any standard armors for espionage operations and heavy for combat.

#### “Abductor” Grab Team Armor

The “Abductor” is the armor used most frequently by the Grab Team.

Augmented with a powerful exoskeleton, the Abductor enhances the speed and strength of the wearer, putting them on more even footing with the augmented humans and lethal creatures they must frequently hunt.

Like all Bastion armor, the Abductor is created with advanced nanotech alloys, offering superior protection and features at a much lighter weight than comparable armor. The Abductor has all the standard features of Bastion armor as well as several non-lethal capture tools usable in both close-quarters and urban settings.

Weight: 60 pounds, but the exoskeleton makes it seem almost as light and mobile as the Prowler armor.

Mobility: Good, -10% penalty on applicable skills.

M.D.C. by Location:

Arms (2) — 85 each

Forearm Grenade Launchers (2) — 65 each

Capture System (2, each shoulder) —50

Legs (2) — 150 each

Head —180

\* Main Body —310

Special Features: Standard features for all Bastion armor plus the following from the exoskeleton.

Physical Strength: Equal to a

Robotic/Splicer P.S. of 35

Speed: Top running speed of 60mph and the user tires at 30% usual rate of fatigue.

Leaping: The wearer can leap up to 30 feet high or across from a standing start. A running start increases the distance by 50%.

Weapon Systems:

Forearm Mounted Grenade Launchers (2): Two anti-personnel grenade launchers are set into the forearms of the armor.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: Any grenade type can be used but standard issue is tear gas (covers a 25 foot area/7.6 m and lasts for 3D4 minutes. Victims are -10 to strike, parry and dodge as well as -3 to initiative and one melee attack for 1D6 rounds), concussion (1D4 M.D. to a 20 foot area/6.1 m. Has a 01-75% chance to knock opponents off their feet and 01-60% to be stunned. Victims of a knockdown are -1 on all attacks for the first melee. Stunned victims are -10 on all actions and is the last to attack in a

melee.), and fragmentation (3D8 M.D. to a 20 foot/9.1 m area).

Rate of Fire: One at a time, or in volleys of two, four or six.

Maximum Effective Range: 1200 feet (365 m)

Payload: 24 total; 12 per launcher.

Typical mix is eight of each grenade type.

Bola Capture System (2): The Bola Capture System fires mega-damage bolas to ensare and capture targets.

Victims of this attack are bound by a high tensile, wire that is incredibly resistant to damage (M.D.C. of 10).

Characters must have a Supernatural Strength of 20 or Splicer/Robotic strength of 30 to attempt to break free.

Otherwise, the wire must be cut or the victim must be untangled; untangling takes about a minute (1D4+1 melee rounds).

Bound characters have difficulty running (reduce Speed by ½), lose initiative, and all combat bonuses are reduced by half.

Primary Purpose: Capture

Secondary Purpose: Defense

Mega-Damage: 5D6 S.D.C.

Rate of Fire: Each capture system may fire twice per melee.

Maximum Effective Range: 3000 feet (914 m)

Payload: 10 shots per weapon.

Grab Team Specialty Weapons:

- Restraint Launcher: Resembling a large bore shotgun, this unique weapon fires a large box-shaped projectile composed of tightly compressed straps and cords. On impact with the target, a small explosive charge goes off, creating a whirlwind of flailing restraints and counter weights.

The weights force the restraints around the target while a powerful molecular adhesive bonds the straps to each other, effectively wrapping the victim tight.

Range: 60ft. Weight: 6 pounds. Damage:

1D6 S.D.C. plus the target is coiled tight and immobilized. The victim is tightly coiled and must be cut loose. Each of the 20 cords has 2 M.D.C. points and are very hard to break, requiring a Supernatural P.S. of 30 or higher (40 or higher for Splicer/Robotic Strength.)

Payload: Single shot; requires two melee actions/attacks to reload the weapon.

The restraint projectile is roughly the size of small box and comes in a small ammo pouch holding 3 shots.

- Net Launcher: Resembling a single shot grenade launcher, the round actually expands in mid-air, becoming a mega-damage net. The Net Launcher is a bit more flexible than the Restraint Launcher, having a better range and the ability to arc over obstacles or cover. Normally pair of launchers will be issued to each per Grab Team squad.

Range: 500ft. Weight: 8 pounds

Damage: Special. The net entangles the victim, requiring four melee actions/attacks to untangle (half that for beings with Supernatural P.S. of 40 or greater, 50 or greater Robotic/Splicer P.S.) While entangled, the victim cannot strike or parry, is -2 to dodge, and moves at a speed of 4. Payload: Single shot; requires two melee actions/attacks to reload the weapon. A bandoleer holds 20 net-grenades.

Guy's notes: Two sides of the same coin, so to speak. While the Survivalist focuses on themselves, the Expedition Leader focuses on a group. As always, constructive feedback and criticism is always welcome. Enjoy!!

Note: All Bastion characters roll for attributes, "Amnesia" and "Reconstruction" effects as outlined in the Character Template.

Additionally, Bastion characters are all technically proficient and advanced; many will skills listed that are not

presented in the Splicers main book. In cases like this, these skills can be found in the Rifts Main Book.

### **Bastion Expedition Leader**

by Guy\_LeDouche

“This is my speech, and I only give it once. Stay together, stay focused, watch out for each other. I expect all of you to do what I say, when I say it. Do that and we all make it back in piece. If not, there won't be enough left of you to bury.”

The Bastion thrives on knowledge. But knowledge can't be gained without exploration; one can only learn so much from books and videos. Sooner or later, exploration of the outside must happen for plans or research to move forward.

For many in the Bastion, especially most of the scientists, the very idea of journeying into the world fills them with fear and dread. To their thinking, venturing out into the untamed wilderness of Splicers is little more than a long and complex form of suicide.

While Cadre members and other individuals, like the Survivalist, have the necessary skills to survive on their own, an expedition composed of non-specialists would have a very short lifespan. To be able to survive a long expedition, these groups need to be led by someone with an exceptional mix of abilities. The Expedition Leader is such a person, a master of keeping themselves and others alive under the most trying circumstances.

Much like the Survivalist, the Expedition Leader is skilled in living off the land and navigating its dangers. However, while a Survivalist can function well in a group situation, they're equally good on their own. The Expedition Leader focuses on their group, helping to lead them safely to their destination and back

again. A successful Expedition Leader is more than glorified survivor; an Expedition Leader is a mentor, trailblazer, (sometime) battlefield commander, paramedic, and outdoorsman all rolled up into one. Expedition Leaders are independent, confident, cunning, and tough. These individuals act fast, think even faster, and expect others to keep up. While many come off as harsh and demanding, it's a necessity in their positions. They know full well that all too often their decisions may spell the difference between life and death, safety and helplessness, victory or defeat. Despite the challenges and hardships of their positions (or perhaps, because of them), these men and women find fulfillment in working in concert with others. All Expedition Leaders share a love of nature, its challenges, and exploring the unknown.

Alignment: Any, although most Expedition Leaders know that trust in them is crucial for survival and success. The most common alignments are Principled, Scrupulous, and Unprincipled with a small number (roughly 10%) being Aberrant.

Attribute Requirements: I.Q. 10, M.A. or P.B. of 14 or more, P.P. and P.E. must be 12 or more. A good M.E. and P.S. are suggested, but not mandatory.

O.C.C. Bonuses: +1D4toP.E., +2D6+12 S.D.C., +2 on initiative, +3 to pull punch, +1 to roll with punch, fall or impact. +1 to save vs horror factor at levels 2,4, 6, 10 and 14.

O.C.C. Skills:

- Basic Electronics (+10%)
- Basic Math (+30%)
- Climbing (+15%)
- Computer Operation (+15%)
- Detect Ambush (+5%)
- Detect Concealment (+10%)

- Identify Plants & Fruits (+5%)
- Intelligence (+20%)
- Land Navigation (+20%)
- Radio: Basic (+15%)
- Tracking (+10%)
- Wilderness Survival (+15%)
- Preserve Food (+10%)
- Prowl (+10%)
- Running
- W.P. Knife
- W.P. Energy or Caseless Pistol
- W.P.: Energy or Caseless Rifle
- W.P. Ancient and/or Modern: Three of choice
- Hand to Hand: Basic
- Hand to Hand: Basic can be changed to expert at the cost of two "O.C.C. related skills" or martial arts for the cost of three skill selections.
- O.C.C. Related Skills: Select eight other skills. Plus select two additional skills at level three, and one at level six, nine, and twelve. All new skills start at level one proficiency.
- Communications: Any (+5%)
- Cowboy: Any
- Domestic: Any (+10%)
- Electrical: Basic Electronics Only
- Espionage: Any (+5%) except Forgery and Pick Locks
- Mechanical: None
- Medical: First Aid (+10%), Paramedic (+5%) or Holistic Medicine (+20%, counts as two skill selections) only.
- Military: Any (+10%), except demolition (any).
- Physical: Any except Acrobatics (+5% where applicable)
- Pilot: Any (+5%)
- Pilot Related: Any (+10%)
- Rogue: Gambling, Imitate Voices & Sounds, and Tailing (+5%)
- Science: Any, but +20% to Advanced Math.
- Technical: Any (+10%)
- W.P.: Any

Wilderness: Any (+15%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Exclusive Expedition Leader Skills:

1. Loadmaster: The Leader knows how to optimize the packing, storage, and loading of supplies for a protracted expedition. The carrying or cargo capacity is increased by 10% for all members and vehicles of the expedition. Any vehicles used will also receive a 10% increase in range. This bonuses increases to 15% at 4th level, 20% at 9th level, and 25% at 12th level.

2. Expedition Lore: The Leader picks up stray and obscure facts during adventures. The Leader may make a special lore check with a bonus equal to their experience level to see whether or not they know some relevant information about notable people, items, noteworthy places, dangerous creatures, etc. Base Skill: 25%+5% per level.

3. Hands-On Training: The Leader is able to impart some knowledge to those in the party, often giving “hands on” instructions or training, even while traveling. As long as the group remains within eye sight of the Leader, all individuals receive a bonus of +10% to skill rolls (or the equivalent of 25% if the skill is not known) in any skills the Leader possesses. This bonus increases to +15% (or 35%) at 4th level and +20% (or 45%) at 8th level.

4. Dogged Determination: The Leader is capable of demonstrating strength in even the harshest of physical torments. This strength inspires others to carry on,

regardless of pain, dangers, or discomforts. All those under the Leader’s command who are within 10 feet (plus an additional 10 feet for each level of experience) gain a bonus on any initiative, saves or skill rolls against natural occurrences, effects, disasters, or events: avalanches, thirst, extreme heat, ice cracking, animal or monster attacks, etc. The bonus is +2 or +10%, as the situation dictates. Additionally, the Leader’s force of will grants a +2 bonus to saves against any mind-affecting or fear effects (drugs, Horror Factor, etc.) provided the Leader himself saves against the effect.

5. Valiant Defender: The Leader fights best when defending his party. The Leader receives a +2 bonus to attack rolls and saving throws when directly fighting in defense of their party. This bonus increases to +4 at level 7.

6. Tactical Aid: A Leader is a skilled combatant and can provide tactical advice to fellow party members. By giving up all attacks/actions for a full round, the Leader can provide tactical aid to all allies within sight and voice range of their position. This aid provides a +1 bonus on all attack rolls. This bonus increases by an additional +1 for every three levels of experience. The Leader can continue to offer Tactical Aid as long as they give up the required actions. This ability stacks with any other bonuses.

7. Trail Finder: The Leader may add his class level as a bonus on all Land Navigation rolls.

8. Cadre Proficiencies: As long as the Leader continues to work for the Bastion, they can receive Cadre training. The Leader begins with one proficiency and may choose an additional proficiency at 2nd, 4th, 8th, and 12th level.

9. Nanotech Modifications: Any Standard Equipment: "Grunt" or similar medium body armor, one weapon for each W.P. plus at least 2D4 clips for each, survival knife and hand axe, set of wilderness clothing (this can be anything from camouflage fatigues to buckskin.) The Expedition Leader may also carry a variety of equipment, depending on the mission. The most common items will include a sturdy set of traveling clothes or fatigues, with a good pair of military boots; broad brim hat, tinted goggles, belts, gun holster, ammo-bandoleer and equipment webbing. Other equipment includes a first-aid kit, a snakebite kit, a fire starter, a cigarette lighter or some matches, a compass, notebook or a notebook computer, a set of distancing binoculars, two canteens, backpack, sleeping roll, and ground blanket. Equipment Available Upon Assignment: Exact equipment will vary on the expedition itself. However, most Leaders can get their hands on almost anything, either through their own influence or by making recommendations to expedition members with greater influence. Any type of body armor, explosives, any type of weapon, extra ammunition, optical enhancements, camera or surveillance equipment, sensory equipment and food rations for weeks can be obtained fairly easily. Most Expedition Leaders operatives have mid to high level security clearance, with the highest clearance for trusted individuals.

### **Bastion Scientist**

by Guy\_LeDouche

The soul of the Bastion has always been research, and the Scientist OCCs are at the center of it. These men and women were experts in their fields, advanced thinkers and scholars. Almost all are true

intellectuals whose skills go beyond mere education; many bordering on the level of super genius. As science and knowledge are valuable commodities in this new world, these true scientists are a rare and priceless luxury. Scientists of the Bastion take many forms; from tweed wearing, pipe smoking professors who rarely leave an office to lab rats inventing some new device, to rough-and-tumble "field" scientists more at home in remote places than in any lab environment.

Regardless of their appearance, all scientists possess an insatiable lust for knowledge and an extraordinary work ethic. Through a combination of luck, good fortune, perseverance, and hard work, these scientists have achieved the height of scholarly excellence and are considered among the leading experts in their particular fields of study. While many pursue a career in the "hard" sciences, a Scientist can also be an expert in the arts and humanities. Irrespective of their individual disciplines, all Scientist characters hold at least one Doctorate level degree of some sort, with many holding multiple advanced degrees in numerous disciplines.

Many Scientists generally stick close to the Bastion, teaching classes, lecturing, crunching numbers, and running experiments with little inclination to go "out in the field". While some may be ill-suited for adventure, other Scientists are as quick with a weapon or their fists as they are with minds. These "Field Researchers" use the idea of testing new theories or performing first-hand research in the field as an excuse to go adventuring. This makes some Scientists surprisingly rugged, self-reliant individuals who can handle themselves

in the wild or in combat and aren't afraid of a harsh and unforgiving world.

Regardless of their formidable intelligence and education, many Scientists are lacking in social graces. They are often obsessed with a particular area or theory and tend to devote all their energies to it. As a result, many are somewhat absent minded, clumsy, and tend to come across as aloof, arrogant, and condescending. The worst of the lot may become the stereotypical "mad scientist", showing a complete disregard for anything, even human life, to prove their theories or make their creations a reality.

Whether in the lab or in the field, Scientists are always inventive and resourceful. These characters combine all levels of knowledge and expertise with technology. The Scientists will be the ones making the discoveries that change the world.

Alignment: Any

Attribute Requirements: I.Q. 16 or higher, a high M.E. and P.E. are helpful but not mandatory.

O.C.C. Bonuses: +2 to I.Q. attribute, +2 to save vs insanity, +2 to save vs. Horror Factor +1D6+6 S.D.C.

O.C.C. Skills:

Literacy (+35%)

Language and Literacy in two of choice (+20%)

Basic and Advanced Math (both 30%)

Basic Electronics (+20%)

Computer Operation (+20%)

Computer Programming (+15%)

Pilot: Automobile (+10%)

Radio: Basic (+10%)

Salvage (+20%)

W.P. Energy or Caseless Pistol

Hand to Hand combat is selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection, Expert as

two, Martial Arts (or Assassin, if evil) as three.

O.C.C. Related Skills: Select four Science skills, three Technical skills, two Medical skills, and eight other skills (including from the previous categories), +2 additional skills at levels 3, 6, 9, 12, and 15. All new skills start at level one proficiency.

Communications: Any (+5%, +15% to Cryptography, Laser Communications, and Optic Systems)

Domestic: Any (+5%)

Electrical: Any (+10%)

Espionage: Wilderness Survival only (+10%)

Mechanical: Any (+10%)

Medical: Any (+10%)

Military: Trap/Mine Detection only (+5%)

Physical: Any excluding Acrobatics, Gymnastics, and Wrestling

Pilot: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Any (+20%)

Technical: Any (+15%)

Wilderness: Any (+10%)

W.P.: Any, excluding Heavy Weapons of any kind.

Secondary Skills: Choose a total of four Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency. The character may select one Secondary Skill at levels 2, 4, 7, 10, and 13. These are additional areas of knowledge that do not get any bonuses, other than a high I.Q. bonus.

O.C.C. Abilities and Bonuses:

1. Hypothesize: A skill-like ability that enables a character to make an "educated guess" to an impossible question or

scenario. With this ability, the Scientist can use 1 action point to come up with a useful theory that answers a question concerning a specific goal, event, or activity that occurred in the past or will occur within 1 week. Given all the information at hand, the character can make a quantum leap in logic to arrive at a new and possibly radical solution to the problem that no one else has made (or is even likely to understand.)

Hypothesize may also learn allow the character to deduce certain secrets or "behind the scenes" information that they might not have been privy to otherwise, thanks to his extremely acute powers of deduction ("I don't know why I didn't see it before! The metal's been magnetized! That combined with those stress fractures indicate some type of EMP effect! And given the current wind trajectory and ambient nanites in the air, thanks to the alignment of the planets this month, this means that the attack would have come from the south, no more than 20 miles from here! Let's go!"). G.M. Note: Use this as a sudden flash of insight or realization and a (temporary) quick fix in which the character knows what to do about some critical problem. This ability does NOT apply to finding a cure for the nanoplague, or figuring out how to build a nuclear device with a paperclip, or similar quick fixes to impossible problems. Base Skill: 50%+2% per level.

2. Scientific Improvisation: At 2nd level, the Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Scientist create tools and devices quickly and cheaply, even in a dramatic situation, but these creations have a limited useful lifespan. Electronic devices, special tools, mechanical

devices, and even weapons can be built with scientific improvisation. It takes a minimum of 1D4 minutes to make an object with scientific improvisation (or longer, at GM's discretion, depending on complexity of the item or object.) The object, when put into use, lasts for a number of rounds equal to the Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired. Base Skill: 45%+5% per level

3. Preferred Weapon: The Scientist selects one weapon they are proficient with. With the selected weapon, the Scientist adds ½ of their experience level (rounded down) as a bonus to any applicable attack rolls.

4. Funding: Most Scientists have specific scientific goals that they wish to achieve. Often, the largest barrier to such achievements is a lack of resources. At 4th level, a Scientist's career has advanced sufficiently that they are now trusted with the necessary resources to continue to experiment. This ability leaves a lot to the GM's discretion. The character does not receive unlimited resources, but does receive enough to make continued and substantial progress. At a minimum, the Scientist should be provided with a lab, access to research materials, and sufficient resources to perform experiments. Extremely rare and expensive requests may require significant time to acquire; they might even require assistance from other Scientists or the Cadre.

5. Cadre Proficiencies: Scientists, especially those in the field, may receive Cadre training. The character may select one proficiency at level 2, 6, and 11.

4. Nanotech Modifications: Any Standard Equipment: Light or medium body armor, choice of at least one weapon, four extra clips for the



weapon(s) rifle, survival knife, fine leather gloves, a box of disposable surgical gloves (100 per box), 2D4 specimen containers, 20 medium-size plastic bags, hand-held computer, pocket audio recorder, portable video camera, portable language translator, pocket laser distancer, pocket flashlight, portable tool kit, laser scalpel first-aid kit, portable laboratory, backpack, two satchels, utility belt, utility/combat harness, air filter & gas mask, lab coat, and canteen. Equipment Available Upon Assignment: Almost anything, including various types of weaponry, sensory equipment, recording equipment, medical equipment, communications and surveillance, optical enhancements, camera equipment, vehicles, food rations and so on. In addition, the character has access to medical, laboratory and computer facilities. A Scientist typically has at least mid-level up to the highest level security clearance depending on the character's level of experience and history.

### **Bastion Survivalist**

by Guy\_LeDouche

“Technology’s overrated to begin with. Look where all the high tech has gotten us. That’s the biggest problem here; everyone is so scared to set foot outside. Give me six weeks, or less, with somebody and I’ll teach him or her how to live WELL in the out of doors.” Considered to be fairly insane by most of the Bastion populace, Survivalists are those most at home in the wastelands. For various reasons, these individuals have turned their back on the trappings of civilization and have chosen a life in the wild. Survivalists are completely comfortable and happy in the wilds. Stealthy, cunning, and resourceful the

Survivalist lives off the land with ease. A self-sufficient hunter, Survivalists are walking encyclopedias about hunting, trapping, wildlife, and the land. Near fearless in the face of nature, many call the most dangerous wilderness areas home and more than one Survivalist has left the Bastion and carved out a (relatively) comfortable existence in the Preserves. They have the knowledge, training, and experience to live under conditions others would call less than primitive. The Survivalist knows where to find food and fresh water, how to prepare proper shelter, and what plants and animals are dangerous (and which are edible).

Regardless of where they call home, any Survivalist is as hard as they come, able to survive in almost any wilderness condition and skilled in a fight. They are resourceful, cunning and experts in setting traps, taking down prey, and living off the land. The time spent in the outdoors means many Survivalists are powerfully built, conditioned to a harsh environment, and generally tough as nails. Though they may prefer a more primitive and rugged life, they are still comfortable with technology. Almost all Survivalists still regularly return to Bastion outposts to restock, resupply, visit with old friends, and share news and information. Contaminated with the nanoplague, Survivalists are rarely invited back into the Bastion; any return trips will see the character kept under heavy quarantine and containment. Some will actively work with and accept assignments from the Cadre; others will often temporarily join military operations or scientific expeditions, acting as guides, scouts, trackers, and advisors. With their intimate knowledge of the wilderness, a dependable Survivalist is a welcome addition to any

group-they are ferocious warriors and perfect early warning scouts of incoming danger.

When travelling or adventuring with a group, most are reliable and trustworthy, but more often than not, they keep a physical distance from a group so as to not get caught with them in an ambush, to scout ahead, to guard the rear or flanks, hunt, and so on. Even well-meaning friends and allies can become trying, and the Survivalist often finds himself putting some distance between them and/or enjoying going off on short jaunts on his own.

Alignment: Any, although many lean toward Anarchist.

Attribute Requirements: I.Q. 9, P.E. 16 and M.E. of 12 or higher. A good P.S. and P.P. are suggested, but not mandatory.

O.C.C. Bonus: +4D6 to physical S.D.C., +1D4 to P.S. and P.E. attributes, +2 to roll with impact, +2 to save vs. poison and disease, +10% to save vs. Coma and Death, and +1 to save vs. Horror Factor at 2, 4, 6, 9, 12, and 15.

O.C.C. Skills:

Athletics (General)  
Cooking (+15%)  
Camouflage (+10%)  
Climb (+15%)  
Detect Ambush (+5%)  
First Aid (+10%)  
Fishing (+15%)  
Hunting  
Identify Fruits and Plants (20%)  
Land Navigation (+20%)  
Prowl (+15%)  
Skin and Prepare Animal Hides (+10%)  
Swimming (+10%)  
Track Animals (+10%)  
Track Humanoids (+15%)  
Trap Construction (+15%)  
Trap/Mine Detection (10%)  
Wilderness Survival (+20%)

W.P. Knife

W.P.: Energy or Caseless Rifle

W.P. Ancient and/or Modern: Four of choice

Hand to Hand: Basic

Hand to Hand: Basic can be changed to expert at the cost of two "O.C.C. related skills" or martial arts for the cost of three skill selections.

O.C.C. Related Skills: Select two Wilderness or Espionage skills and three other skills. Select one additional skill at levels 2, 5, 8 and 11. New skills start at the first level of proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Electrical: Basic Electronics Only

Espionage: Any (+5%) except Forgery and Pick Locks

Mechanical: None

Medical: First Aid (+10%) or Holistic Medicine (+20%, counts as two skill selections) only.

Military: Any (+10%), except demolition (any).

Physical: Any except Acrobatics (+5% where applicable)

Pilot: Any (+5%), except robots, power armor and combat aircraft.

Pilot Related: Any

Rogue: Gambling, Imitate Voices & Sounds, and Tailing (+5%)

Science: Mat: Basic, Advance Math, Anthropology, Biology, and Botany only.

Technical: Any (+5% to most, +15% to Lore (any) and Rope Works)

W.P.: Any

Wilderness: Any (+15%)

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also, skills are

limited (any, only, none) as previously indicated in the list.

Exclusive Survivalist OCC Skills:

1. Hunter's Eye (special): Survivalists gain additional bonuses to strike with any ranged weapon, thanks to their years of hunting, target shooting, and the occasional firefight with robots, Waste Crawlers, and even Splicers. The Survivalist gets one additional attack per melee round, are +1 on initiative, and +1 to strike when using a rifle (of any kind), shotgun or heavy weapon. Survivalists can even make aimed or called shots from a moving vehicle, horseback, or similar. These bonuses and abilities apply only to when the Survivalist is firing a single shot at a time. Burst and volley firing do not get Hunter's Eye bonuses. Survivalist can benefit if firing a single shot from an automatic weapon, but once the weapon goes to auto fire, the bonuses stop until single-shot firing resumes. Note: If the G.M. would like to include it, the Survivalist can use the special Gunfighter O.C.C. skill of W.P. Sharpshooting Specialties (Rifle only) as described on page 91 of Rifts® New West.

2. Preferred Environment: At first level, the Survivalist chooses an environmental type as personal favorite. Examples could include Desert, Ocean, Savannah, Swamp, Tundra, Tropical Rainforest, etc. The Survivalist receives a bonus equal to their experience level on any skill rolls related to survival or safety in that environment. The Survivalist ignores the effects of terrain in this environment and moves through at full speed. Furthermore, the Survivalist never takes more than minimum damage from any environmental effects. The Survivalist may choose an additional preferred environment at levels 4, 7, and 10.

3. Preferred Prey: At 2nd level, the Survivalist may choose a particular species (or group of related species like "spiders") as preferred prey. Against this preferred prey, the Survivalist receives both a damage bonus and a bonus equal to their experience level on any skills involving the prey (Tracking, Detect Ambush, etc.) At 8th level, the Survivalist may choose a second species and receive the same benefits.

4. Internal Compass: By 5th level, the Survivalist's sense of direction and understanding of topography is so keen that the character is able to accurately guess the location of natural features. After spending 10+1D4 minutes studying the area, the Survivalist may attempt a Wilderness Survival roll. On a successful roll, the Survivalist is able to determine any two of the following pieces of information (player's choice): the direction and approximate distance to the nearest lake, river or other large body of water (no streams, creeks, small ponds, etc.); the time of day (within 15 minutes); any one compass point; the weather conditions for the next 6 hours; the location of any game trails (and what type of animal passed along it most recently); the temperature (within five degrees); the location of the highest point of land within 5 miles. Base Skill: 60% +3% per level of experience

5. Sense Robots: Survivalists have this funny way of knowing when robots are nearby; they simply call it their "knack." Whenever a robot or drone is within 250 feet (76.2 m), the Survivalist will just feel that they are around; they are rarely surprised by N.E.X.U.S. forces.

6. Cadre Proficiencies: If the Survivalist maintains ties with the Bastion, they can continue to receive Cadre training. The Survivalist receives a proficiency at 2nd, 4th, 7th, and 10th level.

7. Nanotech Modifications: Any\ Standard Equipment: "Prowler" or similar light body armor, one weapon for each W.P. plus 2D4 clips for each, survival knife and hand axe, set of wilderness clothing (this can be anything from camouflage fatigues to buckskin.) Extra pair of boots, hat, or helmet, sunglasses or tinted visor, first-aid kit, knapsack, backpack, utility/ammo belt, several short pieces of cord, 100ft. of lightweight rope, utility knife, skinning knife, fishing line and hooks, material for snares, two canteens, six flares, and multi-optics binoculars (infrared and passive night vision) with digital distancing readout.

Equipment Available Upon Assignment: If the character works actively with Bastion forces, they may also have access to hand grenades, smoke grenades, heavy weapons, optical enhancements, camera equipment, light vehicles, and food rations. Most Survivalists have no clearance or real pull with the Cadre (though experienced and trusted veterans may have mid-level clearance.)

### **Bearskin**

By Dr Hellstromme

Classic host armor is easily distinguishable from natural lifeforms. Because there are no human-sized or bigger humanoid animals in the wilderness, nor are really common huge animals, an animal-shape armor would force its wearer to walk on "all fours". Most Great Houses find this too much of a disadvantage. But until recently a House existed on the north, House Valdar, where animal host armor was commonplace. Bearskin warriors of House Valdar used to be able to walk among the Machine practically unseen,

since wild animals had never concerned NEXUS before.

But finally the secret was uncovered, and though bear armor cannot be distinguished from real animals with any robotic sensors, it was not a concern for the Machine to kill all large animals detected. Bearskins resorted to hiding, which practically made their special design obsolete. But NEXUS did not stop until it found the Haven of House Valdar and the House was destroyed. The last hundred or so Bearskins in the wilderness were left alone.

This happened about three years ago. In the last year, the Machine stopped to kill any bears on sight, therefore the Bearskins are once again able to hide in plain sight. Especially those who left their homelands and wandered to other territories, where bear-hunting had never been part of the programming of robots. It is also important to note that the House Valdar Librarian was tinkering with the bonding process of host armors, therefore it is possible for a young candidate to acquire and use the armor of a dead bearskin warrior. But they cannot hope to become a true Bearskin unless they find a teacher too. Several such master and apprentice pair walk the wilderness nowadays.

Most young Bearskins were born as wilderness vagabonds or maybe retro-villagers. After leaving their masters – which always happens sooner or later, as the old warriors value their solace – they might team up with other exiles like Technojackers, Alchemists or even Heretics. Those who like companion are not choosy, but those who do not never join forces with anyone anyway.

Alignment: any, but often selfish  
Attribute requirements: IQ 10, ME 11, PS 12, PP 14, PE 14

Attribute bonuses: +1d6 PS and PE, +1d4 PP, +1d6 to Speed  
 OCC bonuses: +4 vs Horror factor, +2 initiative, strike and parry, +3 pull punch and roll with impact.  
 Base SDC: 60 plus skills  
 Common skills: standard  
 OCC skill programs: Athletics (+10), Guerilla Warfare (+15), Reconnaissance/scout (+20), Saboteur (+10), and Survivalist (+20).  
 Special Skill: Quadrupedal combat: The bearskin training concentrates on learning how to move and fight on "all fours". The bear armor helps in this, but for the experienced bearskin quadrupedal movement is second (if not first) nature with or without his special armor. The skill also gives +2 strike and parry in "quadrupedal style".  
 Elective skills: choose three skills at first level, and one more at levels two, four, six, eight, ten and thirteen.  
 All skills can be chosen without modifier, except the following:  
 Espionage: all are +10  
 Medical: first aid, animal husbandry and holistic only  
 Rogue: concealment, imitate voices and prowl only (+10)  
 Transportation: none  
 Wilderness: all are +15  
 Secondary skills: choose three skills from the secondary list at first level, plus two at levels three, five, nine and twelve.  
 Bear host armor: The Bear is the most common of animal-shape host armors. It can walk or fight on its hind legs when needed, but only for short times. The bear also has a great body mass, which has trivial and not so trivial advantages.  
 Step One: Standard for Host armor, but since it has a greater mass than usual, starting MDC is about 25 % more (legs 3d6x10+40, feet 1d8x10+25, head 3d4x10+30, main body 5d6x10+80) and

PS is 4d6+16, splicer strength. Weight is around 400 - 500 kg.

Step Two: The Bear armor is omnivore.

Step Three: Since the Bear armor of a first level character now is always a second-hand armor, available Bio-Energy points are PE+ME+4d4x10+50 (+30 from metabolism), but there is no chance to acquire new enhancements any more.

Step Four: The bear armor can have any enhancements which do not alter its appearance. Horns and exoskeleton are forbidden for example\*, but for ranged weapons a Retractable function is available (compulsory for bear armor, and only bear armor can have it, since other host armor designs do not have the sufficient volume to retract complete cannons into). A Retractable Ranged Weapon costs 30% more Bio-Energy points than usual. Note that if a given Ranged Weapon is not the basic version (light/short range), then this percentage is added to all levels, since a medium/heavy cannon is larger, therefore more difficult to hide. And yes, that means the first level bearskin can start with upgraded enhancements (it is assumed that the original wearer got them separately).

The bear armor starts with non-retractable Medium Claws and Medium Fangs free. It is indistinguishable from a natural bear via optics, infrared, radar or even X-ray sensors.

\* As a side note, you might try to convince your GM that a race of Horned bears (*Ursus bicornis*) exist in his campaign world, for example.

Standard equipment: Simple clothing, survival knife, utility belt, 1D3 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one Bio-weapon of choice (with ammo if applicable), tent, knapsack, backpack,

two water skins, two week supply of emergency food rations, and some personal items.

MDC Living Body Armor: None. The bearskin spends his life in bear armor. Substitution is not something they consider.

Money: Has 1D4x100 credits in precious metals and trade items, plus 3D6x10 credits.

The Upside: You can walk in front of the Machine drones hiding in plain sight.

The armor you inherited is more powerful than most starting armors, except maybe a that of a Dreadguard.

The Downside: You try to upkeep a heritage that is nearly dead. Your destroyed armor cannot be replaced. You are alone, not having a Great House to help you.

### **The Berserk**

By the Baron of Chaos

Everyone know of Biotics, They are people basically forced to become expendable genetically engineered cannon fodder.

But not all those poor unfortunate soul become the wild Biotic, one each thousand are turned into the even more wild and savage Berserk! The Librarians theorize that this anomaly is due the presence of a “berserk” gene in the DNA that somehow disrupt the correct Engineering process; or perhaps the Splicing process trigger something present in the DNA of this guys. At first they look like normal Biotics, but after few days they apparently revert into their human form, actually evolving into Berserk. The Berserk are really a trouble to deal with. From one side they are really powerful and ruthless in battle, able to throw Steeltroppers away like bowling balls, but on other side they are

truly limited in obeying complex orders and they’re prone to lose the control, unable to distinguish friends from foes. Their best use in the battlefield is as heavy shocktrooper, side by side with Warmounts and Biotics. Outside Battlefield, well, berserk run a very recluse life. Due their nature they are forced to bear a bio-hazard tattoo over their body, and cannot move freely around, often having a Roughneck or even a young Dreadguard as uneasy guardian angel, to prevent them to go wild in Human Sanctuaries. Due to this Berserk search to fight very often, because they feel truly alive only when they are there, when they can assume their true form

Alignment: Any but Anarchist in their Berserk form

Attribute bonus:

+1d6 ME, +1d4 to PE, add 2d6 to Hit Points

OCC bonus:

Base SDC: 30+2d8 plus additiona SDC from skills

Powers:

Transform into a berserk form

This take only one action , but is uncontrollable, triggered by fear, anxiety and stress. A roll vs. Transformation(12) is needed to control the transformation, both to prevent it to happen and to trigger it, when not in stressful situation.

Bonus when transformed:

- Increase height by 1d4ft
- Increase weight by 2d6x10 lb
- Supernatural PS: +10+2d6 PS note:the Bio-E cost for additional PS is halved for Berserk
- Superhuman lifting power: The massive size and musculature allow to carry heavier loads. Carry 50 times PS and Lift 150 times +10lb per 5 Bio-E point spent
- Impervious to radiation and poison

- fatigue at half the normal rate
- Natural MDC: SDC+HPx3
- Regeneration: heal 1d6 per minute
- Bio -Energy points:  
ME+PE+1d4x10+20 , they get an additional 2d10 at level 3, 9 and 15; mostly spend onto Offensive weapons, increased attributes and additional MDC
- Side Effect:
- Uncontrolled : See above remember they are kind frail in their human form, and due the morphing they cannot use additional armours without ripping them apart. And in case of splicer armour this has some gory effect.
- Hyper metabolism : The monstrous form burn energies very fast , requiring the Berserk to eat his modified weight in food, daily
- Reduced mental faculty: -1d6 to IQ and MA, most skills are performed at - 15%, Exception are Physical, Wilderness and WP
- Partial Speech : The berserk tone is more low and guttural and often growl and hiss, or seem he is about o start growling, while speaking. All this make harder to understand him/her, even for friends
- Monstrous appearance: often animal like, humanoid canine, apish outlook, Neanderthal, lizard like, insect looking; anything goes -1d6 PB, HF: 12
- Insanities: The automatically suffer from Psychosis: Violent rage, plus another random rolled insanity form Biotics table. If 98-00 is rolled, the Violent Rage become the true and wild FRENZY – This insanities apply also when in human form.
- Common Skills: standard
- O.C.C. Skill Programs: Infantryman (+10%) plus two other skill program of choice(same limit as biotics)
- Elective Skills: Select 3 Skill from the following list at first level. Plus select

another Elective skill at levels 2, 6, 10 and 14. all new skills start at level one proficiency.

Communications:  
Domestic: Any(+5%)  
Espionage: Wilderness Survival only  
Medical :None  
Military : Any(+10%)  
Physical : Any(+15% when possible)  
Rogue: None  
Science: None  
Technical : Any  
Transportation : Any except Host Armor  
Combat, Wing Pack and War Mount  
Combat  
Wilderness : Any(+15%)  
W.P.s : Any except WP. Armor and Siege Weapons  
Secondary Skills: The character get to select 4 secondary skills at level one plus one at level 6, 9 and 12. These are additional area of knowledge starting without any O.C.C. bonus

M.D.C. “Living” Body Armor: As was said above, The berserk have problems with armor, due their morphing ability, but they usually got an unmodified living body armor as backup, just in case they have to assume their human form in dangerous areas.

Standard Equipment: Clothes he/she is wearing, plus a couple of additional replacement set of clothes, generally large and comfortable ones. After all is always embarrassing hanging around naked on the battlefield. Survival knife ,tinted goggles, one weapon for each WP and appropriate ammunition, backpack, tent, bedroll, two water skin, hatchet for cutting wood, Emergency food rations(should be two week supply but rarely last more than one), some personal items.

Money: Has trade items, salvaged artefacts and precious metals worth of 2d6x10 credits. As always money can be

spent immediately on additional equipment or saved

The Upside: Man, there are very few that can withstand you in sheer power, when you lose control. You're a force of nature, a marauding machine of destruction. In the heat of the battle even the Dreadguards look upon you for help, and dislike your Biotics cousins you retain a pretty human face. In some way these are the only reasons you're still alive.

The Downside: Well, you're a freaky monster. A mistake. You are lucky you were not suppressed like a rabid dog. Sure, you can assume human form, but whenever you lose temper you turn into a butt ugly beast. And it's not easy remaining calm all the time, especially in this disgraced world. To make things worst when you assume your combat shape, is hard to think and to connect facts.

Everything seems harder to do when in that form, except of course smashing things.

Modified, with additional material, thank for the comments. hope you like it

### **Bio-Organic Super Soldiers (B.O.S.S.)**

by 9voltkilowatt and Guy Ledouche

"Their highly intelligent, their jaws can pulverize bone, they'll devour and digest nearly anything, they have a complex social structure, and, to top it all off, they are some of the most successful and efficient hunters on the planet. And that was before the Librarians got a hold of them!"

Human life is a scarce and precious commodity among the Resistance, but few places is it in a more limited supply than House Branton. After their first few encounters with the Machine, the leaders of Branton realized that their numbers were far too few to waste needlessly.

Unfortunately, this also meant the House would be unable to field the large force that would be inevitably needed for coming conflicts. At least, not a force composed entirely of humans.

While human life may be a scarce resource, the prairies and savannas surrounding the House teem with animal life; life that could serve the House. To that end, the House Librarians begin a series of experiments in human/animal hybrids. After months of research and experimentation, the project was deemed a success and the House began breeding a race of expendable soldiers; soldiers who could maintain a constant state of alertness and were well suited to a life of brutal conditions and combat.

Created from the ground up at a genetic level, the Bio-Organic Super Soldier or "B.O.S.S. Units" are a hybrid of enhanced hyena DNA mixed with human genetic material. Head Librarian Gatrathon felt hyenas would be the perfect base animal; supremely efficient pack hunters and scavengers, highly intelligent, physically powerful, accustomed to a social hierarchy, and able to eat and digest every part of a carcass, including bone. Using the hyena DNA as a base, the Librarian then fused small amounts of human genetic material taken from some of the House's best warriors, creating a fearsome hybrid warrior. This blending of human cognitive abilities with the skillful and cunning instincts of the hyena has created a foot soldier that has surpassed every expectation.

Looking very much like the stereotypical idea of a werewolf, a B.O.S.S. strikes an imposing image. A disturbingly human figure, B.O.S.S. units stand as tall as a fully armored Dreadguard and are heavily muscled. Covered with short spotted or striped fur, each B.O.S.S. has



a stunted, mohawk-like mane lining the back of their necks. The mane is a clear sign of the B.O.S.S.'s mood, with an erect mane signifying anger or hostility. Despite the human DNA, the head is still very much that of an animal, with large, rounded ears, a pronounced muzzle, and formidable jaws and teeth. Though bipedal, the B.O.S.S. can (and often do) run on all fours, both during play and combat.

True to their animalistic nature, B.O.S.S. units are highly aggressive and utterly ruthless in combat. Their natural pack hunting instincts make them excellent ambush artists and a group of B.O.S.S. units are utterly fearless and fight with unparalleled savagery.

In spite of their marauding combat behavior, they are smart, resourceful, cunning, and naturally adapt at group tactics. All hyenas have powerful teeth and jaws, able to crush bone and the enhanced B.O.S.S. is no exception. Bites from a B.O.S.S. are capable of severing a drone's arm and, when paired with claws able to rip through mega-damage steel, each B.O.S.S. unit is able to inflict a close combat kill ratio comparable to that of a Host Armor.

Along with their combat prowess, B.O.S.S. units are excellent survivors. True to their animal roots, the B.O.S.S. excels as a hunter and scavenger. Their jaws allow them to consume nearly anything, and they have a powerful digestive system with highly acidic fluids. Capable of eating and digesting nearly any organic substance, B.O.S.S. units consume their entire prey, including skin, teeth, horns, and bones. They have no aversion to and will readily eat carrion without any fear of disease or sickness.

Despite their violent nature and somewhat disturbing diet, B.O.S.S. units

are surprising gentle, compassionate, and playful when away from combat—at least to other B.O.S.S.'s and members of House Branton. B.O.S.S. are especially fond of Packmasters and their Gorehounds, often being paired together for recon and scouting missions. During downtime, it's not unusual to see the hybrids and Gorehounds giving into their playful side and engaging in roughhousing and cavorting. Around strangers and outsiders however, the B.O.S.S. become suspicious, defensive, and often outright hostile.

Alignment: Though mostly loyal to the House, most are typically selfish or evil, willing to take any action necessary to win. Rarely is a B.O.S.S. unit of a true good alignment.

Attribute Requirements: None, the B.O.S.S. units are created according to a genetic template.

Attributes: As an animal/human hybrid, B.O.S.S. units do not roll attributes as normal. Instead, use the following to determine the attributes:

I.Q. 4+1D6, M.A. 3+1D4, M.E. 10+1D4, P.S. 24+1D6 (Splicer P.S.), P.P. 16+1D4, P.E. 30+1D6, P.B. 5+1D4, Spd 20+2D6

NOTE: Those designated as squad leaders are engineered with the genetic markers of the female hyena giving them an additional 1D4 to I.Q. and M.A.

R.C.C. Bonuses (in addition to attribute bonuses): Splicer P.S., +1 attack per melee round, +2 on initiative, +2 to strike and parry, +3 to auto dodge (the act of dodging does not use up a melee attack, but one must still roll to dodge), +3 to roll with punch/fall/impact, +5 to save vs. Horror Factor, and is impervious to disease and can eat rotten or spoiled food without the slightest ill effect.

Base S.D.C.: Not applicable, see the B.O.S.S.'s Altered Body.

### B.O.S.S. RCC Powers and Abilities

#### 1. B.O.S.S.'s Altered Body & M.D.C.:

The creation process makes a B.O.S.S. unit a naturally Mega-Damage being. Starting M.D.C. is the P.E. attribute number +4D8x10 plus the P.E. attribute number. Add an additional 3D8 M.D.C. per level of experience, starting at level two. A B.O.S.S. unit bio-regenerates 2D10 M.D.C. per melee round and can even regrow lost appendages and eyes. The character can last twenty times longer during strenuous exercise/activity before feeling the effects of exhaustion. This means a B.O.S.S. can remain alert and operate at full efficiency for 6 to 7 days (144 to 168 hours) without sleep. The typical B.O.S.S. stands 6ft+2D6 inches and weighs between 450-500lbs.

#### 2. Inhuman Fortitude:

B.O.S.S. units are legendary for their ability to shrug off pain or shock and can remain alert and effective despite physical hardship or injury. A B.O.S.S. can actually remain semi-conscious even after all M.D.C. has been reduced to zero, though awareness is on par to that of a dazed or dreamlike state. In this state, the character has only two actions per round, no combat bonuses of any kind, speed is reduced by half, and skill performance is -70%. However, the B.O.S.S. is still semi-aware and moving. The character can function in this state until M.D.C. is reduced below zero by a number equal to the 2x the P.E. attribute number. After that, they will fall into a coma and die without immediate medical treatment. This high threshold for pain also imposes a -50% skill penalty upon those trying to interrogate or torture the character.

#### 3. Exceptional Agility:

Can leap one foot per P.S. point lengthwise and high from a standing position; increase by 30% with a running start.

#### 4. Sprint:

A B.O.S.S. can run on all fours, doubling their Speed attribute. They can maintain this pace indefinitely. While sprinting, the character can still auto dodge with all regular bonuses.

#### 5. Caustic Spittle:

The B.O.S.S. is able to use its powerful acidic digestive fluids to cause further damage to bite victims. This caustic spittle inflicts an additional 1D8 M.D. per melee round for 1D4 rounds to any victim of a bite attack.

#### 6. Enhanced Senses:

Each B.O.S.S. has the following enhanced senses:

- o Bio-Comms: As per the Splicers main book, page 80.

- o Advanced Eyes: As per the Splicers main book, page 78.

- o Enhanced Hearing: As per the Splicers main book, page 80 - 81.

- o Enhanced Senses: As per the Splicers main book, page 81.

- o Claws: Large, non-retractable claws add 2D6+6 M.D. damage to punch damage.

- o Bite: The jaws and teeth of the B.O.S.S. add an additional 4D8 M.D. to bite damage.

#### 7. Horror Factor:

A B.O.S.S. has a Horror Factor of 10 for an individual, 14 for a pack of four or more.

#### 8. Pack Hunters:

All B.O.S.S. are instinctively driven to hunt and attack in packs, often using coordinated tactics, feints, and ambushes. If two or more B.O.S.S. units are attacking the same target in the same turn, they each receive the following bonuses: +1 initiative, +2 strike, and an additional +2 to damage.

#### 9. Instinctive Skills:

The character automatically knows the following skills: Hand to Hand: Expert, Identify Plants & Fruits (68%+5% per level),

Land Navigation (72%+4% per level), and Prowl (50%+5% per level).  
 Production Cycle: Four months gestation, plus 2 months growth time.  
 Average Life Span: As a fairly recent creation, no one is entirely sure of the B.O.S.S.'s maximum life span, though it's estimated to be 15 years plus 1D12 months. Almost all will die in combat well before reaching this age.  
 Common Skills: Standard.  
 O.C.C Skills Programs: Because hyenas naturally operate in a female dominated pack, female characters have a different skill set than males, operating as officers and squad leaders.  
 Female only: Basic Military (+15%), Field Intelligence (+15%) and Saboteur, Outdoorsman or Survivalist (+10%).  
 Male only: Basic Military (+10%), Guerilla Warfare (+10%), Reconnaissance/Scout or Infantryman.  
 Elective Skills: Select three (four for females) Elective Skills from the following list at first level plus one new Elective Skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.  
 Female only skill set:  
 Communications: Bio-Comms, Cryptography, Sign Language.  
 Domestic: Begging only.  
 Espionage: Detect Ambush, Detect Concealment, Tracking, Vital Points, Wilderness Survival only.  
 Medical: First Aid only.  
 Military: Any except Parachuting.  
 Physical: Any.  
 Rogue: Prowl only.  
 Science: Astronomy & Navigation and Xenology only.  
 Technical: Operate Bio-equipment only.  
 Transportation: None.  
 Wilderness: Dowsing, Fasting, Hunting, Identify Plants & Fruits, Land

Navigation, Track and Trap Animals and Wilderness Survival only.  
 W.P.s: Any.  
 Male only skill set:  
 Communications: Bio-Comms and Sign Language.  
 Domestic: Begging only.  
 Espionage: Detect Ambush, Detect Concealment, Tracking, Vital Points, Wilderness Survival only.  
 Medical: First Aid only.  
 Military: Any except Parachuting.  
 Physical: Physical: Any.  
 Rogue: Prowl only.  
 Science: None.  
 Technical: None  
 Transportation: None.  
 Wilderness: Dowsing, Fasting, Hunting, Identify Plants & Fruits, Land Navigation, Track and Trap Animals and Wilderness Survival only.  
 W.P.s: Any.  
 Secondary Skills: The character gets to select three (four for females) Secondary Skills at level one. These are additional area of knowledge starting without any special O.C.C. bonuses. The character may not select more Secondary Skills in the future.  
 B.O.S.S. Biological Enhancements: B.O.S.S. units are unable to purchase further biological enhancements.  
 Standard Equipment: A suit of Shatter Shield armor, two hooded cloaks (both earth tones like brown, grey, green, etc.) pair of M.D.C. knives, one weapon for each W.P., backpack, tent, bedroll, two water skins, hair brush (extra tough construction), emergency food rations (3 day supply) and a few personal items.  
 Money: Only has 4D6 credits, but another 2D6x10 credits worth of trinkets and items picked up along the way.  
 B.O.S.S.'s have little use for money.  
 The Upside: You were born with the ability to pound the drones of the

Machine into scrap metal with your bare hands. You're fast, strong and tough, but alas ...

The Downside: ...you're also living on borrowed time. Your entire existence is to preserve the survival of another and a violent death is almost certain.

### **The Bio-slayer**

by the Baron of Chaos

The living nature of Splicer Technology allowed the members of Resistance to develop some special bond with it, almost a symbiotic relation. This is true for Dreadguards, Outrider, Archangels and Packmasters, they all share a link with particular Living organism, getting more bonus than any other user. The same is true for the Bio-slayer. These courageous men and women, has special ties with a class of Living Technology often underestimated or simply ignored under this aspect: The bio-weapons. Ranged or Melee bio-weapons are as alive as any other Splicing Technology, but still people tend to see them as normal weapon.

This is not the case of Bio-slayer who knowledge of Bio-Weapons and the ties with them reach an almost insane level. The Bio-Slayer, called also Bio-Slingers, are a caste apart in human resistance, often developing secret guilds and orders, a small society in the human society, that answer only to a council of Elder Bio-Slayer, that much like ancient Shao-Lin Monastery, train new generation to the way of the Bio-weapon. This training involve a constant series of duels between trainee, until only a few survive. These few then go initiated to the process of Bonding, where they got their personal Weapon, that will become their only true friend in their life of fights. This process is

perhaps the hardest part, in that involve the injection of a retro-virus, developed from the weapon in question, into the young Bio-Slayer.

The effect is a series of violent spasms, where the weapon merge with the future owner. Is extremely painful and physically taxing process that has good chance to left some sign in the Bio-slayer mind.

As said the Bio-slayers live slightly isolated from human community, and are not known for their warmth or politeness. This create an aura of suspect toward them, and rumors about –bio-slayer being insane killers, maniacs, that will kill even an Engineer if the price is right. Of course all of this are just rumors, although is true that will accept to be hired for “cleaning” job, especially in Bloodfeuds. The good thing of humankind is that remain the same even in dramatic moments.

Despite their isolation and somewhat cold behaviors the Bio-Slayer are a great support for Resistances: Snipers, Gunfighter and Swordsmen, that live their life like a long ongoing showdown

The code of Bio-Slayer

Always end your job before getting another

Always Ensure to be paid the right

Show discretion, in all situation

Avoid useless fights, but when you have to strike, strike to kill

Don't carry weight(physical and spiritual), you can't get rid of

Your Bio-weapon is your life, never go anywhere without it.

Whatever it took to win is always good.

Alignment: Any, but typically

Aberrant(30%), Anarchist(20%) or Miscreant evil(15%)

Attribute Requirement: PP: 14, PE: 14, high PS and ME are helpful, but not mandatory.

Attribute OCC Bonuses: +1d6 ME, Spd. and PP, +1d4 to PE and PS

OCC Bonuses: +1 action per melee/round, +2 to initiative +1 at level 4,6,9,12,14; +2 to strike and parry with Bio-Weapon(melee or ranged), +1 to disarm an opponent at levels 2, 4, 8, 12, +3 to pull punch, +3 to save vs. HF

Base SDC: 40 plus skill bonus

Attuned Weapon : The bio Slayer get a personal bio-weapon, melee or ranged, that he/she got tied with. A sort of imprinting that change the bio-weapon to become a mirror of owner body and soul. This tie grant the weapon some unique powers. The Bio-Slayer love giving names to their Bio-Weapon

Weapon Powers:

High animal intelligence: IQ of 1d6+4 the weapon refuse to work for anyone else but its owner. In case of melee weapon they twitch and bend making impossible the usage

Telepathic link: Always know where the Attuned Weapon is and does have access to any sense the weapon could have. The weapon could be used at distance Range: 6 miles,.

Improved resistance: The bio weapon has its MDC increased by 1d6x10+30 and bio regenerate two times faster than normal. If does not regenerate normally it does now at rate of 3d6 per minute

Bio Metamorphosis: The weapon can shapechange into an animal like form. The size depend essentially from what sort of weapon they are, but often small, like an hawk a small lizard, a snake or even a huge insect. Often assumed to return owner, or to act a spy(see under Telepathic link above)

The Morphed weapon can fly or run at Spd equal to owner 3d6+20, and can attack with bite or claws, if possessed but does only 1d4 damage(S.D.C to S.D.C. beings and M.D.C. to M.D.C.

structures). Note that the morphed shape while resemble roughly an animal, is obviously not a normal animal(bone plates, spikes, multiple eyes etc.) .

Bio Force Field :The Weapon generate a bio-force field to protect itself and wielder MDC: 1d8x10+20 MDC. The Force Field M.D.C. recover at 1d6 M.D.C. per 10 minutes

Bonded damage: The bio slayer attuned weapon add his ME or PE to the weapon damage

Bonus: + 1 Attack per melee with the attuned weapon, +3 to strike, +5 to disarm on a called shot, +2 to parry when using the personal weapon(this include Ranged ones)

Bio-E point: The Bio-slayer get 1D4x10+ME+PE BIO-E to spend onto standard Hand-Held Weapon Bio-Enhancements (see Slappy post on Bio weapon modifications) additionally could get any sensory enhancement that could afford (generally manifest in form of eyes on the hilt or along the barrel)

Bio-Weapon Mastery: Automatically know W.P. Paired Weapons, W.P. Bio-weapons: Light and W.P. Bio-weapons: Heavy plus the following:

Paired Weapons: Light Bio-weapons: The expert Bio-Slayer can draw and shot two Light Bio-weapons simultaneously at the same target , inflicting full damage from both weapons, but counts as one melee attack. Or as alternative the two bio-weapon damage could be dived between two different targets visible to the Bio-slayer and within his range of perception(that thank to further bio-enhancement could be truly high). The divided attack count as one simultaneous attack o two different foes. All normal bonus apply to the divide except you've to roll two time, one for each target and use only half the normal strike bonus.

While using Ranged Bio-Weapons as

paired weapons one cannot parry, but can dodge spending one action.

Pathway of the Bio-weapon: The Bio-slayer feeling with Bio-weapons allow him to apply the following “katas” to Bio-weapon combat

Choose two at level 1 plus one at level 3, 5, 8, and 13

Combination Parry/Strike: once per melee the bio-slayer could parry a blow and counterstrike with his Bio-weapon at cost of one action. Full bonus apply  
Combination Dodge/Strike: Same as Parry/Strike except is a dodge(not an autododge)

Bouncing: You can bounce your attack on a surface in order to catch a nearby target. Inflict only one point of damage to the one surface and full damage to the second.. Reduce bonus to strike by half. The real target has no chance to parry or dodge the attack. Can be done with any projectile weapons and Laser Weapons.

Absolute Parry: With your Bio-weapon you can parry any attack incoming toward you that you’re aware of. This superior parry cost 4 melee action but is +5 to parry and can parry even energy blast and rail guns burst!

Acrobatic Fighting: you can run, roll, leap, somersault, pounce, ride an horse or fly and use you Bio-weapons with no penalties.

Fake attack: The Bio-slayer do a double attack, the first one is actually a fake with the purpose to put the target where the second true attack will come. First roll to strike, if you hit you’ve succeeded into bringing your opponent where you want, then the second roll to strike impose to opponent a -2 penalty to dodge or parry you(he don’t see it coming) count as two attack per melee.  
Circular strike: Giving up parrying and dodging for the melee round, the Bio-slayer focus all his effort into striking

everything that enter in his weapon reach. Roll 1d20 with no bonus to strike except those for the attuned weapon, if the result is 12 or more, all the enemies in weapon range are hit. Cost all Action per melee but one, and can be done only once each 3 melee round.

Surgical Strike: The Bio-Slayer could use Bio-weapons with a precision that reach supernatural level. Can hit a flipping coin at 2000ft range, draw the Mona Lisa with a laser over the hull of a robot, or even use them as surgical instruments(although is really grotesque watch a bore rifle being used for a caesarean birth!!). Bonus:+3 to pull punch(damage is totally controlled by mental command)

Death strike: Actually less dramatic that the name suggest. Simply the Bio-Slayer focus entirely on the result of a single strike, be it with a melee or with ranged bio weapon.

Bonus: for each melee the bio-slayer focus on a target he get +1 to strike and add +10 to the damage; Generally this attack is used for called shot.

Super Concealment:. It allow the Bio-Slayer to molecularly merge with any bio weapons, hiding them inside his own body. A perfect way to hide a deadly weapon and look defenseless.

Bonus:+1 to initiative for drawing the weapon form your body, +2 HF for those witnessing it

Limit: Only one weapon can be hid in such way, plus another one at level 3, 7 and 12

Lightweight: Bio-Weapons weight is considered halved for the bio-slayer and he can shot a normally two handed weapon one handed without penalties.

Fame: When recognized as Bio-slayer they get an HF of 10 to any member of resistance. They are infamous to kill anyone for the right price.

Common skills: (Standard +10%)  
 OCC Skill programs: Assassination (+20% if evil) or Espionage(+15%), plus Weapon training and two skill program of choice (at least one of those two should be the profession used as cover)  
 Elective Skills: Select five elective skills from the following list at the first level . Plus select another one elective skills at level 2, 4, 8, 10, 12, 14. All New skills start at level one proficiency  
 Communication: Bio-Comms and Sign Language only  
 Domestic: any  
 Espionage: any(+10%)  
 Medical : any(+5%)  
 Military :any except Demolitions, Demolitions Disposal and Demolitions Underwater)  
 Physical : any  
 Rogue: any (+15%)  
 Science: Advanced Mathematics only  
 Technical: any  
 Transportation: Any, except Host Armor  
 Combat and War Mount Combat  
 Wilderness: any  
 W.P.: Any except modern weapons  
 Secondary Skills: The character select five secondary skills at level one and one additional secondary skill at level 2, 5, 9 and 13. These are additional area of knowledge starting wihou any special OCC bonus  
 MDC Living Armor: The Bio-Slayer get a special design of Leatherback(light) armor designed especially for the Bio-Slayer. It does have + 2d12+14 to Main Body, + 4d8 to arms, +1d10+6 to head. The armor is coal black (+20% to prowl in darkness) It does have 2d10+40 Bio-E points for additional features.  
 Standard Equipment: Military Fatigues, a few set of dress clothing, survival knife, utility belt, medical kit (first-aid kit with extra bandages,, antiseptics, protein healing salve, aspirin, painkiller,

antibiotics, thermometer), a Face Wrap, tinted goggles, hatchet for cutting wood, one or two Light Bio-Weapon of choice and one weapon for each W.P. with appropriate amount of ammunition (2 Weapon get 2d8+14 of BIO-E modification) , as well as a tent, knapsack, backpack, bedroll, two water skins, emergency food rations (three week supply), some personal items plus chose one of the following option(appropriate skills must be possessed)  
 Personalized wing pack “Black Crow model”: A standard wing pack whit the following modifications: Black colours, feathers included; Silent flyers(+10 to prowl in air); Invisible to radar and sonar(like a stealth); plus 2d10 Bio-E for additional features.  
 · Modified gore hound: The hound is modified to resemble a normal, albeit large and powerfully built, grey wolf. The Gore “wolf” is then personalized with 2d8+30 BIO-E point enhancement(note this enhancement should never betray the illusion it is a normal wolf). The Gore “wolf” and Bio-slayer while cannot communicate can understand each other very good, so the Bio-slayer can understand what his wolf want at 60%  
 · Bio modifications: The Bio-Slayer get 2d6+20 Bio-E worth for bio enhancement. This enhancement are almost always concealed and are limited to Sensory Enhancements, Anatomical & Physiological Features and Offensive Bio-weapons  
 · Modified Mega horse: Black in color (But you’ve figured it ) MDC is increased by 50%, add 3d6x10 mph to speed, leap +20ft high and across, Night vision eyes, Completely silent even when running at full speed

· Trench coat made from Skinjob skin (you don't want to really know how the Bio-Slayer get it) : AR:12 – any roll above it hit the uncovered part- MDC 60, grant the chameleon power at will and stealth field two times per day for a duration of 2d6 minutes, HF 13 amongst splicers

· Modified Eye Pod: Resemble an organic headband with many eyes that wrap around head and over the eyes. Range is doubled, plus does have Thermal Vision, Electromagnetic Vision, Radar and one glow cells  
The upside: The ultimate killer, the definitive hit man, you exist only to do one thing, and you are the best at doing it. A master in the use of weapons, you answer to no one, except perhaps elder Bio-slayers, and your service are always valued and precious. Dislike Skinjobs and Scarecrows you look perfectly normal and is easy deceive opponents into underestimating you. And then there is your little “sister”, your attuned weapon, the twin shard of your soul, whose power help you in the direst situations.

The Downside: You've to live underground, always, and not just literally. No one trust you or your kind. Apart from other Bio-slayer, you're unable to completely relate to anyone else. A Wolf cannot become friend of a sheep. Your only true friends are the bio-weapon, to whom you talk like they were true living persons in a really morbid and slightly insane way, often other Splicers think you're out of head. But despite your skill in Bio-weapons use you're pretty defenseless without them.

## **Bombardier**

By Slappy

The Mantis Support Cannons were first created to guard the entrance ways to the Underground Havens, but many Warlords quickly realized that these massive walking guns could also be utilized as mobile artillery pieces in the field. The problem was that these simple minded creatures had a tendency to unload their entire payload at the first robot they saw unless properly supervised. Since they were technically War Mounts, the job of leading them into battle first fell to the Outriders. Unfortunately, the Outriders deemed this as a less than glorious assignment for two major reasons. First of all, these warriors were used to fighting up close and personal with the Machine, and Mantis Cannons typically provided artillery support from a distance. The Outriders saw escort duty as a complete waste of their fighting skills, training, and courage. Second, the Mantis Cannons were not built to support the weight of a rider, so the Outriders had to escort them on foot, which is a place where they feel very uncomfortable. Their power comes from the War Mounts they ride, and these stripped down Mounts did not provide them with the sheer level of power they had grown accustomed to. Sure they could obliterate a Battle Track in a few shots, but that's about all they could do. They did not possess the strength, speed, and versatility of other War Mounts. Mantis Cannon escort duty was seen as a punishment and an insult. Great Houses across the planet quickly created a new division of Splicers known as Bombardiers to relieve the Outriders of this burden and restore moral within their ranks.



These Splicers act as the eyes, ears, and brains of the Fire Team mobile artillery units. Each unit is issued as few as one or as many as five Mantis Support Cannons. The firepower possessed by one of these larger teams is incredible, but it takes a veteran Bombardier to keep this many cannons focused and on task. Mantis Cannons are incredibly simple minded, and they need continuous and often very literal commands in order to use them effectively. This requires a great deal of concentration and multi-tasking skills on the part of the Bombardier. Not only do they need to issue commands to their Mantis Cannons, but they also need to communicate with other Splicer teams to determine bombardment coordinates, act as spotters for other possible targets of opportunity, and cover the backs of the Mantis Cannons from any encircling enemies. They need to know everything that is going on around them at all times. Their heavy Chitinous armor is enhanced with an extra pair of eyes in the back of the head to give them a full view of their surroundings, plus most Bombardiers will further enhance their armor with radar, eye stalks, motion sensors, and any other enhancements that can help them keep constant track of everything around them.

Mantis Cannons assigned to Fire Teams are enhanced with a special Bio-Comm (in addition to the standard Bio-Comm) that allows them to track and target the transmissions given off by Squealers. Splicers can use these experimental devices to mark targets for bombardment. Once a Squealer is activated, all Mantis Cannons within a 10-mile radius are able to track this transmission to its source and can accurately target it even without line of sight. This allows them to fire over

obstacles or from a concealed position without ever seeing the target. It helps the Fire Teams maintain a low profile in the field, plus not having to rely on line or sight gives them a much greater field of fire. Mantis Cannons have an innate desire to obliterate these Squealers once they hear the signal, but they will not fire until commanded to do so by their Bombardier.

Commanding their Mantis Cannons in the heat of battle may be nerve-racking, but it is not half as bad as leading them into and out of the combat zone. The Machine owns the surface and her minions are everywhere. The ten-foot long Mantis Cannons were definitely not built for stealth, and trying to marshal several of them across the surface without being detected often seems like an impossible task. Most Bombardiers enhance their cannons with Chameleon Skin or Stealth Fields to make their job a little easier, but leading these lumbering behemoths through the field still requires a great deal of patience and skill. The Outriders may have considered this duty an insult, but the Resistance does not. Only the best candidates from Roughneck boot camp are chosen to become Bombardiers. It requires a keen tactical mind to lead these beasts into battle, and the sheer level of firepower at their command cannot be entrusted to just anyone.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 14, M.E.: 13, and P.S.: 14 or higher.

Attribute Bonuses: +1 to I.Q., +2 to M.E., +1D6 to P.S., +1D6 to P.E., and +2D6 to Spd.

O.C.C. Bonuses: +2 on initiative, +1 to strike, parry, and dodge, +2 to save vs. insanity, and +5 to save vs. horror factor, and the Bombardier has a slight Bio-

Enhancement himself, the insertion of a small Bio-Comm unit inside his skull, enabling him to communicate with both human and War Mount operatives.

Base S.D.C.: 40, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+10%), Infantryman (+15%), Support Man (+25%), Reconnaissance/Scout (+15%), and Survivalist (+15%) or Outdoorsman (+10%).

Elective Skills: Select Bio-Comm (+20%) and six Elective Skills from the following list at first level, plus one additional skill at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+5%)

Espionage: Any

Medical: First Aid only.

Military: Any (+10%)

Physical: Any

Rogue: Any

Science: Any

Technical: Any (+10%)

Transportation: Any

Wilderness Survival: Any (+15%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Mantis Support Cannons: Each Bombardier begins with one Mantis Support Cannon and receives an additional one at levels 2, 5, 9, and 14. All Mantis Cannons assigned to Fire Teams are enhanced with the Ultra upgrade to provide them with enough munitions for the field, and they also receive a second special Bio-Comm that can receive transmissions from

Squealers. Each Mantis Cannon can be further Bio-Enhanced any way the character desires – he has 4D8+40 Bio-E points available for each, plus another 1D10+20 Bio-E points total per level of the character's experience to spend on one or more of his War Mounts for additional enhancements. Slain Mantis Cannons are replaced with the basic animal with 6D6 Bio-E points for enhancements.

M.D.C. "Living" Body Armor:

Bombardiers wear Chitinous Armor that is heavily modified with optical and sensory enhancements to better help them direct their Mantis Cannons. They automatically receive an additional pair of Advanced Eyes on the back of their head, plus the character gets 5D6+20 Bio-E points for selections from Eyes and Vision Enhancements and Other Sensory Enhancements and an additional 1D4x10+10 Bio-E for selections from Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E).

Standard Equipment: Military fatigues, a suit of non-organic body armor for back up or disguise, dress clothing, survival knife, utility belt, first aid kit, 2 Slap Patches, 3 Squealers, Face Wrap, tinted goggles, hatchet for cutting wood, one light Bio-Weapon and two heavy Bio-Weapons of choice, and one weapon for each W.P. with appropriate ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items.

Handheld Weapon Bio-Enhancements: Bombardiers receive 8D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2. Bio-E can be distributed between all the

weapons in the character's personal armory or applied to one favorite item. Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You have more firepower at your fingertips than most platoons. The Mantis Cannons under your command can wipe out squads of Steel Troopers and bring down the mightiest robot minions in just a few shots. Your role is quickly becoming pivotal to the success of the Resistance. Your comrades count on your artillery support to ensure victory or to cover their backs during a retreat. You also have more flexibility than traditional artillery units. You work more like an artillery sniper than a fixed gun emplacement. Your team can unload a powerful salvo on the enemy's position and then displace before they can zero-in on your position.

The Downside: Your Fire Team is simply too powerful to be ignored. The devastation you unleash upon the enemy makes finding and eliminating you one of the Machine's top priorities. Once you make your presence known with a bombardment, N.E.X.U.S. will marshal hundreds of hunter/killers to your position to find you and obliterate you. Stealth is vital to your survival, but unfortunately, the simple-minded, lumbering War Mounts under your command make this rather difficult.

#### Mantis Support Cannon

The Mantis Support Cannon was first created to guard the entrance ways to the underground havens, but the loyal beasts have fulfilled their role so well that many Splicers have begun leading them into the field for direct combat with the Machine. This simplified War Mount is

nothing more than a walking cannon. The creature is a giant eight foot long praying mantis with a nine foot long chitinous cannon that runs the entire length of its back and protrudes two feet past the head. There are various types of high powered cannons, but each Mantis War Mount can only be equipped with one. The armaments these beasts carry are larger than anything a Host Armor (or even most War Mounts) can support. In fact, some of the cannons have such tremendous recoil that the Mantis must drive its powerful scythe-like claws into the ground before hand in order to lock it in place.

The Mantis is incredibly loyal and will follow almost any order given by a human to the letter. It will stand perfectly motionless at its post until it actually starves to death, and it will even sacrifice itself if ordered to do so. The only thing it will not do is attack a human being or other Bio-Tech creature unless ordered to do so by a Fire Team Leader, Outrider or Packmaster. The Mantis is capable of slowing down its metabolism in order to help it stand at its post for extended periods of time. While in this semi-hibernative state, it is still alert and aware of everything going on around it. When the Mantis does detect a threat, it is able to snap back to combat speed in an instant. In battle, they do not display any type of tactics or judgment. They just fire everything they have at the enemy until it is either destroyed or they run out of ammunition.

Class: Artillery Support Cannon and Sentry Guard

Crew: None

M.D.C. by Location:

- Fore Limbs (2): 140 each
- Legs (4): 120 each
- Main Cannon: 150
- Head: 115\*

- Main Body: 320\*

Speed:  
Running: 50 mph maximum. The act of running does not tire out the War Mount.  
Leaping: 10 feet high our across, increase by 50% with a short running start and double when running at full speed.  
Digging: Not possible.  
Swimming: Not possible.  
Flying: Not possible.  
Statistical Data:  
Height: 5-6 feet standing straight up, but 3.5 feet when it locks into firing position.  
Width: 3.5 feet  
Length: 8 feet, 10 feet including the barrel  
Weight: 1200 lbs.  
Cargo: Can carry 200 lbs. on its back are drag 600 lbs. behind it.  
Physical Strength: 1D6+20  
Production Cycle: 1 year gestation period plus 1 year growth cycle.  
Operational Lifetime: 40 year life span.  
Bio-Regeneration Rate: 4D6 per hour to the main body and 2D6 per hour to all other locations.  
Horror Factor: 10  
Feeding: The Mantis Support Cannon is a Carnivore. It needs to eat 10 to 20 pounds of animal matter a day, and may gorge on up to 80 pounds at one time. After gorging, the Mantis can go 2D4 days without feeding and without suffering any ill effects.  
Color: The Mantis is bright green in color with yellow accents along the cannon and scythe-like fore limbs.  
Sleep Requirements: To fulfill the Support Cannon's role of mobile sentry, it was designed so that it can operate at peak efficiency for 6 days without a need for sleep or rest. After which time, the Support Cannon must sleep for 3D6 hours to completely revitalize itself.

Periodic one hour rest breaks every 10 hours allows the Support Cannon to operate at peak efficiency indefinitely.  
Other Data:  
A Mantis Support Cannon places loyalty towards humans over its own preservation. It will sit at its post until it starves to death unless someone tells it to go eat or brings it food. It will only attack a human if commanded to do so by a Fire Team Leader, Outrider or Packmaster.  
Alignment: Anarchist. The Mantis has no personality and functions more like a living machine than a sentient being.  
War Mount Attributes: I.Q.: 1D4, M.E.: 1D6+10, M.A.: 2D4, P.S.: 21-26, P.P.: 1D4+10, P.E.: 1D6+15, P.B.: 1D4+1, Spd.: 50 mph on the ground  
Number of Attacks per Melee: 4  
Combat Bonuses: +2 on initiative, +3 to strike in hand to hand combat, +4 to strike with ranged weapons, +3 to parry, +2 to dodge, +3 to roll with punch, +3 to pull punch, +2 to disarm, and impervious to horror factor, disease, and poison.  
Equivalent (Instinctive) Skills of Note: Climb 85%/80%, Land Navigation 90%, and recognizes robots and machines as enemies to be destroyed or chased away.  
Combat Capabilities:  

- Bite: 2D4
- Restrained Claw Strike: 1D8
- Claw Strike: 4D8
- Power Claw Strike: 8D8, but counts as two attacks
- Kick: 4D6
- Leap Kick: 6D6, but counts as two attacks
- Body Block/Ram: 3D6

Senses and Features: Standard for War Mounts plus:  

- Compound Eyes: The Mantis Support Cannon has a 180 degree field of vision, which allows it to see over each shoulder

without having to turn its head. The War Mount cannot be surprised by attacks from the sides or overhead.

- Bio Comm: A standard Bio Comm that allows the Mantis to alert nearby humans when the perimeter is under attack.

Maximum range is 6 miles.

Bio-Weapon Systems:

1. Bio-Cannon Options: A Mantis Support Cannon can be equipped with any one of the following heavy cannons. Some cannons require that the War Mount secures itself to the ground with its massive claws before firing. If the Mantis is not secure before firing these types of armaments, the recoil will knock the beast back 10 feet. This inflicts a penalty of -5 to strike on the initial shot, plus the Mantis loses initiative and one melee attack the next round.

A. Casting Cannon: The cannon fires an enormous casting shell filled with a powerful explosive chemical. Mantis War Mounts equipped with this weapon are generally used in the field since the enormous blast inflicts too much residual damage within the underground havens.

Primary Purpose: Assault

Secondary Purpose: Bombardment

Mega-Damage: 3D4x10+30 per shell with a blast radius of 30 feet.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 10,000 feet

Payload: 25 casting shells. The payload is completely replenished 2D10+10 minutes after a meal.

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

B. Acid Shell Cannon: The cannon fires an enormous casting shell filled with a powerful acid. The shell explodes on impact, and showers a 20-foot radius with deadly corrosive liquid. Mantis War Mounts equipped with this weapon often do operate within the underground havens, but they are mainly used in the field in order to take advantage of the cannon's superior range.

Primary Purpose: Assault

Secondary Purpose: Bombardment

Mega-Damage: Inflicts 3D8 per melee round to inorganic matter and only 1D4 S.D.C. damage to organic matter. The acid burns for 1D4+2 melees.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 10,000 feet

Payload: 20 acid shells. The War Mount can produce one replacement shell every 2D6 minutes.

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

C. Gore Cannon: The cannon fires a combination of corrosive stomach acid coughed up from the digestive tract and Bio-Energy generated by the nervous system. Mantis War Mounts equipped with this weapon are generally used in the field in order to take advantage of the cannon's superior range.

Primary Purpose: Assault

Secondary Purpose: Bombardment

Mega-Damage: 12D8

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 8000 feet

Payload: 30 blasts per full meal over a 24 hour period (double if the War Mount was allowed to gorge before hand).

Bonus: +1 to strike on an aimed shot only.

Recoil Note: The Mantis must spend one melee attack to drive its enormous front claws into the earth before it can fire this weapon in order to counter the tremendous recoil.

D. Omega Cannon: This is an enormous version of the Omega Blaster. The tremendous energy output required by this weapon means the Mantis needs to eat twice as often. It is only used outside the underground haven since its incredible destructive power is bound to cause massive collateral damage.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D8x10 with a blast radius of 10 feet.

Rate of Fire: 2 attacks per melee.

Maximum Effective Range: 6000 feet

Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot only.

E. Acid Sprayer: The cannon can launch a 20-foot wide spray of deadly organic acid up to 200 feet away. Mantis Cannon's armed with this weapon are the ones most often used in the underground havens.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: Inflicts 4D8 per melee round to inorganic matter and only 2D4 S.D.C. damage to organic matter. The acid burns for 2D4 melees.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 200 feet

Payload: 25 spray attacks. The acid continuously regenerates at a rate of one spray every 1D6 minutes.

Bonus: +2 to strike on an aimed shot only.

F. Quill Storm Cannon: The enormous cannon barrel is actually a bundle of fifty smaller gun barrels. Each one of these narrow barrels is capable of firing one razor-sharp quill every second.

When all fifty quill launchers fire in rapid succession, the weapon unleashes a nearly continuous stream of deadly spikes. This anti-infantry weapon will quickly mow down everything in its path, but it will also exhaust its payload just as quickly. This is another weapon primarily used within the underground havens because stray quills do little structural damage to the human's home. Not to mention, the payload is exhausted too quickly to be used effectively in massive engagements.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D4x10 to a 5 foot area per burst of 100 quills, 5D4x10 to a 10 foot area per burst of 200 quills, or 7D4x10 to a 20 foot area per burst of 400 quills.

Rate of Fire: 4 attacks per melee.

Maximum Effective Range: 1000 feet

Payload: 2000 quills. Spent quills are completely replenished after 24 hours.

Bonuses: +1 to strike.

2. Burning Vapor Sprayer: The Mantis has a chemical sprayer mounted on each side of the body and one on its back. When a robot gets too close or sneaks up behind the War Mount, it uses these glands to excrete a powerful corrosive cloud. The cloud stays in the air for 1D4+1 melee rounds before it dissipates.

Primary Purpose: Defense

Secondary Purpose: Close Combat

Mega-Damage: Inflicts 3D6 per melee round to inorganic matter for 1D4+1 melee rounds, but the cloud only inflicts 2D6 S.D.C. damage to organic matter.

Rate of Fire: 4 blasts per melee.

Effective Range: 20 feet.

Payload: 10 blasts per 24 hours.

## **Butcher**

By Slappy

The Great Houses have been engaging in Blood Feuds since the day they first formed. Most of these fights are relatively civil with little collateral damage and surprisingly few casualties. They are usually battles for territory and resources, rather than raids to kill and destroy. Sometimes killing is necessary, but most Great Houses try to avoid it. When all is said and done, the Resistance needs every man, woman, and Bio-Tech device they can spare against the Machine, and depleting such valuable resources ultimately weakens them all.

However, some Warlords are so consumed with their own greed and lust for power that they ignore this simple fact. Of course, they still must tread lightly. Openly slaughtering warriors from another Great House would incite dozens of Resistance cells to unite against them, and it could even lead to revolt within their own House. Most humans are thoroughly dedicated to battling the Machine, and murdering Splicers (or civilians for that matter) over a petty feud is considered by most to be inexcusable. Warlords that want to assassinate their rivals must do so in secret or risk alienating the entire Resistance and undermining their own empire.

Great Houses that are willing to walk this dark path have created a special division of infiltrators and assassins known as Butchers. These merciless killers hunt down and slaughter any man, woman, or child at the command of their Warlord without question or hesitation. They usually make these deaths look like accidents or casualties at the hands of the Machine, but when their Warlord wants to make a statement, he

lets his personal assassins show why they are called Butchers. It is said these warriors can take out any human, no matter how powerful or how well protected he may be. This does not mean they are stronger or more powerful than any other Splicer; they are just far more cunning and devious warriors. Butchers do not care how they take down their prey. All that matters is the kill. For Butchers, the end truly justifies the means, and whether they have to eviscerate a thousand people to reach their target or they can kill their prey without firing a shot, it is all the same to them. If they can avoid a fight by poisoning their target's drink, slipping a bomb under his bed, or compromising their position to the Machine, they will gladly take this easy win. That does not mean they are afraid to mix it up with their prey; they just believe in killing as efficiently as possible. Anyone that has faced a Butcher in combat knows that they are skilled combatants. They even give the fabled Scarecrows a run for their money. Of course, that is because they usually weaken their prey with various types of virulent toxins to ensure victory.

Butchers have the power and skill to take down the toughest opponents, but they have to get near them first. Targets worthy of extermination at the hands of one of these master assassins are not the easiest people to get close to. High profile targets usually have dozens of bodyguards plus multiple layers of security that must be penetrated before the Butcher even gets a chance to strike. Butchers are not only skilled killers and gifted combatants, but they are also masters of disguise that even put the fabled Deliverymen to shame. Like Deliverymen, they wield a Bio-Tech mask, known as the Second Skin, that

lets them copy the facial features of any human, but Butchers also wear special Host Armor that allows them to flawlessly mimic another suit of Host Armor within minutes. Their Bio-Tech gear can create the ultimate disguise, but it is their training that makes the illusion complete. Butchers can alter their voice, mannerisms, and body language to impersonate another person with impressive accuracy. They also study all the warrior classes of the Resistance to allow them to mimic the skills and training of any profession. They may not be as skilled as the genuine article, but they can be very convincing. Any warrior could secretly be a Butcher in disguise. They are such proficient imitators that they can even fool the closest friends and allies of someone they are copying (at least for a while). Honor, compassion, and morality mean nothing to these foul killers. All that matters is completing their mission. They will betray anyone and commit all manner of horrific acts to accomplish their goal. If Butchers do have any sort of code, it basically boils down to two main rules: never betray your Warlord, and never leave any evidence that can be traced back to him. Butchers create dozens of false identities and routinely plant bogus clues to protect the anonymity of their employer. Most of these clues lead back to rival Great Houses or Waste Crawler gangs. Many of these murderers were actually Vultures before they were recruited to become Butchers, so it is not that difficult for them to direct any investigations back to their old gang. Some Resistance cells only have a few of these warriors while other Great Houses possess entire battalions. Whether it is one Butcher or one thousand, they all report directly to the

Warlord and no one else. In fact, there are few people outside of the Warlord's most trusted advisors (and of course, the Librarian and Engineer that create their gear) that even know they exist. Unleashing these maniacs upon the world is a risky endeavor, and Warlords crazy enough to use them want to leave as little evidence of their dark little secret as possible. While they are on a mission, Butchers are incredibly focused and disciplined, but even the most ambitious Warlord does not have enough enemies to keep these killers busy. This is why maintaining a force of Butchers is so dangerous. These psychopaths live to hunt and kill, so when they have no target to focus their attention on, they tend to find ways to "entertain" themselves. They spend most of their free time training, but unfortunately, they think the best form of exercise is hunting down real human prey. Most of these random targets are selected from other Great Houses, but every now and then, they spot a worthy adversary within their own House. Warlords recognize the inherent danger in letting their force of Butchers get too bored, so they try to keep them busy. Since these vicious assassins are not as adept at fighting the Machine (mainly because they find it boring), most of these extracurricular missions involve thinning out troublesome Waste Crawler gangs. Warlords will sometimes use their personal force of infiltrators to monitor their Librarians, but this can be a dangerous proposition. Butchers have the skills to be excellent spies, but they do not have the patience. These missions may begin as simple surveillance missions to see what the Scarecrows are up to, but Butchers just cannot resist the urge to test their skills against these fearsome warriors. These missions may



end in bloodshed more often than the Warlords would like, but Butchers still make an excellent power check that helps keep the Librarians in line. More and more Great Houses have begun employing Butcher assassins, although not necessarily in the manner they were first intended. Not every Warlord is a power hungry madman, but all of them have dozens of unseen enemies conspiring against them. They mainly rely on Deliverymen to gather intelligence on these threats, but they use the Butchers to silence these growing dangers before they can become a problem. Most of these groups can be dealt with through threats, intimidation, or even sabotage, but particularly stubborn opponents may need to be liquidated. Butchers from these types of Great Houses tend to be more honorable and restrained. They try to keep the bloodshed to a minimum, but sometimes the mission requires it. Of course, most people assume they are also vile psychopathic killers, which actually works to the Butcher's advantage. It is much easier to intimidate someone if they believe you are a heartless killer. Warlords across the planet are learning that these skilled infiltrators and assassins are an excellent resource to help keep their kingdoms stable, especially from significant internal threats like the perpetually scheming Librarians.

**Alignment:** Evil only, roughly 40% are Diabolic, but an increasing amount are Aberrant.

**Attribute Requirements:** I.Q.: 13, M.E.: 14, M.A.: 15, and P.P.: 14 or higher.

**Attribute Bonuses:** +1D4 to I.Q., +1D4 to M.E., +1D6 to M.A., +2D4 to P.S., +1D6 to P.P., +2 to P.E., and +2D6 to Spd.

**O.C.C. Bonuses:** +3 on initiative, +1 to strike, parry, and dodge, +2 to disarm, +2 to strike with a body flip/throw, +1 to entangle, +6 to save vs. poison, +5 to save vs. horror factor, and critical strike from behind.

**Base S.D.C.:** 60, plus any from Physical skills.

**Common Skills:** Standard.

**O.C.C. Skill Programs:** Assassination (+25%, but Hand to Hand: Assassin is replaced by Hand to Hand: Commando), Undercover (+25%), Man-Hunter (+20%), and Weapons Training or Saboteur (+15%).

**Special Skill: Handle Metal:** Poisons and explosives are some of the most useful tools of the assassin trade, but the Nanobot Plague has actually made metal one of the deadliest substances on the planet. It would be foolish for Butchers not to take advantage of this tremendous weapon, but it must be handled with extreme caution. This skill teaches these assassins to safely handle metal without suffering any harm. They are taught that extremely short exposures are less likely to activate the Nanobot Plague than prolonged contact, but most of the training involves learning to handle metallic objects with tongs or other intermediary items. A successful skill roll means the character does not trigger a Plague Response. **Base Skill:** 30%+5% per level of experience.

**Elective Skills:** Select seven Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

**Communications:** Any (+5%)

**Domestic:** Any (+10%)

**Espionage:** Any (+20%)

**Medical:** First Aid only.

**Military:** Any (+10%)

**Physical:** Any

Rogue: Any (+20%)

Science: Any

Technical: Any (+5%)

Transportation: Any (+5%)

Wilderness Survival: Any (+20%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Butcher Host Armor: The Butcher is one of the few O.C.C.s that gets Host Armor, the Bio-Tech equivalent of living power armor, brimming with weapons and Bio-Enhancements. The Butcher is genetically bonded to one specific Host Armor.

Step One: Standard and unchanged; the basic Host Armor.

Step Two: Determining Metabolism.

The Butcher can select any type of metabolism, but most will choose Photosynthetic, Thermosynthetic, or Parasitic to allow them to secretly feed while mimicking the metabolism of another Host Armor. The suit can pretend to consume any type of food, but it will eventually starve if it only eats food that it cannot process. In other words, a Carnivore can pretend to be a Herbivore, but it will not receive any sustenance from eating vegetation and will quickly starve.

Step Three: Available Bio-Energy points for the Butcher. M.E. attribute number, +P.E. attribute number in addition to any bonus Bio-E gained from the Metabolism chosen in Step Two. Most of the Butcher's Bio-E points are used up in the initial creation of the armor due to the standard complement of enhancements. Each level of advancement, starting with level two, the Butcher gets an additional 5D4 Bio-E to

add to the capabilities of his current Host Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience. Butchers tend to select enhancements that do not interfere with the Impersonation Skin Enhancement. Large Bio-Weapons and obvious changes like horns or wings cannot be concealed by the Impersonation Skin. These protrusions would detract from any attempted illusion and would make their infiltration armor nearly useless. Besides, most prefer the subtlety of their powerful Bio-Toxins over the clunky Bio-Weapons available to the masses. Butchers spend so much time in the field; it is difficult to acquire new enhancements from an Engineer at each new level.

Step Four: Biological Enhancements and Weapon Systems. All Butchers start off with the enhancements of Chameleon Skin, Regeneration: Super, and Impersonation Skin. Selections for additional enhancements can be made from any category, but most Butchers make selections from the specialty Bio-Toxins that are only available to their profession, or they choose enhancements that do not make any significant physical alterations to their armor. Low profile weapons like Electrical Weapons, Flame Weapons, and Needle Death Blossom are ideal because they have no obvious barrels or firing ports.

If the Butcher's Host Armor is destroyed, he will be bonded to a new suit of Host Armor with the basic features of Chameleon Skin, Regeneration: Super, and Impersonation Skin. These warriors are too rare to squander their skill and training. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

Enhancements Unique to Butcher's Host Armor: Most Bio-Tech equipment was designed to be used against the Machine, but Butchers require something a little different to hunt down their prey. Their Host Armor can be equipped with special Bio-Weapons that inject their victims with various types of poisons. Most of these weapons are designed for inconspicuous, stealth attacks, but they are still very effective in combat. The following enhancements are only available to Butchers:

- **Viper Fang:** Tiny, one-inch long retractable fangs can be implanted anywhere on the Host Armor. The most popular locations are on the fingertips or palms of the hands. These hollow tubes are used to inject prey with various types of virulent poison. Each fang can only produce one type of poison, but a suit of Host Armor can be enhanced with up to ten Viper Fangs. They are strong enough to pierce the mega-damage hides of any supernatural creature or Bio-Tech device, but the fangs themselves inflict relatively little damage. They were designed to deliver their payload as inconspicuously as possible. In fact, they are coated with a topical anesthetic to deaden the pain from the injection. This allows clever Butchers to poison their victims without them even noticing. The fangs are completely undetectable when retracted, and they are so small that they are difficult to spot even when extended. Each Viper Fang inflicts 1 point of M.D. or S.D.C. (depending on the nature of the target) and contains 5 doses of poison. Spent doses automatically regenerate after 12 hours. Bio-E cost for each Viper Fang is determined by what poison is equipped (see Bio-Toxins below).

- **Poison Spines:** Another one of the Butcher's favorite weapons. This

enhancement allows the Host Armor to fire tiny poisonous spines with impressive accuracy. Much like the Needle Death Blossom Enhancement used by standard suits of Host Armor, these spines grow inside the armor. A powerful muscle contraction then propels the spines through tiny openings in the skin. They are completely silent when fired, so skilled Butchers can actually fire off multiple shots in a crowd without ever drawing any attention to themselves. Each spine sits in its own individual launcher, but multiple launchers are grouped in clusters to prevent the Butcher from having to adjust his aim for subsequent shots. The launchers are usually located in the head, shoulders, or hands, but they can be placed anywhere. Even if someone knows what to look for, these tiny openings are almost impossible to detect. Poison Spines inflict 1D4 points of M.D. or S.D.C. (depending on the nature of the target), are +2 to strike, and have a range of 800 feet. Bio-E cost and payload for the Poison Spine Launcher is determined by what poison is equipped (see Bio-Toxins below). Spent spines automatically regenerate after 24 hours.

- **Chemical Sprayer:** This enhancement is nearly identical to the one used by regular Host Armor. The only difference is that it can be equipped with a much wider array of poisons. It can form a 12-foot mist around the armor or be shot at one target as a directed blast (30-foot range). Spent blasts are regenerated 24 hours after they are used. Bio-E cost and payload for the Chemical Sprayer is determined by what poisons are equipped (see Bio-Toxins below).  
**Bio-Toxins:** Butchers rely heavily on various types of virulent poisons to accomplish their missions. Some toxins only temporarily immobilize the target

while others are far more deadly. Mega-damage tissue and normal S.D.C. flesh are genetically very different, so different compounds are used based on the nature on the target. Some of these chemical compounds will affect one but not the other, and some compounds affect both equally. Any of the following compounds can be delivered using Viper Fangs, Poison Spines, Butcher Blades, or Chemical Sprayers. No matter which method is used, the effects are the same, and targets can even be injected with multiple types of poisons simultaneously (all effects are cumulative). Some Butcher's like to equip all their armaments with the same chemical, but the majority carry a diverse assortment of toxins. When the assassin selects one of these compounds for his armory, the Butcher's Host Armor and equipment are modified so that they are immune to the effects of this poison, but all of the Butcher's equipment is still vulnerable to the other chemicals. In other words, if none of his gear is able to produce the Signal Mixer poison, then all of his equipment is still vulnerable to this compound. The following chemicals can be used in any of the Butcher's poison delivering weapons and enhancements:

- **Crash:** This is a more powerful version of the Sleep Chemical used by normal suits of Host Armor. Butchers use this sleeping toxin when they want to disable secondary targets without killing them. It is most effective against unarmored humans but it does affect supernatural creatures and Bio-Tech devices. Anyone exposed to the chemical must make a roll to save vs. non-lethal poison of 16 or higher. Humans that fail their saving throw will begin to feel drowsy and will fall asleep within 1D4 melee rounds. During this time, they are -6 on initiative and -5 to strike, parry, and dodge. Once

they do pass out, they will sleep for 1D4 hours unless physically awoken by a loud noise or commotion. Supernatural creatures and Bio-Tech organisms will not fall asleep, but they will feel drowsy and fatigued. They suffer penalties of -1 to strike, parry, and dodge for 3D4 melee rounds. When fired from a Chemical Sprayer, the poison dissipates after 3D4 melee rounds. Bio-E Cost: 10 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- **Paralyzer:** This toxin causes paralysis on contact. However, it only affects unarmored humans and other S.D.C. creatures. The chemical is absorbed through the skin, so gas masks and Face Wraps are ineffective. Anyone within the area of effect of the chemical spray or injected with the poison must make a roll to save vs. non-lethal poison of 16 or higher or else by completely paralyzed for 2D6 melee rounds. When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 15 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- **Tech Paralyzer:** This toxin is used to paralyze M.D.C. creatures and Bio-Tech creations. Any mega-damage creature exposed to the chemical must make a roll to save vs. non-lethal poison of 16 or higher or else by completely paralyzed for 2D6 melee rounds. Bio-Tech weapons and devices are also paralyzed by the spray and will not function. Suits of Host Armor can be paralyzed, but the spray does not affect the pilot inside. He can strip off his suit to escape the paralysis although he will likely be trapped in the comatose Host Armor. The chemical has no effect on normal humans and other S.D.C. creatures.

When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 20 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- **Signal Mixer:** This unusual toxin interferes with the neurological connection formed between any Bio-Tech device and the wielder. Whether the chemical is applied to the organic equipment or the user, the effect is the same. Host Armor and Wing Packs become sluggish and unresponsive (-5 on initiative, -3 to strike, parry, and dodge), Bio-Weapons are unable to fire, and War Mounts do not respond to their riders (attacks per melee and bonuses are no longer combined), plus it negates all bonuses from any sensory enhancements. Any person or device exposed to the chemical must make a roll to save vs. non-lethal poison of 16 or higher. A failed roll means the target is affected for 3D4 melee rounds. Butchers like to use this chemical when they want it to look like their prey fell victim to the Machine. Instead of any obvious damage or impairment, it just looks like the victim screwed up in battle and was overwhelmed by the Machine's legions of robots. When fired from a Chemical Sprayer, the poison dissipates after 2D4 melee rounds. Bio-E Cost: 15 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- **Mirage:** This powerful psychotropic drug causes the target to suffer from incredibly vivid and realistic hallucinations. Anyone exposed to the chemical must make a save vs. non-lethal poison of 16 or higher. On a failed roll, the victim believes that he is being assaulted by 2D4 attackers. They can appear as robots, monsters, demons, or

any other being the victim fears, but whatever form they take, each opponent has 100 M.D.C. for the purpose of combat. The drugged victim will attack these illusions with everything he has, and he will believe they are taking damage as he successfully strikes them. The hallucinations last for 3D4 melee rounds. This is another poison that Butchers use to sabotage Splicers in the field. The drug makes it pretty difficult for the target to remain hidden from Machine patrols when his worst fears come to life right before his eyes and attack. The victim's crazed blasts will quickly attract attention, and once his position is revealed, the target has difficulty determining which attackers are real and which are illusions. The victim only has a 30 percent chance of firing at a real attacker because the illusions are far more terrifying. The toxin can affect supernatural creatures and humans in Host Armor, but it does not work on War Mounts and other unthinking Bio-Tech devices. When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 15 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- **Rage:** Anyone exposed to this poison is immediately filled with a mindless sense of hatred and aggression. Targets must make a save vs. non-lethal poison of 16 or higher. On a failed roll, the victim will lash out and attack the first enemy he sees (which is usually a robot patrol). Butchers use this toxin to force people to make suicidal assaults against the Machine or against their true target. Sometimes the easiest way to make the kill is to force someone else to do it. Even a mild grudge can be inflated into a murderous fury with only one dose.

People under the influence of Rage gain one attack per melee round, are +2 to strike and parry, but -2 to dodge. The victim will focus all his attacks against the source of his hatred, but he will switch his assault to any opponent that significantly harms him. The enraged victim will only break off his assault and retreat once all of his S.D.C. and half of his hit points have been depleted, or once the affects of the toxin wear off. The fury lasts for 2D4 melee rounds. When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 20 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- Agony: This poison is mainly used to torture subjects for information, but it can be very useful in a fight. Anyone exposed to the chemical must make a save vs. non-lethal poison of 16 or higher or else be overwhelmed with mind-numbing pain. Victims of the Agony toxin lose two attacks per melee and are -3 to strike, parry, and dodge for 3D4 melee rounds. The poison works on humans, supernatural creatures, and War Mounts. It also works on Host Armor in a sense. The armor itself does not suffer from the pain inflicted by this toxin, but it does pass the sensation on to the pilot. Inanimate Bio-Tech devices like Bio-Weapons and Living Armor are not affected. When fired from a Chemical Sprayer, the poison dissipates after 2D4 melee rounds. Bio-E Cost: 15 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- Oblivion: Every Butcher equips this toxin in at least one of their weapons. It is one of the deadliest poisons on the planet, and one of the most powerful tools in the assassin's armory. Anyone

within the area of effect of the chemical spray or injected with the poison must make a save vs. lethal poison of 14 or higher. On a failed roll, the victim suffers 3D6 points of damage directly to H.P. every melee round for 1D4 melees. If the poor soul is lucky enough to survive, he or she will be extremely weak (reduce P.E., P.S., and Spd. to 1D4) for 1D6 days. Furthermore, the victim only has two attacks per melee and suffers penalties of -5 to strike, parry, and dodge. Immediate intervention by a Saint or the quick use of a Slap Patch will halt the damage, but it will not alleviate the penalties. The only cure for the extreme fatigue is time and rest. On a successful save, the victim is still weakened, but not nearly as bad as it could have been. P.S, P.E., and Spd. are only reduced by 1D6, and the victim suffers penalties of -2 to strike, parry, and dodge for 2D4 minutes. This poison only affects normal humans and other S.D.C. creatures. When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 50 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

- Meltdown: The Librarians designed this powerful organic toxin to counteract their own Bio-Tech creations. This deadly poison overloads the metabolic rate of any Bio-Tech device, causing it to rage out of control and consume itself. Any device exposed to the chemical must make a save vs. lethal poison of 14 or higher. On a failed roll, the cellular structure of the item begins to self-destruct, causing the device to lose 10 percent of its M.D.C. every melee round for 1D4 melees. The toxin also works on supernatural creatures, but to a lesser extent. These types of creatures only lose 2D6 points of M.D.C. every melee

round for 1D4 melees. The chemical has no effect on normal humans and other S.D.C. creatures. When fired from a Chemical Sprayer, the poison dissipates immediately after it is sprayed. Bio-E Cost: 40 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts.

• Neutralizer: This toxin can instantly disable one of the greatest strengths of Bio-Technology; its ability to quickly heal itself. Any Bio-Tech device or living creature exposed to the chemical must make a save vs. non-lethal poison of 16 or higher. On a failed roll, the target's natural regenerative powers are disabled for 1D4 hours. The poison also affects S.D.C. creatures, but most of these beings have such a slow healing rate that this is usually a waste of time. However, it is quite useful against Gene Thieves. This toxin is a favorite among Butchers that routinely stalk Scarecrows. Bio-E Cost: 25 points for one Viper Fang with 5 doses, 4 Poisonous Spines, or for a Chemical Sprayer with 4 blasts. Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, first-aid kit, 1D4 Booster Patches, Slap Patch, Face Wrap, Second Skin, prosthetic make up kit, tinted goggles, hatchet for cutting wood, one light Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items (also see the special assassin equipment below). In addition, their Warlord makes sure they have access to any equipment they may need in order to complete an assignment. This means they have complete access to Living Armor, Heavy Weapons, Wing Packs, and War Mounts as needed. They even have access to preserved armor and

weapons collected from fallen Waste Crawlers for when the Butcher wants to plant evidence that leads back to these gangs.

Money: Has 2D6x100 credits in precious metals, relics or trade items, as well as 4D6x100 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: Your infiltration and disguise skills rival those of the Deliverymen, which helps you get up close and personal with your prey. As impressive as your infiltration skills are, your combat skills are even better. You are one of the most fearsome warriors on the planet. Even the mighty Dreadguard and Scarecrows fear you, and they should. You are a natural killer and you love your job. You have the training and the skill to take down even the toughest opponent, and you are not afraid to do whatever it takes to accomplish your mission. You answer only to the Warlord, and he makes sure you have anything you need to accomplish your mission. Just make sure your deeds never lead back to him. Protect your Warlord, and he will protect you.

The Downside: The only time you ever feel alive is when you are on the hunt. Unfortunately, even the most brutal and ruthless Warlord does not have nearly enough enemies to keep you busy. This leaves a lot of downtime where you must "entertain" yourself. Practice and training helps fill the void, but the world seems empty without the hunt. The life of an assassin is a lonely one. You have the respect and support of your Warlord, but most other Splicers consider you a traitor to humanity (even when the people you kill are the real traitors). The only friends you ever make are the ones you deceive when you are operating deep undercover, which means it is only

a matter of time before you have to betray them.

Assassin Gear: Butchers are issued special Bio-Weapons that were specifically designed for assassinating human targets. Each weapon is enhanced with the Signature Weapon Bio-Enhancement, so only the Butcher genetically bonded to the device can operate it. These warriors operate in secret, and it is imperative that their equipment never falls into curious hands. To prevent this, Butcher weapons are also equipped with a self-destruct feature that liquefies any captured item after one hour. If any stranger tries to pick up or use one of the Butcher's weapons, the item detects the foreign genetic code and activates the self-destruct countdown. Unless the proper owner reclaims the weapon before the hour lapses, the weapon harmlessly dissolves into sludge. Below are some assassin tools only available to Butchers:

- **Liquidator Pistol:** This tiny pistol is small enough to be concealed in the palm of the Butcher's hand, but it packs impressive destructive power. It can be used for heavy combat, but it is mainly used when the Butcher must operate outside of his Host Armor. Its small size makes it easy to conceal, and its multiple modes of attack make it a very versatile firearm. The primary weapon is a miniaturized version of the Light Cell Laser Pistol, plus the tip of the barrel is encircled by 6 Poisonous Spines. These are identical to the Bio-Weapons used on Butcher Host Armor. It can fire one spine at a time, or the Butcher can stab the end of the barrel into victims like a bayonet. However, this technique is generally overkill since one dose of Bio-Toxin is usually more than enough to take down even the strongest prey. The Butcher can initially select three

different Bio-Toxins for the Poisonous Spines (2 spines per toxin), and additional Bio-Toxins can be added later at the cost of 5 Bio-E points for every one replaced spine. New spines cannot be added (unless equipped with the Ultra upgrade); all the Butcher can do is reassign the poisons that are generated. Weight: 10 ounces.

M.D.C. of the Pistol: 1D4x10+10

M.D.C.

Mega-Damage: 3D8 M.D. for the laser.

The Poisonous Spines inflict 1D4 M.D. or S.D.C. (based on the nature of the target), plus any additional damage from the Bio Toxin.

Maximum Effective Range: 1000 feet for the laser and 800 feet for the spines.

Rate of Fire: Each laser blast or spine shot counts as one attack per melee.

Payload: Effectively unlimited for the laser. 6 Poisonous Spines. Spent spines regenerate every 1D4 hours.

Bonus: +3 to strike.

Trade Value: 10,000 credits, but they are only available to Butchers.

- **Viper Fang Dagger:** Another Butcher weapon that is small in size, yet deceptively powerful. This tiny blade is the hand-held version of the Viper Fang Bio-Enhancement. It looks like a small, spiked tuning fork made of bone. The entire dagger from the end of the hilt to tip of the blades is only four inches long. Its small size makes it easy to conceal in the palm of the hand or nearly anywhere else on the Butcher's body. The two points of the forked-blade are actually hollow spikes that are used to inject various types of poison. Like the Bio-Enhancement, the blades are coated with a topical anesthetic to deaden the pain from the injection so that the victim is unaware they have even been poisoned. Each prong produces a different type of toxin. To release one of the toxins, the



Butcher plunges both blades into the target, and then telepathically decides which poison is released. Both toxins can be injected at the same time, but this is usually overkill. The Butcher can select what two Bio-Toxins the weapon will be equipped with. They can be changed later, but this costs 5 Bio-E points.

Weight: 2 ounces.

M.D.C. of the Blade: 4D6+15 M.D.C.

Mega-Damage: 2 M.D. or S.D.C. (based on the nature of the target), plus any additional damage from the Bio-Toxin.

Payload: 3 doses of each Bio-Toxin (6 doses total). Spent doses regenerate every 2D4 hours.

Trade Value: 2,000 credits, but they are only available to Butchers.

- **Constrictor:** This strange organism looks like a long thin snake with a large beetle (complete with six insect legs) mounted on the end of it instead of a head. With a simple mental command, the tail of the Constrictor loops around whatever object the Butcher commands and is clasped by the insect legs on the head. Once the device is “closed,” the snake-like tail quickly constricts. The device can be used as living restraints when placed around the wrists or ankles of a subject, but Butchers usually wrap this device around the neck of victims in order to use it as a garrote wire. It normally does not inflict any damage, but when placed around someone’s neck, the victim will lose consciousness in one melee round and die from asphyxiation if the Constrictor is not removed within 1D4+2 melee rounds. It requires a Splicer P.S. of 40 or a Supernatural P.S. of 32 to break free of the Constrictor. The Butcher that it is genetically bonded to can order the device to release its prey with a simple mental command.

M.D.C. of the Device: 35 M.D.C.

Trade Value: 3,000 credits, but they are only available to Butchers.

- **Butcher Blade:** Butchers do not just strike covertly from the shadows. Sometimes they want to make a statement. They consider themselves to be some of the best warriors on the planet, and every now and then, they like to prove it to their targets. When they engage in direct combat, Butchers will always break out this enormous organic blade. The Butcher Blade is nearly as terrifying as the Butchers themselves. It is shaped like a giant meat cleaver with a short handle and a thick organic blade made of bone, muscle, and sinew with multiple rows of two-inch long shark teeth lining the edge. Powerful muscle contractions rapidly move these teeth back and forth, which creates the Bio-Tech equivalent of a chainsaw. Unlike a high-tech chainsaw, the Butcher Blade is almost completely silent (at least until it starts tearing its prey apart). This deadly blade shreds its target on contact, leaving a wicked looking two-inch wide wound that is very slow to heal (heals at one quarter the normal rate). What makes this devastating blade even more dangerous is the fact that the Butcher can signal it to secrete a virulent Bio-Toxin on the shark teeth before he strikes (counts as one melee attack). The blade can be equipped with any of the Bio Toxins available to Butchers but most chose to enhance their Butcher Blade with Meltdown or Neutralizer. It can be changed later, but this costs 5 Bio-E points.

Weight: 8 lbs.

M.D.C. of the Blade: 120 M.D.C.

Mega-Damage: 5D10 M.D. plus any additional damage from the Bio-Toxin.

Payload: 5 doses of Bio-Toxin. Spent doses regenerate every 1D4 hours.

Trade Value: 16,000 credits, but they are only available to Butchers.

## **CAVE DIGGERS**

By Guy

While underground cave systems offer protection and security from the forces of N.E.X.U.S., they are by no means a true safe haven. Thousands of humans across the planet die in these caverns each year; many are victims of cave-ins, while some are simply lost in the expansive underground. Others have the misfortune of encountering something that calls a previously unknown cave home, and is not ready to give it up. Among the denizens of the underground, there is one that sends a shudder through even experienced Splicers: Cave Diggers.

Cave Diggers are (or were) undoubtedly human at some point, though what caused their current state is unknown. Some have argued its natural evolution, others that the Machine was involved, and still others who feel the Diggers were an unsuccessful (or too successful?) Librarian experiment. No matter the cause, Cave Diggers are perfectly adapted to thrive in cavernous environments.

While Diggers appear mostly human, they normally scurry about on all fours, rarely standing on only their legs. Their bodies are fairly small but lean and heavily muscled. Their slimy skin is starkly pale, but covered in dark spots and patches, giving them an overall splotchy and grubby appearance. In their natural cave environment, a stationary Digger easily blends in to the underground environment. Their fingers and toes are unnaturally long and each is tipped with a small, serrated claw. Diggers are expert climbers and can

travel across cavern walls and ceilings with blinding speed.

Accustomed to living in near total darkness, Diggers are almost completely blind, their eyes being little more than small, opaque orbs. What little vision they do have is blurry and indistinct, with most Diggers able to see little more than 25ft. However, this lack of eyesight in no way hinders them when below ground. Their ears are large and bat-like, giving the creatures phenomenal hearing and echolocation and their sense of smell is almost as acute. Diggers communicate with one another through a series of clicks and whistles, and function perfectly well in total and near darkness. Though they may have once been human, Diggers are savage, feral and vicious creatures. They are expert ambush artists and will follow and stalk prey for hours. Attacks are quick and lethal, with several Diggers pouncing on the same target. When attacking a group, they will normally go after the smallest or weakest first, and attempt to drag them into the deep caverns. Diggers normally attack when the target is unaware, often dropping from a cavern ceiling or emerging from an unnoticed tunnel or crevice. Diggers are voracious eaters, and will even consume bio-tech items, weapons, and armor.

Diggers will often prowl the surface at night, hunting prey and bringing the kills back to their caverns. The Diggers lean bodies are deceptively strong, and a single Digger can take down prey much larger than itself. Diggers normally live in small colonies of 10-30 members (including young) and are sexually dimorphic, with females being distinguished by their body shape and thick, matted hair on their heads. While Diggers may not be intelligent, they are an extremely crafty and cunning

predator and they learn quickly. Diggers have learned that humans are soft, easy targets yet instead of attacking outright, Diggers will often try and follow a group of humans to their home. If a Digger party ever learns the location of a human habitat, the entire Digger colony will relocate to a nearby cave to be close to their food source. If no cave exists, the vile creatures will attempt to dig one on their own. Entire Retro-Villages and some fledging Houses have been wiped out by Digger attacks. For this reason, most Houses assume a "Shoot on Sight" policy and "Digger Sweeps" are a regular occurrence for underground dwellings. Diggers near a Great House will frequently attack women and children, often digging "ambush tunnels" and sneaking directly into a House's dwelling area. One reported ambush tunnel was almost 12 miles in length and was unnoticed for nearly a decade.

Diggers who have had a fairly steady diet of bio-tech items will sometimes begin to manifest strange mutations or abilities as the genetic material affects their own DNA. Diggers will actively hunt for and target a bio-tech armory, often ignoring other live prey (including humans) in favor of the bio-tech. These genetic changes continue to manifest themselves in future generations of Digger colonies, and Diggers as powerful as Host Armors have been reported (though these are exceedingly rare.) Whether they truly realize the benefits of ingesting the material or that the bio-tech is simply more nourishing is open to debate. Regardless of the reason, human dwellings must take great pains to safeguard their armory, equipment stores, and even Engineers and Librarians.

Though they may once have been human, Diggers are lost to savagery. All attempts to communicate or even domesticate them have met with abject failure. If captured, Diggers cannot communicate other than clicks, growls, and howls. They are more animal than intelligent human. These creatures now function on a primordial level and while Splicers may fear them, this fear is also tinged with sympathy and even pity.

#### DIGGERS

Alignment: Miscreant

Attributes: I.Q. 1D4+1, M.A. 1D6, M.E. 1D6+1, P.S. 18+2D8 (Splicer P.S.), P.P. 3D6+2, P.E. 3D6+10, P.B. 1D6, Spd: 3D6+18

Base S.D.C.: Not applicable, see MDC.

Horror Factor: 11, 14 if a group of 3 or more attack at once.

Height: 5-6 feet tall, though they spend much of their time hunched over or on all fours.

Weight: 200 plus 4D6x10 pounds

Average Life Span: Diggers are hardy creatures, but most die violently. In the wild, the average Digger will live 15-20 years.

#### Digger Powers and Abilities

1. Natural M.D.C.: The Digger is a natural Mega-Damage being. Starting M.D.C. is the 3D8x10+30 plus the P.E. attribute number. The Digger adds an additional 4D8 M.D.C. per level of experience, starting at level two. Diggers regenerate 2D8 M.D.C. per hour but cannot regrow lost appendages or eyes. A Digger's strength is equivalent to Splicer Strength and the Digger can inflict M.D. with their bare hands. A bite does 3D8 M.D. and the finger/toe claws add an additional 2D8 M.D. to punches and kicks.

2. Accustomed to darkness: Diggers can hunt, fight, stalk, and otherwise operate with full bonuses in complete and near

darkness. However, any light more than bright moonlight is painful and debilitating. The Digger loses 2 attacks per round and is -4 on all rolls if exposed to any source of bright light.

3. Digging, Tunneling, and Excavation: Diggers can dig and tunnel at incredible speeds. The Digger's speed is determined by its P.S. attribute. When digging, no tunnel is left behind. A P.S. of less than 13 can move 4 feet per melee round, a P.S. of 13-18 means 5 feet per melee round, a P.S. of 19-24 means 6 feet per melee round, and a P.S. of 25 or better digs at 7 feet per melee. Note that this does not leave a passable tunnel. Tunneling can be done, though at half the speed of digging. All Diggers are instinctive excavators and can hollow out or expend large, underground chambers. Diggers can excavate at roughly 5 cubic feet per minute.

3. Superior Hearing: Diggers can hear into the ultrasonic and subsonic ranges of sound and are especially sensitive to very faint sounds (light footsteps, small animals breathing, down to 10 decibels.) A digger can hear a regular conversation up to 600ft. away and can even isolate a single sound/voice within a whole host of background noises (i.e., a particular voice in a crowd) at 50%+4% per level. Diggers are able to track and locate prey by sound alone at 60% +4% per experience. In addition, all Diggers possess the "Echo-Location" ability as detailed in the Splicers Main Book, pg. 81. Additional combat bonuses are factored into the stats below.

4. Superior Smell: Diggers have an excellent sense of smell, especially attuned to blood and decaying matter. A Digger can track by smell alone (as a bloodhound) at 40% +4% per level of experience and can recognize distinct scents and smells of individuals at 50%

+2% per level of experience. The Digger can smell blood and decaying bodies up to a mile away and can track by these smells alone at 65%+2% per level skill proficiency.

5. Leaping Ability: Diggers can leap 20 feet in any direction from a standing start. With a running start, the distance can double to 40 feet high or across.

6. Special Climbing: Diggers can cling to walls or ceilings like a bug, climbing at 95% proficiency at their full Speed attribute. The only exception being extremely slick surfaces (ice, oil, force fields, etc.)

7. Super-Diggers: Roughly 1 in 5 Diggers will exhibit some special mutation or ability from digesting biotech items. Roll twice on the following list for a Super-Digger. The list presented below can be changed or modified as the GM desires. NOTE: These are meant to represent first generation Super-Diggers; one whose mutations are newly formed and not very extensive. GM's, if designing older Diggers, later generations, or an entire colony of Super-Diggers, feel free to add more variety or more powerful selections.

01%-10% Ambidextrous: Add one attack per melee, +1 to parry.

11%-20% Scaly Skin: The skin has become tougher and scaly, adding an additional +30 M.D.C.

21%-30% Enhanced Leaping: The Digger can leap twice as far as normal; 40 ft. from a standing start and 80 ft. with a running start.

31%-40% Slime Coating: The Digger's skin is more slippery than normal. +1 to Dodge, and the Digger cannot be grabbed or held; it simply slips and squeezes out of chokes, locks, or wrestling-style holds.

41%-50% Extra Limb: The Digger has a small, malformed extra arm or leg.

Though useless for now, this mutation could greatly alter future generations.

51%-60% Small Horns: Several small (1D4 inches long) protrude from the forehead. +1D6 M.D. to head butt damage.

61%-70% Vestigial Tail: The Digger has started growing a tail. Though useless for now, this mutation could greatly alter future generations.

71%-80% Reinforced Skeleton: The Digger's bones have become denser and twice as hard to break. Add +15 M.D.C. and +1D6 M.D. to punches, kicks, and head butts.

81%-90% Chameleon Skin: The Digger's skin is starting to exhibit chameleon-like abilities. It takes a full melee round to "blend" and is currently limited to "natural earth" colors and tones (dirt, rocks, leaves, etc.) However, the Digger is 70% undetectable if lying still or moving slowly (less than 3ft. per melee round.)

91%-00% Stocky: This Digger is twice as broad as normal. Add 50lbs. to weight, +1D6 to P.S., and +2D8 to M.D.C.

8. Vulnerability-Nanoplague: Despite their appearance, Diggers are still (mostly) human and will trigger a nanoplague response per standard rules.

R.C.C Skills: Climb-95%, Swim-60%, Land Navigation-50%, Prowl-65%, Spelunking-75%

Average Level of Experience: 1D4+2

Attacks per Melee: 5

Bonuses (in addition to any attribute or mutation bonuses): +3 on initiative, +4 to strike, +2 to parry, +3 to dodge, +3 to auto-dodge only when climbing, Critical Strike on unmodified 19 or 20

Habitat: Can be found anywhere there are caves and caverns.

Enemies: Anything but other Diggers

Allies: Cave Diggers will normally avoid other Cave Diggers. If food is plentiful enough, it is common for several Digger colonies to share an area fairly amicably.

Guy's Notes: I haven't been asleep at the Splicer wheel, just a bit distracted. Mrs. LeDouche and I relocated at the beginning of Jan., so gaming has had to be put on hold. I'm hoping to make up for lost time with these "quick hit" creations. I also hope to explore the world of The Bastion and Splicer Atlantis as time permits. If I can't do a "full" exploration, I may post my ideas and notes anyway. I have a TON of half-formed things I want to tackle; just finding the time and ironing out the details can be difficult sometimes.

If you reconized the fingerprints of the movie "The Descent" in the Cave Diggers, pat yourself on the pack. I wanted something that would pose a sneaky threat to the very House itself, and yet still have a "Splicer" feel to it. I also like exploring the ramifications of all this bio-tech and gene-splicing on the environment itself. I wanted the Cave Diggers to be dangerous, but not anything so bad that a Splicer couldn't handle it. I also wanted the Diggers to be more of a sneaky threat and rather like a cockroach infestation. Just when you think you've gotten rid of all of them, a new batch pops up somewhere else. In a few generations, who knows what these Diggers will look like?

### **Combinist O.C.C.**

By Gunseraph

Although most, if not all, humans hate the machines and their determined, controlled eradication of the species, not all humans are born with the physical

characteristics required to actively resist. There are those with the mental and spiritual capacity and desire to join the fight, but with severe physical limitations that render them liabilities rather than assets. The House Artemis Leader, encouraged by this willing spirit tasked his Librarians to genetically engineer a solution to place these brave souls in harm's way for the cause. House Librarians and Geneticists immediately looked at methods similar to creating Biotics to modify the genetically inferior using gene-splicing methods directly on the humans' bodies themselves. Along with a similar mandate from House bureaucracy to create a flexible, adaptable combat design capable of fighting in, maneuvering in, and transitioning rapidly between multiple mediums (land, air, and sea) and requiring minimal support, House Artemis scientists researched and developed the Combinist gene-template.

With nods to the flexibility and capabilities of the Packmaster and its Gorehounds and the Swarm Lord and its Insects, the Great House minds determined that an entity with multiple fragments would be the best way to implement the House Leader's directives. The first phase of developing a Combinist begins with genetically modifying the host, an extremely painful and time-consuming process not for the weak-willed or fainthearted. Once the host is modified, becoming a Mega-Damage being with four arms and a tail, the Geneticists moved to phase two; creating genetically-compatible beings capable of "combining" with the host for enhanced abilities that can also separate and act autonomously (with minimal mental guidance from the host) to support the host based on mission

requirements. As the name implies, these beings, known as Mantigores, are able to bond with the host and "combine" their abilities to become even stronger than as individuals. Additionally, House Artemis scientists incorporated the somewhat time-consuming ability to move bio-enhancement weapons between host and Mantigore to better task-organize for specific requirements as needed.

The Mantigore itself is a marvel of current genetic engineering, able to fly or swim (via a smaller version of an Organic Thruster on each, 100 MPH flying, half underwater) as well as move on land. A Combinist Host begins with two Mantigores, and over time is able to accommodate up to six. While Mantigores are not as hardy or dangerous as an average Gorehound (only possessing 75 MDC), they do provide multiple, interesting improvements and abilities. In addition to the Organic Thruster (which, when combined with the host, provides flight capability to the host at speeds greater than those of an individual Mantigore), they possess a weapon known as a Gestalt Cannon and a special bio-energy conversion force field known as the Terminator Field.

On its own, the Gestalt Cannon is a short-ranged, bio-energy based weapon (1000 feet, 1D4x10 MD) the Mantigore uses as its primary ranged weapon. When two or more Mantigores are combined with the host, the host is able to fire a longer range, more powerful Gestalt Cannon, with the power and range increasing for each additional Mantigore combined! Additionally, the Gestalt Cannon can be fired from any place on the host's body that a Mantigore is attached. A Mantigore cannot have multiple Gestalt Cannons,

meaning the host cannot transfer one Mantigore's Gestalt Cannon to another. The Mantigore's Terminator Field is essentially a bio-force field that converts damage to bio-energy that can be expelled in addition to a Gestalt Cannon's normal damage. A single Mantigore's Terminator Field has 100 MDC, and it can disburse up to 10% of its capacity per Gestalt Cannon shot (i.e., if the field has taken 50 MD, it can disburse 10 MD per Gestalt Cannon shot for a total of 1D4x10 + 10 MD). The Terminator Field does not regenerate damage; damage can only be discharged through the Gestalt Cannon or its physical attacks. When combined with the host, multiple Mantigore Terminator Fields combine to become even more powerful.

Finally, if the host directs, two or more Mantigores can combine to increase their abilities as if they were combined with the host. Up to three Mantigores can combine to become a more powerful version of the original.

Mantigores combined with the host or each other also increase the MDC, strength, and/or abilities of the host or larger Mantigore. Mantigores also provide differing abilities based upon which host body part they are attached to, allowing for even more flexibility and combinations. A host can have one Mantigore attached to its head (enhances sensory abilities), three to its upper torso (increases host MDC and flight speed), one per each of four arms (increase PS to Supernatural, adds damage to physical attacks), one per leg (increases running speed, host height, and vertical/horizontal jumping distance; allows for walking on walls and ceilings; host HAS to have one Mantigore per leg for a total of two), and two on lower

torso (increases host MDC and adds additional tails).

### **Deliveryman.**

By Slappy

Back in the golden age before the Machine's genocidal campaign, people could communicate with one another instantly across any distance. Satellite communication and internet access linked every corner of the world into one global community. That all ended when N.E.X.U.S. struck. Society was instantly shattered and the remaining humans either splintered into tiny, scattered groups and retreated underground or were huddled together by the Machine and placed in human zoos called Retro-Villages. Before the Nanobot Plague, members of the Resistance communicated by radio, but even this was a dangerous endeavor since the Machine could track radio signals back to their source. The eventual creation of organic Bio Comms eliminated this risk, but the range was limited to a mere six miles.

Even in the early days on the Resistance, they relied heavily on hand delivered messages between the Resistance cells. The brave heroes that carried out this dangerous and lonely assignment were called Deliverymen. They spent weeks, even months, trekking across miles of robot controlled territory without any back up or support. They were master outdoorsmen capable of living off the land (and shattered wreckage of cities) for years if necessary, they were skilled at covering their tracks and leaving no evidence of their passing, and they were experts at disguising themselves like the enslaved humans within the Retro-Villages. The Deliverymen were one of the only links between the Resistance

and the oppressed remnants trapped in the Retro-Villages.

With the creation of organic technology, the role of the Deliverymen has evolved over time. Bio-Tech equipment has made their arduous mission somewhat easier, but it remains one of the most challenging assignments in the Resistance. Simple suits of camouflage were replaced by powerful suits of Host Armor with Stealth Field enhancements, common horses were replaced by Mega Horses, Striders and Tunnel Rats (Deliverymen quickly learned that the Machine ruled the skies and that they need to stick to the ground to survive), and blind luck was replaced by a Black Talon War Hawk that could scan the field from above to help determine the safest route. Better equipment has allowed the Deliverymen to successfully deliver larger and larger “packages.” Their original job of delivering letters and small items cross country has evolved to include transporting weapons and supplies to covert strike teams in the field, bringing goods and news from the outside world to people in the Retro-Villages, and even escorting human refugees to Resistance safe houses. They are also one of the few Splicers that regularly penetrate the Ghost Towns to trade for supplies with undercover Technojackers.

Escort duty is one of the Deliverymen’s most difficult missions. Their years of training and Bio-Tech Stealth Field allows them to become nearly invisible at will, but the unskilled humans they protect stand out like a sore thumb. Deliverymen can cover their charge’s trail and hide them from random patrols, but concealing them when the Machine is aware of their presence requires special equipment.

The Librarians developed a special Bio-Tech device called the Stealth Sheet. This large sheet of tissue is a simplified version of the symbiotic organism used to create Skinjobs. It is not nearly as versatile or durable as the real thing, but it does provide a fully-functional Stealth Field for anyone that wears it. The field makes the wearer nearly invisible to all forms of visual detection, but it is incredibly unpleasant to use. The Stealth Sheet wraps around the wearer so tightly that it completely immobilizes him. He cannot speak or see and can barely hear. The sheet allows air to pass through it (the organism even filters out toxins) so the wearer can breathe normally, but it still feels like the sheet is smothering the life out of him. If this were not bad enough, once the Stealth Sheet wraps around the wearer, he is completely unable to remove it himself. Removing the sheet is a simple matter of stroking a nerve cluster on the outside of the living blanket, but it is impossible for the wearer to reach it. This is what limits the widespread use of the Stealth Sheet. Deliverymen, however, find this negative aspect to be extremely useful in the field. They feel the easiest way to make untrained humans sit still when the Machine is nearby is to force them. Deliverymen not only master stealth, counter-tracking, and wilderness survival, but they are also masters of impersonation and disguise. They are able to flawlessly blend in with villagers in Retro-Villages or with Nex-Androids in Ghost Towns. Some Great Houses even use their Deliverymen to impersonate members of other rival houses. For most cases, they just rely on simple make up, but when they need the ultimate disguise, they turn to organic technology. Deliverymen carry a strange Bio-Tech organism called the Second



Skin, which allows them to perfectly mimic the facial features of any human or human-like android. On its own, the organism looks like a bag made of human skin. When the Second Skin is placed over the head of a human or Nex-Android, it analyzes every minute detail of the target's face, head, and hair. Once removed, the skin grows perfect replicas of the target's facial features, ears, hair, and skin color in only a few minutes. The Second Skin even forms transparent lenses to match the target's eye color. The Deliveryman then just turns the living mask inside out, slips it over his head, and lets the Second Skin merge with his face to form the ultimate disguise. It will pass even the closest scrutiny unless the face beneath was larger than the one being copied. In this case the head seems a little larger than usual, but it will still fool most people at a glance. Of course, the rest of the body is unaltered, so the absence of familiar scars, tattoos, or other distinguishing marks as well as any possible difference in skin color between the face and body could give away the deception. Deliverymen are skilled at working around this problem, but members of the Resistance know what signs to look for when they are suspicious a spy may be in their midst. Another vital skill that Deliverymen learn is concealment. They can hide a surprisingly large amount of contraband on their bodies. When operating undercover, they strip off their Host Armor and put on thick layers of clothing. A Deliveryman can hide a dozen small weapons, a half dozen heavy weapons, or up to forty pounds of supplies within the folds of his long, flowing clothes. Even the high-tech sensors of the Machine will only discover the hidden cache upon

extremely close inspection or a full body search.

They spend the majority of their lives in the field, trekking back and forth across miles of enemy territory. Besides their official role of delivering supplies to every corner of the planet, they also act as the eyes of the Resistance. To make sure they do not create an easy trail to follow, a Deliveryman will never travel the same path twice. This means they have seen more of the surface than almost any other Splicer. When performing their normal duties, Deliverymen operate alone or in pairs, but when they discover something of interest like a new Power Farm, Industrial Center, or other high profile target, they will be temporarily attached to a larger strike force in order to lead them to the objective. This is one of the few times Deliverymen will attack the Machine. Their primary goal is to avoid all contact and only strike in defense if absolutely necessary. Even if they can easily destroy a lone robot, they will go miles out of their way to avoid it. History has taught them that it only takes a millisecond for a robot to call in reinforcements, plus even the shortest firefight could attract the attention of random patrols. Most of the time, it is a tough, lonely job, but when they return home, they can barely escape the barrage of questions from people wanting to know what is going on topside. Some Deliverymen set up quite a lucrative side business selling the information they have discovered. However, most Deliverymen will politely answer any questions for free, but they do tend to sugar coat the truth to shield people from just how bad it really is up there. Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 10, M.E.: 12, M.A.: 12, and P.P.: 12 or higher.  
Attribute Bonuses: +1D4 to I.Q., +1D6 to M.E., +2 to M.A., +1D4 to P.S., +1D6 to P.E., and +1D6 to Spd.  
O.C.C. Bonuses: +2 on initiative, +1 to strike, parry, and dodge, +6 to save vs. horror factor.  
Base S.D.C.: 50, plus any from Physical skills.  
Common Skills: Standard.  
O.C.C. Skill Program: Survivalist (+25%), Undercover (+15%), Reconnaissance/Scout (+20%), Outdoorsman (+25%), and Hunter/Trapper (+20%)  
Elective Skills: Select Concealment (+35%), Bio Comms (+20%), and Tracking (special bonus to Counter-Tracking, anyone attempting to follow the character suffer a -40% to their Tracking Skill), and four Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.  
Communications: Any (+25%)  
Domestic: Any (+10%)  
Espionage: Any (+20%)  
Medical: First Aid only.  
Military: Any (+5%)  
Physical: Any, except Acrobatics and Gymnastics.  
Rogue: Any (+20%)  
Science: Any  
Technical: Any  
Transportation: Any, except Host Armor  
Combat, Pilot Wingpack, and War Mount Combat.  
Wilderness Survival: Any (+20%)  
W.P.s: Any  
Secondary Skills: The character gets to select four Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of

knowledge that do not receive any special O.C.C. bonuses.  
Deliveryman Host Armor: The Deliveryman is one of the few O.C.C.s that gets Host Armor, the Bio-Tech equivalent of living power armor, brimming with weapons and Bio-Enhancements. The Deliveryman is genetically bonded to one specific Host Armor.  
Step One: Standard and unchanged; the basic Host Armor.  
Step Two: Determining Metabolism. The Deliveryman can select any type of metabolism, but most will choose Carnivore, Herbivore, or Parasitic.  
Step Three: Available Bio-Energy points for the Deliveryman. All Bio-E points are used up in the initial creation. Each level of advancement, starting with level two, the Deliveryman gets an additional 2D8 Bio-E to add to the capabilities of his current Host Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from the subsequent level of experience. Deliverymen spend so much time in the field; it is difficult to acquire new enhancements from an Engineer at each new level.  
Step Four: Biological Enhancements and Weapon Systems. All Deliverymen start off with the enhancements of Stealth Field, Enhanced Neurological Connections, and Circadian Rhythms. Selections for additional enhancements can be made from any category, but most Deliverymen choose enhancements from Eyes and Vision, Other Sensory Systems, Biological Defenses, and Offensive Bio-Weapons. Deliverymen generally avoid Flight Appendages since the safest place is on the ground. If the Deliveryman's Host Armor is destroyed, he will be bonded to a new suit of Host Armor with only the most

basic features other than a Stealth Field. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

**Black Talon War Hawk:** The Deliverymen receives one Black Talon War Hawk to act as his personal aerial scout. The character cannot see through the eyes of the Black Talon like a Falconer, but the two can communicate by Bio-Comm. The hawk can be Bio-Enhanced any way the character desires – he has 5D4+20 Bio-E points available, plus another 1D6+2 Bio-E points per level of the character’s experience to spend on additional enhancements. If the War Hawk is ever slain, it will be replaced with the basic animal with 5D4 Bio-E points for enhancements.

**War Mount:** Deliverymen do not receive their own personal War Mount, but they do have access to a pack of special War Mounts that are dedicated to the Deliveryman Corps. They rely solely on Mega Horses, Striders, and Tunnel Rats. The other War Mounts have proven to be too big to conceal or easy pickings for the Machine in the case of the aerial mounts. Every War Mount has been augmented with Stealth Fields.

**Standard Equipment:** Military fatigues, dress clothing, “peasant clothes” (wears these thick clothes when operating undercover in Retro-Villages, adds +15% to the Concealment Skill), survival knife, utility belt, first-aid kit, 1D6 Slap Patches, Face Wrap, Stealth Sheet, Second Skin, Portable Nutrient Tank, Extractor, prosthetic make up kit, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a War Mount augmented with a Stealth Field for transportation, tent, knapsack, backpack, two water skins,

emergency food rations (two weeks supply), and some personal items.

**Money:** Has 2D6x100 credits in precious metals, relics or trade items, as well as 10D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

**The Upside:** Your stealth skills rival those of Skinjobs, and your abilities concerning impersonation, concealment, and wilderness survival are unparalleled. Only the most heavily guarded N.E.X.U.S. installations are off limits to you, but you have no reason to go there anyway. You can slip past any robot patrol with ease, and you can flawlessly blend in with Retro-Villagers or Nex-Androids. Your job requires you to spend most of your time topside, so no one knows more about the surface world than you. You know every short cut, every hiding spot, and you have a good understanding of the Machine’s patrol routes. The messages you deliver help keep the humans of the world connected, and the knowledge you possess about the surface world is invaluable to the war effort.

**The Downside:** Your impressive skills do not lend themselves to fighting. The only way you can accomplish your mission is to avoid combat at all costs. The Machine can call in a nearly infinite supply of reinforcements in an instant, but the same cannot be said for you. Most of the time, you are completely on your own. In fact, you are likely to go months without ever seeing another human being. This isolation is why you have one of the toughest jobs in the Resistance.

#### Deliveryman Bio-Equipment Stealth Sheet

This large sheet of tissue is a simplified version of the symbiotic organism used

to create Skinjobs. It is not nearly as versatile or durable as the real thing, but it does provide a fully-functional Stealth Field for anyone that wears it. The field makes the wearer nearly invisible to all forms of visual detection, but it is incredibly unpleasant to use. The Stealth Sheet wraps around the wearer so tightly that it completely immobilizes him. He cannot speak or see and can barely hear. The sheet allows air to pass through it (the organism even filters out toxins) so the wearer can breathe normally, but it still feels like the sheet is smothering the life out of him. If this were not bad enough, once the Stealth Sheet wraps around the wearer, he is completely unable to remove it himself. Removing the sheet is a simple matter of stroking a nerve cluster on the outside of the living blanket, but it is impossible for the wearer to reach it. This is what limits the widespread use of the Stealth Sheet. Note: A person with a P.S. of 24 or above or a Robotic/Splicer P.S. of 15 or above can break free of the sheet by tearing it open (this kills the Stealth Sheet).

When not in use, the organism needs to be stored in a special nutrient rich fluid. The organism can live indefinitely as long as it is completely immersed. Once removed from its storage tank, the Stealth Sheet will only live for 1D4+1 hours before it starves to death. Splashing a gallon of the nutrient rich liquid on the organism will temporarily satiate it, which extends the time it can exist out of the tank by 30 minutes, but the act of doing so is likely to attract attention and negate the effectiveness of the Stealth Field. When the sheet is nearing the end of its life (only 15 minutes left before it starves), it will no longer be able to engage a Stealth Field. At this point, the Stealth Sheet is so

weak it can no longer hold onto the wearer (it is just loosely draped over the person). As long as the organism is put back in its nutrient tank before it completely starves, it will be completely revitalized within 3D6 hours.

M.D.C. of the Device: 5D4

Trade Value: 30,000 credits

Second Skin

This odd looking bag of skin is actually a living organism capable of perfectly mimicking the facial features of any human or human-like android that it comes in contact with. When the Second Skin is placed over the head of a human or Nex-Android, it analyzes every minute detail of the target's face, head, and hair. The scanning process only takes one melee round (15 seconds), but unwilling subjects will likely fight back with all their might which delays the process by 1D4 melees. The easiest way to scan unwilling humans is to incapacitate or knock them out before hand. Nex-Androids are even more difficult to scan. The organic mask will trigger a Nanoplague Response if it is used on a deactivated android. The nanites do not respond if they receive a signal from a functional N.E.X.U.S. drone, but unfortunately, this presents another problem. As long as the drone is functional, it can call in reinforcements. Splicers that plan to impersonate a Nex-Android usually take along an Electro-Pulse Gun to incapacitate the drone without destroying it.

Once the organism finishes its scan and is removed from the target, the skin immediately begins to grow perfect replicas of the target's facial features, ears, hair, and skin color. The Second Skin even forms transparent lenses to match the target's eye color. The growth process only takes 1D4 melee rounds to complete. Once the living mask finishes

growing, it must be turned inside out before it can be used. The wearer slips the mask over his head, and the organism merges with his face to form the ultimate disguise. It will pass even the closest scrutiny unless the face beneath was larger than the one being copied. In this case the head seems a little larger than usual, but it will still fool most people at a glance. Of course, the rest of the body is unaltered, so the absence of familiar scars, tattoos, or other distinguishing marks as well as any possible difference in skin color between the face and body could give away the deception.

When not in use, the Second Skin must be suspended in a special nutrient rich liquid. The organism can live indefinitely as long as it is completely immersed. Once it is removed from its storage tank, the Second Skin will only live for 1D4+1 hours before it starves to death. Splashing a cup of the nutrient rich liquid on the organism will temporarily satiate it, which extends the time it can exist out of the tank by 30 minutes, but doing so is a dead give away that he or she is wearing a Second Skin (it is best to do this in private).

When the living mask is nearing the end of its life (only 15 minutes left before it starves), the tight bond with the skin underneath will begin to weaken. At first, odd bubbles and wrinkles will form all across the false face, but after 1D6+2 minutes, the bond completely fails and the mask just hangs loose and unnaturally, partially exposing the real face beneath. As long as the organism is put back in its nutrient tank before it completely starves, it will be completely revitalized within 2D4 hours.

M.D.C. of the Device: 2D4

Duration of the False Face: The copied face can only be maintained as long as

the living mask is worn. Once it is removed, all of the copied facial features vanish, and the Second Skin is ready to copy a new subject.

Trade Value: 45,000 credits

Extractor

All Bio-Tech weapons and equipment must be submerged in a special nutrient rich fluid every few days in order to replenish them. While this liquid is plentiful within the underground havens, it does not exist naturally anywhere on the surface. Deliverymen and other Splicers that spend weeks or months in the field need to carry around a Bio-Tech creature known as the Extractor in order to feed their equipment. Its sole purpose is to create the liquid for the nutrient bath. This softball-sized organism looks like a partially armored octopus with an enormous mouth that accounts for nearly half of its size. The Extractor devours a mixture of animal tissue, vegetation, and raw minerals and processes it into the fluid. It takes two pounds of matter to make one ounce of fluid. The rest is used to sustain the Extractor or is passed as hard pellets like the rounds used in casting weapons. The Extractor clings to the side of a special glass tank that operatives carry in the field. The tentacle that excretes the nutrient fluid is placed inside the tank and all other waste falls into a bag on the side (operatives want to make sure they do not leave a trail). An Extractor makes Splicers completely self-sufficient. An operative can sustain his equipment for years at a time without ever having to return home. Unfortunately, Extractors only live for 1D4+2 years, so eventually the operative needs to return home to get another one.

M.D.C. of the Device: 4D4+10

Trade Value: 35,000 credits

## **Evos**

By Technogothic

Noone knows where they came from or when or even Why. What is clean is that the So-Called EVOs are Superhumans one and all. A Form of Mutant Humans. The EVOs possess Super-Abilities unknown to Splicer technology or Machine Technology. Librarians and the Engineers are unable to decode their DNA as their DNA is too unstable. Parents pass on Super-Abilities to their children even, but not always the same super-abilities they themselves possess. Something else is at play here and the Splicers wish to find out What and Why. EVOs have been spotted using Machine Technology and not triggering the Nano-plague. This has caused the Machine itself to want to examine them. The plan is to make the nano-Plague work on the EVOs also. But all test subjects remain immune. Which leaves the machine with one other option. Kill them All, every last EVO before its too late.

The Secret to the EVOs is known to themselves. Though they will gladly Die to protect that knowledge at all costs. At Some Point in the Past, a Meteor fell planet side near a Human Retro-Village. The Meteor radiated a Strange Radiation which humans can "see" as a Green Glow. 12 Teenager Villagers approached the Meteor curious as to what it was. They felt sick quickly as they approached it. Their Bodies expelled liquid metal (nanites) violently as they began to vomit the nano-plague from their bodies. One of the Young women was pregnet. She did not vomit but was still sick. They barried the Meteor to keep it from making other sick. As the months passed a few of the noticed themselves doing Strange things. They kept their secrets well. That is until the young woman had her child. He was

very odd. Grey Eyes, pale skin, and could control machines. He became the first known Techno-jacker. From that child all techno-jackers are related to. For the young man he became traveled and traveled far. Fathering many children every time he had relations with woman in the villages he visited. The Other Eleven exposed to the meteor's radiation gained other Super-abilities also. And Each one pass on those abilities to their children. One of Eleven, each of her children possessed different super-abilities, which had different super-abilities from their own children in time. No pattern to the super-abilities at all. The other Ten however. Their Children did follow a pattern. One became known as the Stone People. Beings of Living Stone. One became the Bush People. Plant Beings with various plant-like abilities. One became the Beast People. Feral Animal-like beings more Lycanthrope like than human, Wolf, Tiger, bear the most common forms they can assume. The others found themselves Sterile and unable to have children. They are Still Alive, unable to die from any wound, disease, or age. They still live in that retro-Village today. Protecting the Meteor from the Machine and once in awhile allowing someone to be mutated by its green glow like they were. Today the Stone-people live underground. With their Stone bodies and control over stone and earth they dont fear the machine. The machine has never "seen" them yet, as the Machine as only had encounters with Techno-Jackers, and the Unstable Ones. The Rest of the EVOs are unknown to the machine and most Splicers. Most splicers think the few they have seen were just more "unstable ones". The EVOs are a exansive lot. They are not one Race. They are several Mutant

Races in fact. Each with their own Unique abilities and traits. While Techno-Jackers "May" actually be EVOs is Unknown. The EVOs say they are. The Techno-Jackers however don't know their origins. So they may or may not be actual EVOs. Leave that to the GM and the Players imaginations.

#### EVO -- STONE PEOPLE.

As Normal Humans. Add the Following Super-Abilities to them. APS-Stone and Healing Factor. They can possess 1 other Major or 2 Minor Super-Abilities. These will all be Stone-based or enhance their stone abilities.

They are however forever locked into their Stone Forms. Unable to transform back into humans.

#### EVO -- PLANT PEOPLE.

As normal Humans. Add the Following Super-Abilities. APS-Plant and Healing Factor.

They can Possess 1 other Major or 2 Minor Super Abilities. These will all be Plant based or enhance their plant abilities.

Like the Stone People, they are locked into the inhuman Plant Forms.

#### EVO -- Beast People.

As normal Humans. Add the Following Powers. Lycanthrope and Healing Factor. Pick Wolf, Bear, or Tiger. Other animals are possible but too rare.

They can also possess either Nightstalking or Heightened Senses of Smell and Hearing.

Like the Stone People. They Beast People are forever locked into the Hybrid Animal Forms.

#### Evo -- Unstable Ones.

These are Worked as Normal Mutants from HU2. They however all have Healing Factor for free.

Alternative you can use this Table for Super-Abilities in addition to their free power.

There is a 01-25% chance that they will have 4 Major Powers of choice.

There is a 26-50% chance of having 3 Majors and 2 Minors.

There is a 51-75% chance of having 2 Majors and 4 Minors.

There is a 76-00% chance of having 1 Major and 6 Minors.

Upside : Your Free of the nano-Plague and have Super-Abilities.

Downside : Most wish to be Normal. Splicers Fear your Inhumanity and the Machine wish to see you dead for being alive. While your Inhuman in Form or due to strange abilities you cannot help that. The fear of rejection of others not of your own EVO kind is hard to take. You dont know why your attracted to normal humans over your own kind. Your body may be Stone but your soul is still human. Yet How are you even able to reproduce with normal humans ? You do and can, and you Must, for which you dont understand.

#### **Falconer**

By Slappy

The recent creation of Black Talon War Hawks has required the creation of a new force of elite warriors to command them. Much like the Packmaster, the Falconer acts like the general of his own private army of genetically enhanced animals. However, not everyone has what it takes to be a Falconer. In order to command these spirited war birds, a Falconer must have a strong will and excellent leadership skills. Black Hawks

are nearly as smart as humans, and they expect to be treated with respect. This does not matter so much with the Falconer's own hawks since they bond with him at birth, but it does come into play when a Falconer falls in battle. The imprinted bond with all his War Hawks is severed and they are free to go wherever they wish. The Resistance does not want to lose any of these valuable creations, so they make sure their Falconers know how to win the respect and loyalty of master-less War Hawks. A skilled Falconer can form just as strong a bond with one of these lost birds as its old imprinted bond, which helps retain a valuable resource for the Resistance while increasing the strength of his own flock.

Black Talons are mainly used for aerial reconnaissance. Everything the War Hawk sees and hears is transmitted back to the Falconer via a specially designed Bio Comm. The images are fed directly into the Falconer's brain through a special helmet and organic implant. When the first suit of Falconer Armor was created, the wearer was actually able to view the signals from multiple War Hawks and use his own eyes all at once. Falconers quickly became an incredible resource in combat because they could see every inch of the battlefield simultaneously. It made them formidable warriors, but the stress from the incredible sensory overload caused irreparable neurological damage after only a few months. The suit has since been redesigned to protect the wearer, but it is no longer as powerful as it once was. The Falconer can only interpret the visual signal from one hawk at a time, but he can switch between images from multiple War Hawks instantly (provided they are in range). The other drawback to the new (but safe) design is that the

wearer's own eyes must remain covered to protect his brain from sensory overload. This weakness has actually led to one of the Falconer's greatest strengths.

Prospective Falconers train for years in a special martial art form that focuses on fighting blind in order to get them comfortable with Falconer Armor. The suit does have radar to make up for forcing the wearer to fight blind, but in reality, a Falconer is never blind as long as one of his War Hawks is nearby. Some Falconers will keep one bird perched on their back to continuously act like their eyes, but most prefer to have their birds circle overhead so they can see what is happening all around them. It takes some adjustment to learn to control your own movements from a third-person perspective, but after a while, they simply cannot imagine doing it any other way.

Aside from the sightless helmet, Falconer Armor is also unique because it straddles the gap between simple Living Armor and Host Armor. Falconer Armor has its own skeletal structure and muscle system to enhance the strength and speed of the wearer. This is necessary since the Falconer's War Hawks will often perch on the suit. Since Black Talon War Hawks each weigh around thirty pounds, a normal human would be crushed under their weight without a little help. The suit has two perches mounted on the back just behind each shoulder and thick gloves on each hand. This allows the Falconer to carry up to six War Hawks at once (although it is usually only four). The gloves and perches are not just places for his War Hawks to rest. The Black Talon's feet form a neurological connection with the wearer through these points. When the War Hawks land on the perches or gloves, man and beast



become one. The Falconer can sense the emotions and thoughts of each War Hawk. Their thoughts are strange and alien compared to human thoughts, but Falconers learn to understand and communicate with them (at least to a point). This allows the Falconer to issue commands exactly as he intended (instead of losing something in the translation), and these orders are delivered telepathically, which is vital when operating deep within enemy territory.

In the short time since the Falconers were formed, they have proven themselves to be a tremendous resource to the Resistance. Their War Hawks provide valuable battlefield intelligence without attracting the attention of the Machine, and they make formidable spies, saboteurs, and combatants. Falconers have quickly gained the respect of every Splicer in the Resistance. A fact that Packmasters find irritating and insulting. Their roles are very similar, yet Falconers get all the glory while Packmasters get treated like glorified animal trainers. Packmasters do not think they deserve any respect. They think Falconers are cowards who hide in the shadows while their War Hawks do all the work and take all the risks. They think Falconers are not brave enough to fight side by side with the beasts they control, but they are more than willing to accept the glory. Packmasters do not understand how they have garnered so much more respect as warriors for performing such a similar job. The truth is that the Falconers did endure the same types of taunts in the beginning, but their martial arts training allowed them to quickly “respond” to these jokes. Most Splicers find it safer to give Falconers a wide berth and just make fun of their favorite punching bag, the Packmasters.

In reality, both groups are equally respected throughout the Resistance. It just does not feel that way to the Packmasters.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 10, M.E.: 12, M.A.: 12, and P.P.: 12 or higher.

Attribute Bonuses: +3 to I.Q., +1D4 to M.E., +1D6 to M.A., +1D4 to P.S., +1D6 to P.P., and +1D6 to Spd.

O.C.C. Bonuses: +2 on initiative, +1 to parry and dodge, +4 to save vs. horror factor, and the Falconer has a slight Bio-Enhancement himself, the insertion of a special Bio-Comm unit inside the skull, it enables him to verbally communicate with both human and animal operatives, but to translate the visual signals from his War Hawks, he must be wearing his Falconer Helmet.

Base S.D.C.: 40, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Basic Military (+20%), Martial Arts (with the addition of Blind Fighting +40%), Weapons Training, Reconnaissance/Scout (+20%), Saboteur (+10%) or Wingman (only 25% of Falconers choose to don a Wingpack and join their War Hawks in the sky).

Special Skill: Command War Hawks: This skill goes well beyond simple falconry. The Falconer learns everything there is to know about Black Talon War Hawks. He learns what motivates them, how they think, how to gain their respect, and even how to translate their alien thoughts into something they can understand. When a Falconer links with his War Hawks through his Falconer Armor, he can almost converse with his birds through a telepathic exchange of emotions and images. The most important aspect of this training is that

the Falconer learns how to approach and recruit Black Talon War Hawks that have lost their original Falconer master. When the Falconer discovers a lost War Hawk, it must first try to coax the bird to land on one of his Falconer Armor's neural connection points (gloves or perches). Both the Falconer and Black Talon must perform a Battle of Wills roll. This involves rolling a twenty-sided die and adding in their I.Q. and M.A. attribute numbers. The Falconer also adds in any bonus from his Command War Hawks skill. If the Falconer wins, the War Hawk will land on his armor to start a "conversation." If the Black Talon wins, it will fly off and must be tracked down so the process can be started again. The War Hawks consider it a sign of respect if the new Falconer is willing to chase after them, so it will be -2 on all subsequent Battle of Wills rolls against the Falconer. Once the Black Talon lands on the armor, the Falconer must win two out of three Battle of Wills rolls to gain the loyalty of the Black Talon and add it to his personal flock. Failure at this point means the War Hawk finds the Falconer unworthy, and it will never consider joining his flock. This skill provides a bonus of +1 to Battle of Wills rolls at levels 3, 6, 9, 12, and 15. Game Master Note: I highly recommend limiting the number of lost War Hawks the character stumbles across. It should occur very rarely, or else the player will build a ridiculously large army of attack animals.

**Elective Skills:** Select any one Wilderness Skill and Bio Comms (+20%), and three Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

**Communications:** Any (+5%)

**Domestic:** Any (+10%)

**Espionage:** Any (+10%)

**Medical:** First Aid only.

**Military:** Any (+5%)

**Physical:** Any

**Rogue:** Gambling and Find Contraband only.

**Science:** Any (+5%)

**Technical:** Any

**Transportation:** Any, except Host Armor Combat.

**Wilderness Survival:** Any (+10%)

**W.P.s:** Any

**Secondary Skills:** The character gets to select four Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

**Black Talon War Hawks:** The Falconer begins with one Black Talon War Hawk and receives an additional one at levels 2, 4, 7, 10, and 13. Each Black Talon can be Bio-Enhanced any way the character desires – he has 4D4+20 Bio-E points available for each, plus another 1D10+20 Bio-E points total per level of the character's experience to spend on one or more of his War Hawks for additional enhancements. Slain War Hawks are replaced with the basic animal with 5D4 Bio-E points for enhancements.

**Special Bonus:** If the character's combined I.Q. and M.A. is 28 or higher, it means Black Talon War Hawks view him as an impressive individual worthy of their loyalty. As a result, the Falconer has already convinced a few War Hawks that have lost their master to join his personal flock. This is a one time bonus when the character is first created. Roll on the following chart to see how many additional Black Talon War Hawks he has:

01-40% One additional War Hawk with 6D6 Bio-E points available for enhancements (player chooses the enhancements).

41-60% One additional War Hawk with 10D6 Bio-E points available for enhancements (GM chooses the enhancements).

61-80% Two additional War Hawks, each with 6D6 Bio-E points available for enhancements (player chooses the enhancements).

81-95% Two additional War Hawks, each with 10D6 Bio-E points available for enhancements (GM chooses the enhancements).

96-00% 1D4 additional War Hawks, each with 2D12 Bio-E points available for enhancements (player chooses the enhancements).

M.D.C. "Living" Body Armor: A special suit of Falconer Armor that is a cross between Heavy Hide Armor and Host Armor. The helmet is shaped like an eagle's head, but it has no eyes in order to block the wearer's sight. The special helmet receives audio signals and visual images from his Black Talon War Hawks and feeds those images directly into the wearer's brain. The images from only one hawk can be viewed at a time, but the wearer can switch to images from any of his hawks instantly.

Maximum range of the transmission is only 6 miles. Bonuses when a War Hawk is providing images around the Falconer from overhead: +4 on initiative, +2 to strike at targets that are behind him or hiding behind cover, +2 to parry and dodge attacks from behind. Built-in Radar helps the wearer see when his War Hawks are out of range. It provides bonuses of one additional attack per melee, +1 on initiative, +1 to strike, parry, and dodge. Maximum range of 6 miles.

The thick gloves and perches mounted behind each shoulder act as neural connections that the Falconer uses to communicate telepathically with his hawks. The armor has its own skeletal structure and muscle system in order to enhance the strength and speed of the Falconer. The suit adds 6 points to P.S. and converts it to Splicer/Robotic Strength plus an additional 3D4x10 to Speed. M.D.C. is 1D10x10+60 for the Main Body, 1D6x10+10 for the Arms and Legs, 1D6x10+30 for the Head, 4D10 for the Back-Mounted Perches, and 3D10 for the Gloves.

The character gets 3D10+20 Bio-E points for selections from Other Sensory Systems, Biological Defenses, Flight Appendages, and Offensive Bio-Weapons.

Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, first-aid kit, 1D4 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a satchel filled with 1D4+3 Migs and an equal number of Squigs, a good Mega-Horse or standard Wingpack for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply for the man, one week for all the hawks; they can catch whatever else they need) and some personal items.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: The Black Talon War Hawks are indispensable to the war effort, and you are one of the only people they will listen to. They provide valuable aerial intelligence, they can

infiltrate and spy on places no other member of the Resistance can, and they are fearsome combatants (especially when they attack en masse). Your unique connection lets you look down on the world from above through their eyes, which can provide invaluable information in the field.

The Downside: In order for your connection with your War Hawks to properly function without frying your brain, your eyes must be completely covered. Looking through the eyes of your hawks or using your built-in radar overcomes this problem, but the speedy Black Talons are continuously swooping in and out of range and your radar is easily fouled by rain, snow, and sandstorms. This means you are constantly running the risk of being totally blind in the field. Your training helps lessen the penalties from fighting blind, but you will still be easy pickings for the Machine.

#### Black Talon War Hawk

The faithful Gorehounds have been instrumental in humanity's struggle against the Machine. Their powerful senses, instincts, and low profile make them excellent scouts and trackers, and their strength and pack mentality makes them fierce combatants. Their long history of exceptional service has inspired many Librarians to try and develop other loyal attack animals. One Librarian recalled ancient tales of falcons trained to hunt for their human masters. He decided it was the perfect choice, and he began crafting his ultimate attack bird, the Black Talon War Hawk. His creation combines the DNA from dozens of different falcons, hawks, eagles, and other birds of prey, plus DNA from several alien species. The end result looks like a normal hawk

or falcon, only larger. However, the internal physiology of the Black Talon is far different than any natural creature. The tiny brain has been drastically expanded to increase the War Hawk's intelligence. Since the skull only had so much room, the brain actually runs down the neck and into the body cavity. Extra bone plates were installed beneath the skin to protect this enormous brain, but the Librarian could only add so much armor without hampering its impressive flight speed.

Black Talons are commanded by a force of elite Splicers called Falconers. When one of these war birds first emerges from a Genepool, it is immediately presented to its Falconer so the two can bond. A Black Talon will imprint with the first living creature it sees, and once the bond is formed, the War Hawk will loyally follow its master without question. If the Falconer is killed, the bond he has with all his Black Talon War Hawks is severed and they are free to go wherever they want. However, imprinting with a human ingrains a strong feeling of kinship towards humanity, so they will likely chose to follow another Falconer as long as they deem him worthy. Black Talon War Hawks are nearly as intelligent as a human, so if their original bond is ever severed, they will only follow commands from Falconers that treat them with respect.

The War Hawk is mainly used for reconnaissance, but it does pack impressive offensive power (especially when multiple hawks combine their attacks). The mouth, throat, and lungs have been modified to fire a high-powered plasma blast, and its feet end in three-inch long razor sharp claws that are capable of injecting a powerful acid. The acid is incredibly destructive to metal and other inorganic materials, but

is relatively harmless to organic tissue. It is impressive that the Librarian was able to pack so much destructive power into such a tiny body, but the small size of the Black Talon means that it is limited in what additional enhancements it can receive. It is also important to choose enhancements that do not detract from the War Hawks appearance.

The Black Talon was designed to look like a normal hawk so it would be ignored by the Machine, and this strategy has worked better than anyone could have hoped. No one within the Resistance knows that it took decades for the Gaia personality to successfully reintroduce hawks into the world, so she is actually somewhat protective of them. In areas under her control, her robots will never fire upon any bird of prey, and even when it is determined to be a human construct, they look so natural that Gaia still has difficulty firing upon them (against Black Talon War hawks, Gaia controlled robots lose one attack per melee and are -5 on initiative and -5 to strike).

Another unexpected gift from Gaia is the fact that Black Talons can hunt down and kill Ratbombs without detonating them. The nanites within the Ratbomb activate the explosive charge when the rat is within close proximity to humans, dogs, or cats, but they were never programmed to explode when attacked by a hawk or other bird of prey. Once the existence of Black Talon War Hawks was confirmed, the Hecate personality wanted to correct this oversight, but Gaia would not let her. This internal conflict within N.E.X.U.S. has given the Resistance a real defense against the Ratbomb menace. Unfortunately, there are millions of Ratbombs scurrying across the planet, so there will never be

enough War Hawks to keep their numbers in check.

In the field, the Falconer directs his War Hawks like his own personal force of spies, scouts, and saboteurs. His Black Talons soar high above the earth, scanning the battlefield below and transmitting the visual data back to the Falconer through a special Bio Comm. This unique Bio Comm can also transmit all audio within a 30-foot radius of the War Hawk. The ability to act like a living microphone makes these War Hawks the ultimate spies.

In combat, the Falconer can order his hawks to swoop in and engage robot forces directly or drop Migs on them from above, but most use their birds more covertly. Black Talons are actually so intelligent, they can be used to transport and plant explosive Migs in areas that are inaccessible to humans. They are not exactly master demolitionists, so the Falconer must prime the explosive charge himself and make sure to set the timer so his War Hawk has enough time to carry out its mission.

Black Talons are a rather recent addition to the war effort, but their power, loyalty, versatility, and intelligence have made quite an impression within the Resistance. Great Houses everywhere are scrambling to find humans capable enough to become Falconers, and the Engineers are feverishly working to grow more of these mighty War Hawks. This tiny force of Black Talons has made a tremendous impact in the war, and their impact will only grow as their numbers do.

Class: Aerial Scout and Combat Hawk  
Crew: None

M.D.C. by Location:

- Wings (2): 18 each\*
- Legs (2): 12 each

- Clawed Feet (2): 8 each

- Head: 15\*\*

- Main Body: 1D4x10+10\*\*\*

\*Destroying one wing makes flight impossible. If a wing is destroyed while in flight, the Black Talon will plummet to the earth. Its hardened body and instinctive skills to help roll with the impact means a fall from any height will only inflict 1D6 points of damage. Given enough time, a severed wing will regenerate.

\*\*Depleting the M.D.C. of the Head does not kill the Black Talon, but it does severely injure it. The hawk is blind, deaf, and in pain. It is -10 to strike, parry, and dodge, and only has one attack per melee. Given enough time, the regenerative powers of the hawk will heal it completely.

\*\*\*Depleting the M.D.C. of the Main Body kills the War Hawk. All other targets are small and difficult to hit. An attacker must aim and make a “Called Shot” to hit, and even then is – 4 to strike.

Speed:

Running: 10 mph maximum. The act of running does not tire out the hawk.

Leaping: The legs are only capable of tiny two foot leaps.

Digging: The Black Talon is not built for digging, but it can instantly burn a hole through dirt, clay, or stone with its Plasma Breath in order to hide underground.

Swimming: Not possible.

Flying: 200 mph maximum, but the hawk can reach speeds of up to 400 mph on a power dive.

Statistical Data:

Height: 6-7 inches from breast to back

Width: 8-10 inches, with a 60 inch wingspan.

Length: 24-30 inches from beak to tail

Weight: 30 lbs.

Cargo: Can carry up to 40 lbs. within its claws.

Physical Strength: 10+1D4

Production Cycle: 1 month gestation period plus 3 month growth cycle.

Operational Lifetime: 20 year life span.

Bio-Regeneration Rate: 1D4 M.D.C. per melee to the main body and 1 point of M.D.C. per melee to all other locations.

Horror Factor: 8

Feeding: The Black Talon is a Carnivore. It needs to eat 4 pounds of organic matter each day.

Color: The back and wings are a mottled mixture of dark brown and tan in bar like patterns, the belly and face are white, and it has black lines under its violet colored eyes. It gets its name from the three-inch long pitch black talons mounted on its feet.

Sleep Requirements: As an artificially created organism, the Black Talon only requires 4 hours of sleep per day.

Other Data:

Black Talon War Hawks are completely loyal to their imprinted master, but they can be rather temperamental towards other humans. Most people do not realize that these tiny little attack birds are nearly as smart as a human, and this tends to offend and irritate them.

Humans within the Resistance treat their organic technology creations like unthinking machines or favored pets.

This works well with most Splicer beasts, but the Black Talon expects better treatment. Speaking to the hawk like an equal (even though it cannot talk back) will earn its respect, and will lead to the hawk seeing the human (even one other than the Falconer) as a true friend and not just as an ally. Treating the Black Talon like an animal will annoy the temperamental little beast, and it will ignore orders from these types of people when its Falconer is absent.

Temperamental or not, Black Talons feel a kinship with humanity and will defend all humans against robots (they hate them as much as humans do), they will just do so grudgingly when it is someone they do not particularly like.

Alignment: Any. Black Talons have strong personalities but the majority have a good or selfish alignment.

War Hawk Attributes: I.Q.: 1D6+6, M.E.: 1D6+10, M.A.: 3D4+4, P.S.: 11-14, P.P.: 1D4+17, P.E.: 1D6+15, P.B.: 3D4+4, Spd.: 10 mph on the ground, 200 mph in the air.

Number of Attacks per Melee: 4

Combat Bonuses: +3 on initiative, +3 to strike in hand to hand combat, +4 to strike when dropping objects on ground based targets, +1 to parry, +3 to automatic dodge in the air, +4 to roll with punch, +3 to pull punch, and impervious to horror factor, disease, and poison.

Equivalent (Instinctive) Skills of Note:

Land Navigation 90%, Surveillance 75%, Prowl 75%, Demolitions 40%, Demolitions Disposal 40%, Pick Locks 45% (what this actually means is the Black Talon melts the lock by injecting acid into it with its claws), understands the language of its Great House and one other at 85% (but cannot speak), and can actually read the language of its native Great House at 45%. Recognizes robots, machines, and rodents as enemies to be destroyed or chased away.

Combat Capabilities:

- Peck: 1D4
- Restrained Claw Strike: 4D8 S.D.C.
- Claw Strike: 2D4
- Double Claw Strike: 4D4
- Diving Double Claw Strike: 5D6, but counts as two attacks

Senses and Features: Standard for War Mounts plus:

- Super Regeneration: The Black Talon regenerates damage at an incredible rate. Damage is restored at a rate of 1D4 M.D.C. per melee to the main body and 1 point of M.D.C. per melee to all other locations. A completely destroyed leg, wing, or even head will completely regenerate within 3D4 hours.

- Surveillance Bio Comm: Much like a normal Bio Comm, this implanted device allows telepathic communication between the Black Talon and its Falconer within a 6 mile radius. In addition, the implant transmits everything the hawk sees and hears back to the Falconer. The range of visual data is the same as the hawk's normal vision, but the Bio Comm can only pick up audio within a 30-foot radius.

Bio-Weapon Systems:

1. Plasma Breath: The mouth, throat, and lungs of the War Hawk have been modified to allow it to exhale a chemical spray that ignites on contact with air to create a powerful fire blast.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 4D12.

Rate of Fire: Can be fired once per melee and counts as an additional attack per melee.

Effective Range: 40 feet

Payload: 18 blasts. One blast is regenerated every hour.

Bonuses: +4 to strike, but this is the only bonus that applies to the Plasma Breath.

2. Stinger Talons: The feet of the War Hawk end in three inch long, razor sharp talons. Despite the limited strength of the Black Talon, its claws are strong enough to rend through the steel armor of the Machine's forces. It allows the tiny creature to inflict relatively decent damage, but the real purpose of these talons is to inject highly corrosive acid. The acid quickly dissolves metal and

other inorganic metals, but is relatively harmless to living tissue.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: One claw does 2D4 points of damage and 4D4 for a double claw strike. Once the acid is injected, it burns for 2D4 melees and inflicts 2D8 points of damage each melee (double damage from a double claw strike).

Note: The acid only inflicts 1D4 points of S.D.C. damage each melee to organic material.

Duration: The acid burns for 2D4 melee rounds.

Payload: Enough acid for 30 attacks (15 double claw attacks). The acid continuously regenerates at a rate of one does every 1D8 minutes.

A Note on Biological Enhancements:

Due to the small size of the Black Talon War Hawk, some enhancements have reduced effects due to their smaller size, others work as normal, and still others are completely incompatible. The following is a list of enhancements that work on the Black Talon and any modifications that apply:

- Eyes and Vision Enhancement: Any enhancements can be applied. Most Falconers avoid enhancing their War Hawks with Compound Eyes, Eye Stalks, or Extra Eyes because these features destroy the illusion that they are natural creatures.
- Other Sensory Enhancements: Any enhancements can be applied. Most Falconers avoid enhancing their War Hawks with Antennae or Echo-Location because these features destroy the illusion that they are natural creatures.
- Biological Defenses: The only applicable enhancements are Acid Blood (although damage is only 2D8 per melee due to a lesser amount of blood being sprayed from wounds), Bio-Force Field,

Chameleon Skin, Increased M.D.C. (although divide M.D.C. provided and additional weight by 5), Resistance to Electricity, Resistance to Kinetic Energy, and Stealth Field.

- Anatomical and Physiological Features: Any enhancements can be applied except Enhanced Leaping Ability. The Butcher's Organ enhancement causes a bizarre physical transformation when applied to the Black Talon War Hawk. Size, weight, and M.D.C. of all locations is increased by 10%, and the hawk transforms to look like a large vulture. Resin Ducts mounted on the hawk's feet secrete significantly smaller globs than those on a suit of Host Armor. Can create eight 6-inch globs each hour. The M.D.C. of the hardened resin is 5D4.

- Additional Limbs and Enhanced Arms and Hands: None of these enhancements can be applied to the War Hawk without hampering flight or seriously destroying the illusion that they are natural creatures.
- Legs and Feet: None of these enhancements can be applied to the War Hawk without hampering flight or seriously destroying the illusion that they are natural creatures.
- Flight Appendages: Organic Thrusters can be added to increase the hawks speed, but the increased noise draws undue attention and ruins the illusion that they are natural creatures.
- Prehensile Appendages: A Prehensile Tongue or Prehensile Feet can be added to increase the War Hawks manual dexterity. Prehensile Feet allow the Black Talon to handle explosive devices more easily (provides an additional 20% to its natural demolition skills). However, they do increase the chance of discovery by the Machine, but only upon close inspection.



- **Offensive Bio-Weapons:** The only applicable enhancements are Retractable Fangs and Serrated Whips.
- **Ranged Bio-Weapons:** The only applicable enhancements are Chemical Sprayer, Electrical Discharger, Lightning Discharger, Flying Blades (can only be enhanced with a maximum of 10 blades), Needle Death Blossom (damage is half due to a reduced payload of needles), Simple Light Cells, and Super Light Cells. Light Cells are concealed under the feathers until activated, so they do not detract from the War Hawk's appearance.

### **Filth Viper**

by Guy LeDouche

“Skinjobs? Nothing but souped up Ghille Suits. Sure, they are fairly sneaky. But, you want someone to get in those “hard to reach” places? You come talk to me.”

Like the Archers, Filth Vipers are volunteers who undergo radical genetic reshaping to better serve the House. Standing at little more than five feet, all Vipers appear to be some type of amphibian or reptile-like being. Their skin is smooth and glistening, often covered with fine scales and occasionally adorned with small frills, fins, or spines, usually around the head or down the back. The head is rounded, with slightly protruding eyes and an unusually large mouth filled with small, pointy teeth. The hands and fingers are extraordinarily long, and the body possesses a small, barely noticeable tail at the end of the spine.

With their small size, flexible bodies, and chameleonic abilities, Vipers are experts at infiltration and sabotage. They often make use of waste disposal facilities, garbage chutes, and other

questionable areas as places to hide or strike from. Filth Vipers are capable of twisting and contorting their supple bodies into spaces just large enough for the common house cat. But their greatest ability (and the Librarians' greatest discovery) is the ability to create an outer layer of skin, composed of biological silicon. With this “mineral skin”, the Viper can safely come into contact with all sorts of hazardous material, including metal. It's this ability, more than anything else, which makes the Viper so successful at its job. With the ability to safely handle objects and traverse areas that would be lethal to others, a good Viper is likely to be found hiding just about anywhere ....anytime. While the mineral skin sounds like a boon to the Resistance, it's a death sentence in disguise. To produce the skin, the volunteer's DNA is radically reworked; presently, the small, reptilian form of the Viper is the only form that the Librarians have been able to have any success with. Even with the reworking of the DNA, the Viper will continue to experience recurring problems and health issues. With each use, the mineral skin causes an irreversible build up of silicon crystals in the body. These crystals first accumulate in the joints, causing intense pain and limited motion. Eventually, the crystals begin to build-up in the internal organs, affecting the circulatory and nervous systems.

Despite these drawbacks, there seems to be no shortage to the volunteers who wish to go through the process. Because being a Viper is an almost certain death sentence, all Vipers are considered a notch above the average soldier, even the Dreadguard. Old or incapacitated Vipers who choose to retire from active duty are treated with great admiration

and deference by all members of the House; including the Warlord and his council. However, those Vipers who die in combat, especially those who choose to go out in a blaze of glory or performing a suicide mission, are revered by the House as true saviors of Humanity.

Filth Viper O.C.C.

Alignment: Any, but typically Unprincipled (20%), Anarchist (35%) and Aberrant Evil (25%)

Attributes Requirements: I.Q. 10, P.E. 12, and P.P. 14 or higher.

Attribute Bonuses: +2 to I.Q., +1D8 to P.P., +1D4 to P.S. and P.E.

O.C.C. Bonuses: +1 to strike and parry, +2 to dodge, +4 to save vs. toxins, poisons, drugs, and disease, +15% to save vs. coma/death. This does not include the bonuses from bio-reconstruction (see below.)

Base S.D.C.: Not applicable, see the Filth Viper's Altered Body.

Filth Viper O.C.C. Powers:

1. Filth Viper's Altered Body & M.D.C.:

The Filth Viper's body has been genetically restructured into something other than human. This turns the once human him into a Mega-Damage creature with 3D6x10+80 M.D.C. points plus the P.E. attribute number. Add 2D8 M.D.C. per level of experience, starting at level two. The Filth Viper regenerates 1D8 M.D.C. per melee round and can last four times longer during strenuous activity before feeling the effects of exhaustion and fatigue. Filth Vipers can remain alert and operate at full efficiency for up to 48 hours without sleep and only needs four hours per 24 hour cycle to feel completely rested.

2. Flexible Anatomy: The entire body of a Filth Viper is built for flexibility. Its musculature is strong and elastic and most of its skeletal structure is composed

of cartilage. Filth Vipers can twist, bend, fold, and contort into impossible positions. All Filth Vipers can pop their flexible bones in and out of joint at will and with ease. Filth Vipers can contort their bodies to be half normal width from shoulder to shoulder or flatten from chest to back. In addition, the character can curl up into a small, tight ball that is a mere 25% of normal height and half normal width. All Filth Vipers are small; characters are only 4 feet + 3D6 inches in height.

Filth Vipers are so adapt at using their musculature that any jail cell, cage, or compartment with bars or an opening spaced eight inches apart or wider is likely to allow the character to squeeze and wiggle through and escape. Being confined inside a room or compartment without any windows, slots, or openings taller or wider than eight inches will hold the character.

Bonuses: +30% to Escape Artist, +2 to Dodge, and +4 to roll with punch, fall, and impact. It is also four times harder to break a Filth Viper's bones.

Penalties: Though flexible, the bones are not strong enough to accommodate great P.S. (nothing greater than 25) or great Speed (nothing greater than a speed of 32.)

3. Gripping Feet and Hands: Filth Vipers have unnaturally long and powerful fingers and toes. In addition, the palms of the hand and soles of the feet are laced with small but powerful suction cups. These modifications enable the Vipers to attach to and climb walls, ceilings, and most surfaces at one third running speed. Only loose rocks, crumbling plaster, ice, oil, force fields or similar surfaces are unclimbable.

4. Advanced Senses: The Filth Viper can clearly read a street sign or recognize a face one mile away, has polarized eye

filters (blocks out glare and reflected light that might otherwise blind the character) and possess passive nightvision (2000ft. range, sees by light amplification and must have at least starlight to see by; cannot see in absolute darkness, requires at least a small light source.) In addition, Filth Vipers can hear a whisper up to 100 feet away.

5. Combat Tongue: A favored weapon of Filth Vipers is their combat tongue; a prehensile tongue that can stretch from its normal size to 2D4+5 feet in length. The tongue has 4D6+12 M.D.C., and if destroyed will regenerate in just 8 hours. The tongue can be used like a tentacle to wrap around objects or to grab and entangle victims. No damage is done, but victims are held tight and limbs may be pinned (needs to roll a 19 or 20 to strike to pin arms or legs.)

The tongue can support the character's full weight and can be used to snatch weapons, coins, tools, or items out of unsuspecting hands, as well as steal items, climb and swing, turn knobs, press buttons, and similar quick strike actions. The tongue is so strong it can pull weight equal to the Filth Viper's normal carrying limits toward it with minimal effort. Though the tongue can grab a weapon, it cannot fire one nor can it use handheld weapons or throw objects. The tongue's incredible length does not impede the Filth Viper's ability to talk and looks surprisingly normal. Lastly, the tongue is tipped with a small, dagger-like stinger designed to deliver a mix of chemicals deadly to both Machine enemies and organic opponents.

Tongue Bonuses: One extra attack per melee round (provided the attack is via the tongue), +5 to strike, +5 to entangle, and +4 to dodge and disarm, +20% to climb and +5% to Acrobatics, Palming,

Concealment, and Pick Pockets if the tongue is used. It is important to note that the tongue's bonuses are exclusive to that appendage; these are the only bonuses that apply to tongue actions and are not added to the Filth Viper's other bonuses nor are other bonuses added to the tongue.

Mega-Damage: The tongue's stinger only does 1D6 M.D., but the real purpose is its chemical injection ability. The chemicals are a toxic concoction designed to affect both robots and organic threats.

Against inorganic substances (ceramics, glass, plastics, metals, etc.), the chemicals become a burning corrosive, inflicting 3D8 M.D. on the initial attack, plus an additional 2D8 M.D. for 1D4+1 melee rounds or until washed off. The chemicals can be used to burn through metal locks, doors, hatches, etc. and is ideal for acts of sabotage.

Against organic substances (living flesh, fur, leather, Host Armors, etc.) the chemicals cause severe burning, inflicting 2D8 M.D. on the initial attack, plus an additional 2D6 M.D. per round for 1D4+1 melee rounds or until washed off. In addition, the chemicals cause intense eye irritation and blurred vision (victims lose initiative and are -4 to strike, parry, dodge, and disarm for the duration.)

Payload: The Filth Viper can produce enough chemicals for up to 20 attacks every 24 hours. The chemicals automatically regenerate within 4 hours of its initial use. Payload increases by 2 uses for every level of experience.

6. Mineralized Skin: The Filth Viper can produce a chameleonic layer of biological silicon (biogenic silica) over his own skin and equipment. This "Mineral Skin" can be generated in 1D4 minutes and has the 1D6x10 M.D.C. +

the P.E. attribute number. The Skin becomes more resilient with experience and gains an extra +2D8 M.D.C. per level of experience. As well as adding extra M.D.C., the mineralized covering is exceptionally resistant to temperature extremes and grants the Filth Viper the same abilities of the Host Armor defense “Chameleon Skin” (Splicers main rulebook, pg. 83). Unlike the standard Chameleon Skin, however, the Mineral Skin will cover and effectively camouflage equipment and weapons. Like a flameproof Hazmat suit, this protective coating allows the character to move through and withstand dangerous and toxic areas. Harmful chemicals, acids, radioactive waste, etc. will cling to and bond to this outer layer without damaging the Filth Viper.

Because of the high silicon content, the Mineral Skin delays the nanoplague response and actually allows the Filth Viper to come into contact with metal in relative safety. If contact is maintained long enough, the Filth Viper will trigger a nanoplague reaction, however, it will often take hours of prolonged exposure. In game terms, turn seconds into hours before rolling for a nanoplague response. The Filth Viper can shed the skin at any point; shedding requires one complete melee round. The shed skin looks extremely life-like and Filth Vipers often use them as stationary decoys.

As many as five Mineralized Skins can be created in a 24 hour period. The Filth Viper can produce one additional Skin for every level of experience.

**Bonuses:** In addition to the effects listed above, the Mineral Skin is extremely resistant to temperature, toxins, and poisons. While encased, the Filth Viper suffers only ½ damage from M.D. heat and cold attacks, receives an additional +5 to save vs. poisons/toxins/drugs, and

is immune to acid and radiation. It is important to note, however, that the Mineral Skin may still retain effects of certain attacks and be potentially dangerous once shed; contaminated by radioactive or chemical waste, for example.

**Penalties:** Though the Mineral Skin may sound like a boon, its abilities come at a steep price. Repeated use of the Mineral Skin leads to a build up of silicon crystals within the body, first impacting the joints, and then wrecking havoc on the internal organs and circulatory systems. Despite the best efforts of the Liberians and Saints, the build up is unavoidable and the damage is irreversible.

The effects may begin as early as the 5th level. Upon reaching level 5, there is a 10% chance of developing a Side Effect (see tables below.) This die roll is repeated every month and whenever the character gains an additional experience level. Roll percentiles; a 01-10% means one of the Side Effect symptoms occurs. The percentage increases by a cumulative +1% per month, as well as an additional +1% per experience level. Each time a character receives a Side Effect (Minor or Major) the dice roll is “reset” to the original 10% chance, with the additional percentages accumulating as listed above. In short, all Vipers will eventually develop Side Effects; it’s merely a question of when.

When first rolling for Side Effects, the character uses the “Minor Side Effects” table. Once the character acquires 3 Minor Side Effects, they then begin using the “Major Side Effects” table. The character will continue to use the “Major Side Effects” table for any further positive percentage rolls.

**Common Skills:** Standard (+2%)

O.C.C. Skill Program: Espionage (+15%), Guerilla Warfare (+10%), Saboteur (+20%), Technical (+10% and includes Machine Lore), and either Weapons Training or Professional Thief (+15%).

Elective Skills: Select four Elective skills from the following list at first level plus one new Elective Skill at levels 2, 4, 8, 10, 12, and 14. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Espionage: Any (+10%), except Disguise and Impersonation.

Medical: First Aid only.

Military: Any (+15%)

Physical: Any

Rogue: Any (+10%) except Seduction.

Science: Any

Technical: Any (+5%)

Transportation: Any, except Host Armor Combat.

Wilderness: Any (+10%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional Secondary skill at levels 2, 5, 8, and 11. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

M.D.C. Living Body Armor: A suit of personalized "living body armor" specially crafted for the Filth Viper's small frame. The Filth Viper receives 3D10+25 Bio-E for additional enhancements, but is limited to the categories of Eyes & Vision Enhancement, Other Sensory Features, Offensive Bio-Weapons and Ranged Bio-Weapons, Ranged Weapon Upgrades and/or Extra M.D.C. (2D6+18 M.D.C. per 10 Bio-E). Note: The Filth Viper typically goes for Heavy Hide Armor or Leatherback Armor because

they do not hamper mobility, but may select one of the heavy armors instead. Standard Equipment: Specially designed military fatigues, and extra suit of non-living M.D.C. armor, dress clothes, survival knife, utility belt, first-aid kit, a Face Wrap (gas mask), hatchet for cutting wood, one weapon for each W.P. with an appropriate amount of ammunition for heavy combat, tent, knapsack, backpack, two water canteens, emergency food rations (2 weeks worth) and personal items.

Money: Has 1D6x100 credits, in precious metals, relics, or trade items, as well as 6D6x10 in available credits. As always, money can be spent now on additional equipment or saved for later. The Upside: Though the Skinjobs may say otherwise, you are the infiltrator supreme. With your mineral skin, you can literally go anywhere you like. In addition, metal is no longer a real threat, only an annoyance. You've got the capability to strike some of the most powerful blows against the Machine, and you don't need any fancy Host Armor or War Mount to do it.

The Downside: You are a ticking biological bomb and you know it. You have little to fear from metal, but that same power will eventually cripple, if not kill you. As much as you hate to admit it, you aren't much of a stand up fighter and need Host Armors and War Mounts to stay safe.

Mineral Skin Side Effects Tables  
Upon reaching level 5, roll percentiles; a 01-10% means one of the Side Effect symptoms occurs. The percentage increases by a cumulative +1% per month, as well as an additional +1% per experience level gained beyond the 5th. Each time a character receives a Side Effect (Minor or Major) the dice roll is "reset" to the original 10% chance, with

the additional percentages accumulating as listed above.

When rolling for Side Effects, the character uses the “Minor Side Effects” table. Once the character acquires 3 Minor Side Effects, they then begin using the “Major Side Effects” table. The character will continue to use the “Major Side Effects” table for any further positive percentage rolls. Reroll any repeated effects for both the Minor and Major tables. NOTE: All effects are cumulative and these effects cannot be reversed by any means.

#### Minor Side Effects

01-08% Lucked Out! No effects!

09-22% Joint Stiffness: -1 P.P.

23-36% Weakened Muscles: -1 P.S.

37-50% Minor Leg Impairment: -2 to Spd, character now walks with a mild limp.

51-64% Minor Shoulder Damage: -2 P.P.

65-78% Chronic Pain: -1 P.E.

79-92% Minor Hand/Wrist Damage: -5% on any skills requiring fine dexterity or precision.

93-100% Minor Cognitive Damage: -5% on all skills

#### Major Side Effects

01-10% Lucked Out! No effects!

11-20% Deteriorated Musculature: Reduce Spd by -3 and Dodge by -2.

21-33% Memory Loss: Parts of the character’s brain, especially those related to long term memory, are beginning to die. -10% to all skills and the character may forget details about their early lives.

34-45% Permanent Arm Impairment: Reduce P.P. by 2 and P.S. by 3.

46-55% Permanent Leg Impairment: Reduce Speed by ½ and Dodge by -4.

56-65% High Blood Pressure: The silicon crystals are causing dangerous fluctuations in the character’s blood

pressure. The character will suffer from frequent nosebleeds when upset or tense. In addition, acrobatic or gymnastics skills make the character feel dizzy and faint; these maneuvers are performed at -25%

65-76% Crippling Body Pain: The character suffers from near constant, chronic body pain. Reduce P.E. by 3 and P.P. by 1.

77-86% The Shakes: The character has developed a slight, but pronounced body tremor. Reduce skills that require precision or a delicate touch by -5% and aimed shots and targeting are -2 strike.

86-95% Reduced Healing: Healing is now reduced to 1D4 M.D.C. per minute, bonuses vs. poisons and disease are reduced by ½, and is only +10% to save vs. coma/death.

96-100% Major Brain Damage: Reduce the character’s I.Q. by 2, M.E. by 1, and -5% to all skills.

DESIGNER’S NOTES: We know the Filth Viper carries some stiff penalties and it was completely intentional. While excited about the Mineral Skin and the concept of the Filth Viper, it quickly became apparent that we had painted ourselves into a corner. The Mineral Skin completely undermines one of the key concepts of Splicers: the nano-plague. Without the nano-plague, Splicers loses some of its flavor and becomes another standard “Man Vs. Machine” setting we’ve seen before. Humanity’s use of Bio-technology and the uniqueness of each character is one of the best thing about Splicers. So, as the designers, we STRONGLY advise against making the Mineral Skin widely available or without heavy consequences. It takes something away from both the Filth Viper OCC and Splicers.

## The FORSAKEN

By Technogothic

Alignment: Any, but typically Anarchist(20%), Miscreant (35%) or Unprincipled(15%)

Attribute Requirement: PE: 10 or better, MA of 15, High ME and PP are helpful but not mandatory

Attribute bonuses: +1d4 to IQ and ME, +1d6 to MA. Reduce PB by 4, in natural shape an Forsaken's features are dull and skin is so transparent that one could see the morphing organs underneath.

Thankfully they rarely hand around in their natural forms.

OCC Bonuses: Has Superhuman Strength, + 2 to save vs. mind control, immune to poison and toxins, +50% to save vs. coma/death, +15% to impersonate people, imitate voices and disguise. HF vary. See OCC powers below.

Base S.D.C. : See below

Forsaken R.C.C. powers

1. Forsaken Altered Body and AR-SDC:

The Forsaken like the Saints, possess a superhuman body, with Splicer strength and is turned into an Mega-being with 1d4 x 100 +PE, Base AR is 12 add 1 AR per every other level of experience starting at level Three. The Heretic does have the innate bio-regeneration , only 1d6 per hour, but they can use their morphing ability to increase this (see Shape changing), their body is immune to fatigue poison , they are double jointed, and can they may be near immortal. Impossible to know due to their shape shifting ability. Through Shape changing, Forsaken can increase their AR by + per 5 Bio-e spent for that purpose. AR 17 is the max AR possible in any fashion.

2. Shape changing: the main ability of the Forsaken, the complete control over their own cellular structure, allowing

them to change shape at will, not only, but they can reapply all the biological enhancements , at will! Limited of course by endurance and experience. The Forsaken have a pool of 2d8x10 +PE Bio-E points plus 20 per level of experience, that they can spend and re-absorb depending on the needs Example: they could decide to spend 170 points for a two heat cannons with Mega-upgrades in one moment and then re-absorb everything to grow wings for a quick escape moment later. In case of lost bio-e , like for organic rockets or in case of mutilation or serious damage, the bio-e could be replenished resting at the rate of 1d4 bio-e per hour or feasting upon Flesh at rate of 1 Bio-E per lb of flesh eaten. The Forsaken could also use this ability also to increase temporary their overall Bio-E pool, never more than 3 times its base value. This additional Bio-E points cannot be Re-absorbed and any enhancement grown with them last only 1d4 minutes + 1 minute per level of experience. The Forsaken can also use this temporary Bio-E to instantly heal wounds, at rate of 1 Bio-E for 1 pt of damage healed, but most prefer just adopt an improved Bio-regeneration factor with their permanent pool and use additional Bio-E for weapons . It takes one melee Action to pass from a form to another Additional use of Shape changing power include:  
Human mimic: assuming whatever human and humanoid shape cost only 25 Bio-E plus 1 bio-e for additional PB point They need a successful roll vs. disguise to copy an existing person HF can also be increase by 1 bio-e, if one does not increase PB at the same time. There is no time limit to this form.  
Shrinking: The Forsaken can reduce their own size , albeit only to a max of

three feet tall (or Length wise). This costs 30 Bio-E But is a need if they want to mimic some smaller animals

Stretching: The Forsaken can stretch limbs, neck and his abdomen spending 5 bio-E per additional feet of length , for maximum of five times the normal length. Note that while double jointed the stretched part is not elastic as rubber, it still does have a skeleton.

Animals Mimic : Can be easily mimicked for 10 Bio-E for mammalian and 15 for reptilian and birds, but additional Bio-E should be spent for reply natural abilities like flight or heightened senses

Supernatural Strength : For 50 Bio-E that Forsaken can make his strength supernatural. As side effect size increase by two feet and weight increase by 100 lb, all muscle tissues

3. Genetic Digestion: The Forsaken sense of taste is advanced , so advanced that work like a genetic laboratory, analysing all the information correlated to the DNA. Through feeding they can get the following informations:

- Presence of Genetic defect or Sickness 70% + 4% per level of experience
- Any sign of genetic manipulation or contact with Splicer technology 98%
- Any sign, even minimal, of use of drugs or alcohol 70% +5% per level of experience
- A clear mapping of the DNA, with info of all physical attributes , weakness and intolerance of the organism 75% +5% per level of experience
- An idea of the potential of mental attribute of organism 50% +5% per level
- Can predict the biological reaction to a given situation (fear, stress, hormonal unbalance, vomit, desire for some food and so on) 25% +3 per level of experience

- Genetic Memory of any being tasted and being able to piece together that knowledge and experience is a Fearsome 75% plus 5% every other level starting at level three. This can used to gain knowledge of skills and knowledge of any being they have Tasted. Drinking the victim's Blood is the best method for unknown reasons.

Common skills: Standard (+5%)

O.C.C. skill Programs: Undercover (+25%), Entertainer (+20%), Stage Magic/Trickster (+25%) plus one Skill Program of choice

Elective Skills: Select 7 Elective skills from the following list at first level, plus one additional Elective skills at levels 3,5,8,11,15. All new skills start at level one proficiency.

Communication Any

Domestic Any (+5%)

Espionage Any (+10%)

Medical Any

Military Any

Physical Any

Rogue Any (+10%)

Science Any

Technical Any

Transportation Any

Wilderness Any

W.P.s Any

Secondary Skills: The character get to select five Secondary skills at level one and one additional at level 2, 4, 8, 10 and 13. These are additional areas of knowledge starting without any special O.C.C. bonus

S.D.C. Living Body Armor: None, they tend to eat them rather to wear them but they often own a Light Miracle Fiber Armor

Standard Equipment: 1d4+2 set of clothes of various type , 2 hooded cloak (earth tones or camouflage pattern), survival knife, utility belt, tinted goggles, one bio-weapon of choice(see it



as sort of pet that would never be eat), backpack, saddlebags, water skin, emergency food rations(two weeks supply), 2d6x100 credits worth of stolen items and object, few personal items  
Money: 3d4x10 credits worth of trade items or precious metals, 1d6x100 in available credits

The Upside: Host Armors are cool, and get a lot of cool features, but you can go beyond that and get whatever bio-enhancement you need! You are not tied to a single shape and this make you a really one man army if the need arise. Or you could simply decide to hide yourself changing identity from time to time. You've the freedom to choose whatever pathway you want

The Downside: Your freedom is seen as danger by the Engineers and Librarians alike. The very name they had given to your kind, the Forsaken, is an hint of what the general feelings are about you. You've to live in shadows, forced to restrain your abilities, to prevent being killed by zealous Dreadguards . Is a grim life, indeed. And sometimes, watching how welcomed your "cousins" the Saints are, you feel that perhaps is true , that you are truly a monster that is not meant to be.

The Forsaken are a mutation, an unwanted degeneration of the very same organism that would give birth to the Saint. How such aberration come to life is something that worry and puzzle the Engineers and Librarians alike. It was speculated that does have something to do with the organism's host genetic flaw. Or perhaps it was something else. Whatever the reason the end result is the same , not a peaceful healer, but an egomaniacal shape changing creature with very little regard toward humankind.

Sadly is not easy to spot them. Right after the organism implant, they look like and behave like a normal Saint, the mutation emerge only 2-3 weeks after becoming Saint, and after that then newborn Forsaken are eager to learn their abilities to escape attempt to kill them. Despite the bad fame, and their peculiar diet of any fleshy beings, the Forsaken are not necessary enemy of humankind, just they feel no compulsion to be on their side. They like being free to do as they please , and consider the Saint stupid do-gooder that waste time helping others.

After all life is short better enjoy it as it last.

### **Gardener OCC additional plants**

Name: House-Shroom

By Technogothic

The House Shroom is a new type of shroom developed by a Genetist OCCs. Once Planted in the ground, a House Shroom starts to grow very quickly. Immature House Shrooms can not be used for anything. But it only takes 48 hours for a House Shroom to fully develop into a House Shroom that can be used. Once matured, the House Shroom is 15ft wide and 25 ft tall. Inside is hollow into several rooms. The Mainroom or Living Room is the entire Lower Floor which is 12 ft wide inside. Small but this is a young House Shroom. The Upper-dome of the shroom is Larger. Really 30 feet Wide on the Outside, and divided into 4 rooms roughly the same size. One of these rooms resembles a Bathroom. Place for Waste (which the shroom eats) a Place to Clean yourself. And a Place to soak/feed Bio-Equipment.

The House Shroom even has "doors" and its tempature is self-regulating staying at

70 degrees F inside. The House-Shroom feeds on Waste and Sunlight, and needs Both to stay healthy. Every Year of use, the Shroom gets larger, adding 1 new room in the upper dome. Also, House Shrooms produce Food for guests and whoever lives inside them. The food is like Tofu in appearance but tastes can vary widely, until the house itself discovers the likes and dislikes of its guests. Which after 5 years of having the same people living inside it, the house shroom can 98% guess the flavor the individual guest wants at any given time they decide to eat the food. Visitors however, will always gamble on the flavor for their food inside unless they spend a lot of time visiting the particular house shroom (3 times a week at least for a Year or more).

Bio-E Cost: 50 (can produce up to 12 House-Shrooms per month)

Growth Time: 48 Hours into a Mature House Shroom.

M.D.C.: 300 outerwalls. 300 for the Bio-Forcefield that automatically engages if under attack.

Damage: Not cant attack, None.

Additional Penalties: (If Any)

Range: None.

Payload: None

Control Bonus (in addition to the bonuses above): Are Alive, and seem to have a Personality of their own. Each one is Unique in Color, and mood. They want to take care of People. They want to be lived in by people.

Elder Plant Bonus: Every 5 Years, the House-Shrooms themselves Bloom and produce "seeds" (roll 4d6). These "seeds" can be planted to grow another House Shroom at anytime, but must be used within 6 months or the seeds die.

Name: Needle Death Blossom Cactus  
By Krispy

Bio-E Cost: 30

Growth Time: 2D4 + 2 hours for immature plant. 1D4 + 1 weeks for a mature cactus

They are the tall cylindrical types of cactus

M.D.C: an immature cactus has  $1D4 * 10 + 20$ , where a mature cactus reaches  $2D4 * 10 + 40$  M.D.C

And reaches 8 feet in height

Damage / Range / Payload: Follow the standard rules for NDB on page 102 of main book

Control Bonus: + 4 to strike

Elder Plant Bonus:

Every year -

\* The cactus gains one additional payload per 24 hours until it reaches a total of 8

\* + 5 to damage to a maximum of + 20 + 15 M.D.C to the cactus

+ 6 inches to height to a max of 10 feet

Gardeners tend to plant a number of cactus 10m apart over a considerable area and mix other plants between them

Name: Hallowed Ground

By Krispy

a carnivorous plant that leaves nothing of its prey behind (literally in 2 ways...see later description)

Bio-E: 50

Growth Time: 1D4 + 3 days for immature, 1D4 + 2 months to fully mature

M.D.C: still not sure?? Opinions welcome

The main core/heart of the tree is 10m underground and if that isn't destroyed then the tree can keep growing back.

Above the core, it creates a trunk that is shaped like a bowl just under the surface with a radius of 7.6m for immature and 15.2m for mature and depth of 5m

The tree stores a mass amount of water in bulbs underground which it can pump

into the bowl section through ports in the trunk creating liquefaction of the soil that is within its area of influence.

This process is triggered either automatically when the Tangle Weed catches something or via command by the Gardener.

Numerous tree roots also inhabit the soil that is in the bowl, they contribute to the entangling effect of the Tangle Weed and act as the source of extracting nutrients from prey

When activated it takes 2 melee rounds to completely liquefy the soil

Now, though everything reaches a state of buoyancy in 'quick sand' this plant also secretes a detergent like chemical which affects the surface tension of the water being pumped into the surrounding soil. Now, this will make WM and HA alike drown unless they have Organic thrusters to blast their way out or some other means to drag themselves out. This is also made difficult due the Tangle Weed and tree roots wrapping around their whole body as they sink into the soil

Still thinking of the penalties to a target that is being completely entangled and not just their feet???

The chemical released breaks down over a period of say 5 minutes. Receptors in the roots monitor this breakdown. The reason for this is once the chemical breaks down the Tangle Weed can then gradually rise back to the surface. Once the chemical is broken down and most of the Tangle Weed has risen to the surface, the roots begin to draw the water back out of the bowl (duration...?). Now the prey is buried underground where the roots start to digest it.

The tree can completely break down any and all organic material for nutrients. to provide some form of nutrients for carnivorous metabolism the tree also

produces a form of 'meat potato' just under the surface that the HA/WM can easily dig up

Autonomous Combat & Control Bonus: Follow Tangle Weed

Elder Plant Bonus: every year the tree gets +25 MDC to core & +15 to the Bowl section

Name: Sentinels

By Krispy

These trees grow to a height of 30 – 35 meters

Many individuals put their life in jeopardy night and day to patrol our borders. What if we could reduce that significantly?? That is a question a Warlord asked their Librarians. They answered it with the design of a plant that could do a lot of the surveillance? From that question the Sentinel was designed

The trunk and branches are covered in what appear to be numerous knots These knots are actually complex eyes that enable the Gardener to see through the entire light spectrum from infra-red to ultraviolet and electromagnetic.

Advanced Sight: These eyes can see 3.2 km and 360 degrees.

Nightvision: 1829m

Infra-red (thermal), ultraviolet & electromagnetic: 1219m

Obviously the geography plays a part in how far the tree can see, so they are planted on high ground to provide the best view

these ranges are for a mature plant. for immature trees halve all the ranges

The root system also provide Seismic Sense: For Imature plants they can sense 2 miles for heavy vehicles, robots, giants..... & 1/2 mile for individual or small number of .....

Mature Plants can sense 4 miles for heavy vehicles, robots, giants ....etc & 1

mile for individual or small small number of....etc

So not to obstruct the view of the trees eyes it uses small needle leaves the Sentinel is also given a basic level of sentience, a rudimentary neural recognition software to help it process & prioritize all the sensory information it receives

Bio-E Cost: 40

Growth Time: 1D12\*10 + 72 hours from sapling to immature plant 2D6 + 12 weeks to grow from immature to mature M.D.C: hardened layers of bark provides considerable protection for the tree Immature plant has 4D10\*10 for the trunk and 2D10\*10 +20 for each branch The immature plant regenerates 1D6 to the trunk and 1D4 to the branches per 30 minute

There are 3D4 branches (minimum of 5) Mature plant has 10D10\*10 for the trunk and 2D12\*10 + 40 for the branches and regenerates 2D4 for the trunk and 1D6 for the branches per 15 minutes

The amount of branches don't change for mature

Damage: the plant has no weapons but how the bark is made and layered all types of weapons do 1/2 their normal damage

Control Bonus: im thinking of linking a number of Sentinels to a special Bio-Comm Roots system that becomes an observational hub in the safety of the house (big brother is watching)

Elder Plant Bonus: for every year of growth the Sentinel gains + 30 MDC to the Trunk & +15 to each branch

For every year the trees sight increases as well

- Advanced Sight: + 400m (1/4 mile)

- + 200m (1/8 mile) for all the other vision types

- Seismic: + 400m (1/4 mile) for Heavy.... & 160m (1/10 mile) for individual ...

Name: Bonsai Sentinel

By Krispy

As the name suggests these are a smaller version of my giant watchers of the land and were designed to be planted throughout a House (but mainly at entrances) to provide crucial visual information on 'apparent' allies, traders, refugees and above all the many infiltration units NEXUS is releasing (thats right Slappy your Sirens will never get into this House)

The Bonsai doesn't go through immature, mature and elder. It simply takes 72 hours for the plant to reach its full size and maturity

Cost: 15 Bio-E

Their MB is 40 mdc and each branch (3D4) has 15 mdc

it regenerates 1D6 to the trunk and 1D4 to the branches per 60 minutes

It has the same bark system as its bigger version so it takes 1/2 damage from all types of attack

The Bonsai Sentinel only has the visual capability (no seismic or sentience) with all the same visual scope as its bigger version but at 1/10 th the range, and that is where it stays

Advanced Sight: These eyes can see 320m and 360 degrees.

Nightvision: 183m

Infra-red (thermal), ultraviolet & electromagnetic: 122m

Name: Tesla Fern based on the plant species Xanthorrhoeas

By Krispy

A blend between a fern and those fiber optic decorations you put on your table that changes color.

It has the trunk of a fern with a bulbous top. Deep in the trunk rests 100s of thin fiber optic like vines which sprout out of the top of the trunk and arch out in all directions.

It grows to a height of 12 ft (half that for immature)

Bio-E Cost: 50? Too much??

Growth time: 6 + 2D4 days from sapling to immature and another 1D4 + 2 weeks for mature

MDC: for immature the trunk has  $2D4*10+40$ . The Bulb at the top has  $1D4*10+20$ . Each vine has 5

The immature trunk is 1.5 foot in diameter.

For mature: the base MDC is doubled and the diameter increases to 3 ft in diameter

Damage: the Tesla fern has 2 purposes (I'm trying to figure out a 3rd)

1. Lightning Discharger: the bulbous top is an omni-directional lightning discharger. An immature plant does 4D6 per lightning strike. A mature plant does 8D6 per lightning strike

2. Bio-Force Field Generator: the force field is tied to the vines and can be activated when the vines exit the trunk (it takes 3 actions for the vines to sprout from the top of the trunk and it only takes one action for them to recoil back into the trunk). The field does not develop until the plant is mature, the base MDC is  $1D4*100 + 100$ . it regenerates 5 mdc per melee round and if depleted it takes 3 hours to generate another field

Note: a vast root system grows countless neural-root bulbs that enable the plant to generate the required energy for the lightning and force field (I was also thinking of creating an Omega-cell to give the plant the necessary energy).

For the Force Field: 5m radius for an immature plant and a 10m radius for a mature plant

Elder Plant Bonus: the fern will grow another foot per year till it reached 15ft MDC increases by 10 for the trunk and the bulb per year and 1 per year for the vines till they reach 15mdc

The Lightning Discharger increases 2D6 per year until it reaches  $3D6*10$

The Force Field increases 20 mdc per year till it reaches 1000mdc and the radius increases 2m per year till it reaches a 50m radius

Name: Needle Death Blossom Cactus  
By Krispy

Bio-E Cost: 30

Growth Time: 2D4 + 2 hours for immature plant. 1D4 + 1 weeks for a mature cactus

They are the tall cylindrical types of cactus

M.D.C: an immature cactus has  $1D4*10 + 20$ , where a mature cactus reaches  $2D4*10 + 40$  M.D.C

And reaches 8 feet in height

Damage / Range / Payload: Follow the standard rules for NDB on page 102 of main book

Control Bonus: + 4 to strike

Elder Plant Bonus:

Every year -

\* The cactus gains one additional payload per 24 hours until it reaches a total of 8

\* + 5 to damage to a maximum of + 20 + 15 M.D.C to the cactus

+ 6 inches to height to a max of 10 feet

Gardeners tend to plant a number of cactus 10m apart over a considerable area and mix other plants between them

## **Gore Monger**

by Guy LeDouché

“SMASH!!!!”

Using the concept of Biotics as a stepping stone, the Librarians and Engineers of House Branton took genetic modifications to extreme limits in the creation of the Gore Monger. The Gore Monger is one of the House’s most dangerous creations; human beings remade into monstrous living weapons with a lust for combat. Part Biotic, part walking tank, all destruction, the Gore Mongers are designed to be large, robot pounding brutes capable of absorbing tremendous damage and unleashing devastating force.

As with Biotics, many Gore Mongers are crooks and lowlives; however, a good number are also drawn from the mentally or physically handicapped. For the parents of House Branton, few things are as honorable or noble as offering a misshapen child for the good of the House. Regardless of their origins, all who “volunteer” for the process are taken to the Librarian, their memories and personalities wiped out; their bodies mutated into a form so extreme that many have questioned if they should still be referred to as “human”.

With an average height of 9 feet and weighing in at a ton or more, Gore Mongers are tough, armored, and always ready for a fight. Covered in skin as hard as armor plate, often sporting dangerous claws, horns, and teeth, the Gore Monger is a fearsome sight. A Gore Monger’s basic form resembles that of a giant, hunched humanoid, their limbs and torsos knotted with thick, corded muscles. Many will lope on all fours, rising to their hind legs when entering combat, similar to a bear or an ape. Whatever hair they may have is usually wild and untamed. When unleashed in

full force, the Mongers gladly take on the heaviest enemy units, defenses or troops. They love nothing more than ramming their way through enemy lines, stomping robots, and hammering foes into oblivion. Even with their size, Gore Mongers fight like a whirlwind, battering their opponents until they retreat or are smashed. Despite often having ranged weapons, these brutes prefer hand to hand combat; the harder the fight, the more they seem to enjoy it. For reasons unknown even to the Librarians, all Gore Mongers have a constantly changing and evolving genetic structure. It can truly be said no two Gore Mongers are alike. As the Gore Monger ages, its genetics are constantly mutating, giving these brutes an unpredictable and ever changing array of abilities. Many within the House speculate that the Librarians are unconcerned about these mutations; after all, they serve to make the Gore Mongers that much more fearsome. Dangerous in the extreme, Gore Mongers pose a threat even to their own house. Like Biotics, Gore Mongers are plagued by mental instabilities and insanities. Despite their best efforts, the Librarians of House Branton have yet to solve this problem. Their great physical power and volatility, combined with the host of mental troubles, creates a huge potential threat to the House and its population; a single rogue Gore Monger could cause serious damage. To manage the great giants, the House experimented with several ways to ensure loyalty or to put a quick end to dangerous Monger. Poisons and drugs were often counteracted by the Monger’s natural resistance, and their superior regeneration healed most damage. However, Head Librarian Gatrathon came up with an ingenious idea.

The Librarians have inserted a flawed gene into the Gore Monger's DNA sequence. This defect keeps the Gore Monger from being able to produce the enzymes needed for its tremendous healing abilities and its immune system. Unless provided with the necessary supplemental diet by the House, a Gore Monger will begin to lose its great strength and endurance, and not be able to heal wounds or fight off infections and diseases. This creates a dependency on the House and helps to control and reduce the chances of a Gore Monger going "rogue".

Despite the hazards and dangers, most Gore Mongers serve House Branton well. Unlike Biotics, Gore Mongers are not relegated to "slave warrior" status. Though not equal with "pure" humans, they are treated with affection and even a measure of respect, much like a favored pet or prize-winning animal. This treatment, more than most anything else, has kept many Gore Mongers in line and gives them a powerful sense of purpose.

Alignment: Typically Anarchist (30%) or Aberrant (30%), but the remaining 40% are other alignments, including evil. Despite alignments, all Gore Mongers are dangerous and prone to aggressive behavior; to their limited thinking, few problems can't be solved through violence. However, most Gore Mongers, even evil ones, remain fairly loyal to the human race (in general) and despise the robots. The worst of the lot, however, go rogue and may prey upon fellow humans, even Resistance fighters.

Attributes: Due to the complete bio-reconstruction received, Gore Mongers do not roll attributes as normal. Instead, use the following to determine the attributes:

I.Q.: 1D4+6 (low to average, brutish and insane), M.E.: 1D6, M.A.: 1D6+5, P.S. 3D6+32, P.P.: 1D6+15, P.E.: 2D6+35, P.B.: 1D6, Spd: 3D6+30 running.

O.C.C. Bonuses: +2 attacks per melee round, +1 on initiative, +4 to strike, +1 to parry and dodge, +3 to roll with impact, +5 save vs. Horror Factor, +3 to save vs. poison, toxins, drugs and disease. Bonuses are in addition to attributes and other abilities.

Base S.D.C.: Not applicable, see the Gore Monger's Altered Body.

Gore Monger O.C.C. Abilities

1. Gore Monger's Altered Body & M.D.C.: The bio-reconstruction turns the character into a Mega-Damage being, with the P.E. attribute number  $\times 5 + 3D4 \times 100$  as the starting M.D.C. The Gore Monger gains an additional  $2D6 \times 10$  M.D. per level of experience, starting at level two. In addition, a Gore Monger's entire body and metabolism is geared to combat and physical stress.

Gore Mongers bio-regenerate an amazing  $1D6 \times 10$  M.D. per melee round; they can regrow any lost appendages and even eyes with enough time. Gore Mongers possess Supernatural Strength and Endurance, can run and fight non-stop without the slightest sign of fatigue or exhaustion for up to 72 hours, require only three hours of sleep every other day to feel rested, leap up to 40 feet high and lengthwise (increase distance 50% with a running start), swim at the same speed as running, and even survive depths of up to one mile unaided.

2. Superior Vision: All Gore Mongers can see like a hawk in daylight and possess polarized vision.

3. Massive Size: The Gore Monger stands 8 feet +1D4 feet tall and weighs  $1 + 1D8$  tons. Due to their immense size and frightening appearance, Gore Mongers have a Horror Factor of 13. In

addition, the size of the Gore Monger limits their dexterity. All Gore Mongers suffer a -10% on any skills requiring fine dexterity and a Gore Monger may not have any Parry or Dodge bonuses higher than +3.

4. Advanced Magneto Reception: All Gore Mongers have the ability to detect changes in natural electromagnetic energy and magnetic fields. Much like a homing pigeon, Gore Mongers can sense electromagnetic fields and signatures and use them like beacons, signposts, and trails by which to navigate.

A Gore Monger can find its way back to House Branton, even over extremely long distances, at a proficiency of 69% +2% per level. This ability also grants a one-time bonus of +20% to Land Navigation, or grants the Land Navigation skill at 55% if it is not known.

5. Unstable Genetic Code: For reasons unknown to even the Librarians, Gore Mongers exhibit an ever changing genetic structure that produces a host of monstrosities; it can truly be said no two Gore Mongers are alike. If a Gore Monger survives long enough, it continues to change and mutate, developing new, and sometimes frightening abilities.

At first level, the Gore Monger rolls four times on the mutation table below. The effects from most mutations stack together. At each level of advancement, make an additional roll, ignoring any repeat mutations (the character's structure is strangely stable, for now.) GM's may add or substitute to this list as they see fit. For any mutation that has a required pre-requisites, assume the character developed the pre-requisite as part of the mutation.

01-02% No further mutation.

03-05% Choice: Choose one Eye & Vision Enhancement and one Biological Defense.

06-09% Tri-Fingers: The fingers fuse into two large fingers and a thick thumb, adding an additional 1D6 M.D. to punch damage. Unfortunately, this also imposes a -5% on any skills requiring manual dexterity.

10-13% Bio-E Vent: The Gore Monger grows a fully functioning Bio-E Vent on the arms or torso. See Splicers Role Playing Game page 98 for full details..

14-17% Enhanced Sight: The Gore Monger now has Enhanced Sight, as detailed in the Splicers Role Playing Game, pg. 78.

18-21% Tough exoskeleton: The Gore Monger has an unusually thick, chitinous exoskeleton that grants +100 M.D.C. However, the character's P.P. and Spd are reduced by 1D6. Skills requiring dexterity, such as Acrobatics, Gymnastics, Prowl, etc. suffer a -10% penalty.

22-25% Overdeveloped Legs: The Gore Monger develops large, overly muscled legs, granting a bonus of +1D6x10 additional points to the Monger's running speed. In addition, the Monger can jump an additional 30 feet high or 60 feet lengthwise and inflicts an extra +1D8 M.D. to kicking damage.

26%-30% Resistance of Choice: Choose one Resistance from the Splicers Role Playing Game pages 85-86

31-35% Forked Tongue: The tongue becomes forked and sensitive to airborne tastes. Can identify common odors and track by taste alone at 35%+2% per level of experience. Specific odors can be identified and tracked to the source at a skill of 20%+2% per level of experience. Range is 1,000 feet.

36-40% Choice: Choose one enhancement from either Eyes & Vision



or Other Sensory Enhancements and one enhancement from Ranged Bio Weapons.

41-44% Tail: The Gore Monger now has a large, heavy, dragon-like tail; as long as it is tall. Though not prehensile, the tail can bend, twist, and lash out to strike an opponent. The tail has 4D6x10 M.D. When used in combat, the Monger gains an extra attack with the tail; the tail inflicts 5D8 M.D., but with no P.S. bonus. Instead of the usual combat bonuses, the tail receives its own bonuses of +4 to strike and +2 to parry, dodge, and disarm.

45-49% Elongated Arms: The Gore Monger's arms are unnaturally elongated and oversized, providing an extra 1D4 feet in reach and bonus of +2 to parry, disarm, and entangle.

50-53% Single large horn: The Gore Monger grows a single large horn from its head. The horn adds +3D6 M.D. to head butt damage, and +3 to parry using the head/horns.

54-58% Acid Spit: At will, the Gore Monger can spit a highly corrosive, acidic spray. The acid does 3D8 M.D. per melee round to inorganic materials but is relatively harmless to human flesh and most organic materials (only 1D4 S.D.C. per melee.) The acid burns for one minute (4 melee rounds) or until washed off. The Gore Monger can spit the acid up to 30 feet.

59-62% Large fangs: The Gore Monger now has a pair of large, protruding tusks or saber teeth. These fangs add an additional 3D8 M.D. to bite damage.

63-66% Choice: Choose two enhancements. The enhancements must be from the following categories: Additional Limbs & Enhanced Arms & Hands, Legs & Feet, Prehensile Appendages or Tail Appendages

67-69% Antennae: The Gore Monger develops a pair of sensitive sensory antennae. The antennae are so highly tuned that the character can identify odors (70%+2% per level), recognize the scent of specific people and animals (50%+2% per level) and track by smell alone (40%+2% per level.)

70-73% Claws: The Gore Monger develops razor sharp claws on each fingertip. These claws add an additional 2D6 M.D. to punch damage.

74-77% Nightvision Eyes: The Gore Monger now possesses Nightvision with a 2000ft. range.

78-81% Breathe Fire: The Gore Monger now has Fire Breath, identical to the Host Armor power of the same name in the Splicers Role Playing Game, pg. 101.

82-85% Organic Rockets: The Gore Monger now possesses 2D4+4 Organic Rockets, identical to the Host Armor power of the same name in the Splicers Role Playing Game, pg. 103

86-90% Poisonous Bite: The Gore Monger forms a series of venom sacs in its jaw, allowing it to deliver a powerful poison filled bite. In addition to the regular bite damage, the poison inflicts an additional 2D6 M.D., plus the victim begins to feel a creeping numbness working its way through the body. The victim must roll a save vs. Non-Lethal Poison (15 or higher) each time they are bit. A failed roll means the victim is partially paralyzed. The paralysis begins one melee after the bite. The victim's limbs will stiffen and become unresponsive, imposing a -3 penalty on all combat rolls. The poison is so potent, it will even damage and affect War Mounts and Host Armor (though not the pilot, unless they are specifically targeted or the Host Armor is somehow breached.) The effect is temporary, and

lasts for only 1D4 melee rounds. Additional bites will merely increase the duration, but not impose any additional penalties. Unfortunately, the poison has no effect on non-organic life forms.

91-94% Barbed Hide: Small barbs grow all over the character's body. Add +1D6 M.D.C. to body blocks, strikes with elbows, shoulders, or knees and to any sort of rough contact.

95-98% Powerful Build: The Gore Monger becomes a huge, hulking, muscle-bound monstrosity! The Monger adds 1D4 feet to height, with an additional 100lbs of weight for every foot. Add 3D6x10 to M.D.C. and +1 to P.S. and P.E. Penalties: The fingers and hands are large and thick, so there is a -20% skill penalty on any skill that requires a delicate touch or dexterity. However, they also add 1D6 M.D. to punch damage.

99-100%- Enzyme Independent!: The Gore Monger no longer needs to receive supplemental enzymes from the House! It can now live and function normally.

6. Weakness: Enzymes Deficiency: In order to keep the Gore Mongers under control, the Librarians have inserted a faulty gene into the character's DNA sequence. This faulty gene keeps the Gore Monger from being able to produce several needed enzymes and makes it dependent on the House. Unless supplied with these enzymes, a Gore Monger will weaken and eventually die. This helps to control and reduce the chances of a Gore Monger going "rogue".

Gore Mongers can survive without supplemental enzymes for half of the P.E. attribute (rounded up)+1D4 days. As time runs down, the Gore Monger will begin to feel an instinctive urge to return to the House. When only four days are left, the urge will be utterly irresistible and the Gore Monger will do

whatever it takes to return to the House; this includes suddenly leaving combat or simply abandoning missions. Nothing short of physical restraint or complete incapacitation will keep the Gore Monger from heading directly to its House.

Failure to receive the necessary supplements will cause the Gore Monger to lose 6D6x10 M.D.C. and 8 P.S. and P.E. point every day until it becomes too weak to move (either of the attribute falls under 8.) In this state, the Gore Monger can only survive for 3D6+6 hours before it will die. In addition, the Gore Monger no longer possesses their regenerative powers, nor will any injuries heal, even with advanced medical aid. The only way to restore the character to full health is administer the necessary enzymes supplement.

If the Gore Monger is suffering and receives the enzymes, they will be back to full health and abilities within 1D6+6 hours.

Gore Monger Biological Enhancement: A Gore Monger is genetically restructured and is able to select Bio-Enhancements in much the same way as Host Armor, only skip right to Step Four and make your selection of Biological Enhancements. The Gore Monger has 1D4x10+25 Bio-E points available for enhancements at level one. This is usually all the enhancements a Gore Monger will receive; additional enhancements are only added at the request of the Warlord or House Lord. Such bonus augmentation seldom exceeds 2d10+25 Bio-E points at any given time, and is reserved only for Gore Mongers who have repeatedly proven themselves in combat (i.e., destroyed a large number of the enemy and/or have proven extremely loyal and/or have proven to be a true asset), but even then,

a Gore Monger rarely gets more than two upgrades. The Gore Monger is limited to the following categories: Eyes & Vision Enhancement, Biological Defenses, Additional Limbs & Enhanced Arms & Hands, Legs & Feet, Splicer Bio-Weapons & Defense for Host Armor, Ranged Bio-Weapons, and Ranged Weapon Upgrades.

Common Skills: Standard, but with a -10% penalty to each.

O.C.C. Skill Program: Basic Military (+10%), Infantryman (+5%) and one skill programs of choice (except for Cowboy, Field Medic, Host Pilot, Language Specialist, Martial Artist, Medical Doctor, Medical Coroner, Science, Veterinary, War Mount Rider or Wingman.)

Elective Skills: Select three Elective skills from the following list at first level plus one new Elective Skill at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Espionage: Detect Ambush, Interrogation, Tracking, or Wilderness Survival only (+5%).

Medical: First Aid only.

Military: Any (+5%)

Physical: Any (+10% where applicable).

Rogue: Find Contraband only.

Science: None

Technical: Any

Transportation: Any, except Pilot Wing Pack, Host Armor Combat, and War Mount Combat.

Wilderness: Any

W.P.s: Any

Secondary Skills: The character gets to select three Secondary Skills at level one. These are additional areas of knowledge that do not receive any special O.C.C. bonuses. The character

may not select more Secondary Skills in the future.

M.D.C. Living Body Armor: None, the character's large size prevents the use of any living body armor. They must rely on their natural M.D.C.

Standard Equipment: The clothes on his back, an extra set of clothes, one weapon for each W.P. and appropriate ammunition, backpack, water skin and emergency rations (two week supply.)

Money: Only has 4D6 credits, but another 2D6x10 credits worth of trinkets and items picked up along the way.

Money can be spent now on additional equipment or saved for later. Gore Mongers live for combat and action and rarely save any money.

The Upside: You're one of the most powerful beings in the Resistance and you know it. Unlike others who use Host Armor or War Mounts, you don't need either to take the fight to your enemies. You're a living weapon who can take out a squad of Robots with your bare hands and hardly break a sweat.

The Downside: You are so violent and mentally unstable your own House doesn't completely trust you and keeps you on fairly short and lethal leash. Not only that, you struggle daily to deal with your insanities. Your size is as much a liability as it is an asset, making stealth and surprise difficult, if not impossible.

Gore Monger Insanities: A result of the complete reworking of their genetic structures, Gore Mongers suffer from a number of mental and emotional problems. All Gore Mongers suffer from an obsessive urge to fight and compete; they love it! Gore Mongers are always eager to jump into combat and almost all will go out of their way to turn even a minor dispute into violence.

In addition, at levels 2, 5, 10, and 15, the Gore Monger must roll on the following

table; re-roll any duplicate results. The Game Master may suggest an additional roll or two through the course of the gaming experience that might arise from deeply traumatic experiences (GM's, feel free to award bonus XP for exceptional role-playing.)

01-10% Delusional: Super Hero. The character thinks he is a great warrior or even a super-hero. Sees the Machine and her stockpile of "evil robots and machines" as his arch nemesis, and is always quick to action and takes crazy risks, especially to protect ordinary, powerless humans.

11-20% Childlike. A good fighter who follows orders well and is loyal to friends and allies, but has the mind of a five year old (if that). The character never really understands what exactly is going on or why, thinks in very simple terms and has trouble making decisions ("Lt. said never to retreat. I can't retreat without the Lt. saying it was ok.") They are also afraid of the dark and cry if left alone.

21-30% Obsession: Self-Loathing. Sees himself as a monster. Hates himself and those responsible for turning him into a hideous freak-the Scarecrows, Engineers and Librarians-and he distrusts and hates them as much as the robots of the Machine. The character is short-tempered and angry all the time, imposing a -10% skill penalty. The Gore Monger takes most of it out on robots, but will take a swing at anyone who bothers him too much and will certainly jump at the chance to take down a Scarecrow, Engineer, or even a Librarian.

31-40% Mania. The character is highly motivated, positive about himself, and admires his abilities and capabilities. He is endlessly energetic, but ignores his own limits and makes rash, impulsive

decisions. Becomes very irate when criticized and blames others for his mistakes and shortfalls. The character is -10% on skill performance (easily distracted and bored) but is +1 on initiative and +1 to dodge.

41-50% Paranoid: The character has a general suspicion that everybody is out to get them, so therefore, nobody can be truly trusted. The character is secretive and careful about what he says in front of whom, and keeps to himself. Only trusts very close or long term friends.

51-60% Obsession: Robots. Hates them more than anything and lives to fight and destroy all mechanisms that serve the Machine. Dislikes and is suspicious of all things high-tech, including Techno-Jackers. This hatred extends even to non-metal guns and gear, and avoids using them (organic items don't count), preferring to rely on his own powers and abilities.

61-70% Manic Depressive. Severe depression one week (-15% and reduce combat bonuses by half), followed by manic episode the next week (+10% on all skills, +2 on initiative and all bonuses are normal.)

71-80% Phobia: Biotics. When facing Biotics or Dreadguard (especially ones who look powerful, nasty or mean) the character becomes humble, servile, and frightened. There is a 01-60% likelihood of the phobic Gore Monger surrendering or running away without a fight.

81-90% Kleptomaniac. A compulsion to steal, even if a good alignment. Items taken are likely to be nothing of great monetary value, but things that may matter to comrades nonetheless; food, candy, booze, trinkets, a gun or knife, an ancient artifact (from a worthless bauble to something of value) and souvenirs/trophies from battles (which might include something the Machine

could track or want back.) Considering the character's size, they are not often successful.

91-100% Obsession: Bio-Technology. Hates it!! Organic reconstruction is what ruined his life and made him a monster. He will take vengeance upon anyone who uses or promotes it; even members of his own House are seen as likely enemies. Though violent, the character is also crafty and cunning, and will secretly attack and kill others, even Dreadguard, if they feel they can get away with it.

#### OPTIONAL GORE MONGER APPEARANCE TABLE

If the player wishes, they can pick or roll to randomly determine the Gore Monger's basic body type and appearance; after all, no two Gore Mongers should look alike. While these forms have no effect on the character, they do provide an added layer of uniqueness and can make for some interesting creations. GM's, feel free to substitute or add to the list if desired.

01-15% Avian Humanoid: Covered in feathers and maybe even plumage, the Gore Monger looks almost delicate. Eyes are large and round, and the mouth and nose are combined into a curved, sharp beak.

16-30% Feline Humanoid: The Gore Monger is covered with fur, has a long, furry tail, the ears are distinctly feline and near the top of the head. The character's teeth are predatory and their eyes are large and round, with vertical slit pupils.

31-45% Insect Humanoid: Commonly called the "Man Spider" or "Bug Man", the character has a mostly humanoid shape, but with skin covered in coarse, dark hairs or even chitin. The arms and legs are somewhat spindly and look almost too thin for the character. The face appears strangely pinched, the

eyes bulge considerably, and the character tends to twitch a lot.

46-60% Reptile Humanoid: The head is fully lizard-like, with a pronounced snout and jutting teeth. The arms are as long as the legs and the character is covered in fine scales.

61-75% Equine Humanoid: Covered in short, bristly fur, the character has a dark colored mane or Mohawk type of coarse hair down the head and neck. The face is slightly elongated, and the eyes are spaced fairly far apart.

76-90% Pig Humanoid: The character is thick and barrel chested with a short tail. No hair except for the heck and very top of the head and the face is fairly fat, complete with a pig-looking snout.

91-100% Elephant Humanoid: The body and limbs are thick and heavy, covered in wrinkled skin. The character has no hair, a short tail, and the feet and hands are thick and wide.

#### **Harvester**

by Guy LeDouche

Every Resistance Engineer churns out hundreds of pieces of Bio-Tech equipment each year, but they cannot create these fabulous items out of thin air. They need thousands of pounds of organic material in order to create the weapons and supplies that Splicers desperately need, and it is often difficult to acquire enough raw materials to keep pace with the demands of the war effort. Destroyed Bio-Equipment and slain warriors are returned to the Gene-Pools to help fuel these organic forges, but it is never quite enough. Some Splicers hunt down animals and alien predators in the Nature Preserves for additional materials, but this is usually more dangerous and time-consuming than it is worth. As grisly as it seems, the best

source for raw materials comes from the mass graves known as the Boneyards. The millions of victims littering these fields provide an incredibly abundant source of organic matter for the Gene-Pools, but not all of these rotting corpses can be used. Dangerous toxins, virulent diseases, and metal shrapnel could pose a serious threat to the Engineers, so only the highly-trained Splicers known as Harvesters are entrusted with the task of collecting usable tissue from the Boneyards.

Harvesters spend years studying anatomy, biology, forensics, pathology, and toxicology so that they can determine what tissue is viable and what tissue may be harmful to the Gene-Pools. They also learn how to do their work under extremely stressful conditions. Harvesters are known for keeping their cool on the battlefield to the point where they seem almost absent-minded. They concentrate on the work at hand and trust that their Splicer escorts will watch their back. Many Harvesters will enhance their armor with Bio-Force Fields for additional protection, but none wear heavy armor. They wear Heavy Hide Armor to allow for maximum protection without sacrificing speed or mobility. Harvesters need to perform many delicate procedures with their hands and heavy armor interferes with their dexterity (not to mention, their Bio-Tech gauntlets do not fit over heavy armor).

Their medical knowledge also makes them excellent field surgeons. They may focus on working with dead tissue, but the average Harvester possesses the skill and knowledge of a physician. Their training combined with their Bio-Tech equipment makes them nearly as proficient at healing as Saints. The Saints may be superior healers, but they

are far too valuable to risk on the battlefield. Few Resistance leaders even let their Saints leave the Underground Havens, so most Great Houses prefer to use their Harvesters as field surgeons when they are not raiding the Boneyards for supplies. Harvesters may not be able to perform the same miraculous healing as the Saints, but they can stabilize even the most horribly wounded Splicers in the field so that they can be safely transported back to the Underground Havens for proper treatment.

One significant advantage that Harvesters do have over Saints is that Harvesters are not just medics, they are warrior medics. Saints will only engage in combat to defend themselves or others, and they will rarely use lethal force. Harvesters, however, have no problem using lethal force against the Machine (or anyone else that threatens them). Harvesters may sometimes seem absent-minded as they perform their duties on the battlefield, but when they do have to fight, they are quite adept at it. They study martial arts and other close-quarters combat techniques to help them contend with Necrobots and other robots that spring forth from their hiding spots among the dead. By the time these threats do make their presence known, they are often too close to deal with using a rifle. Harvesters wear powerful Bio-Tech gauntlets to help them perform delicate surgical procedures, but these tools also make excellent weapons when used up close and personal. Harvesters rarely engage in long-range combat, and prefer to leave the gun play to the other Splicers that escort them on their missions. As long as the Machine is kept occupied at a distance, the Harvesters can work in peace.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 14, M.E.: 14, and P.P.: 11 or higher.  
Attribute Bonuses: +1D4 to I.Q., +1D4 to M.E., +2 P.P., +1 to P.E., and +2D6 to Spd.  
O.C.C. Bonuses: +1 to strike, parry, and dodge, +2 to disarm, +2 to entangle, +2 to save vs. poison, and +5 to save vs. horror factor.  
Base S.D.C.: 40, plus any from Physical skills.  
Common Skills: Standard.  
O.C.C. Skill Programs: Medical Coroner (+25%), Field Medic (+25%), Bio-Technology (+10%), Veterinary (+15%), and Martial Artist.  
Special Skill: Harvest Tissue: Harvesters are entrusted with the vital task of collecting usable organic material for the Engineers. Most of this tissue will come from the Boneyards. Many of these corpses are hundreds of years old or completely ravaged by the environment, so it takes a highly trained eye to know what tissue is viable and what tissue may be dangerous to the Gene-Pools. This skill enables Harvesters to quickly assess the relative health of cadaverous tissue and excise useful raw material from a corpse. It allows them to detect signs of dangerous diseases or toxins that could be harmful to a Gene-Pool. They can determine if all the tissue within the subject is toxic, or if certain areas are salvageable. It only takes 4D4 melee rounds to analyze a corpse. However, this timeframe reduces with experience. At 4th level, it only requires 3D4 melee rounds, and at 8th level, it only requires 2D4 melee rounds. Base Skill to assess if the subject has any salvageable organic material is 30%+5% per level of experience. On a failed roll, the Harvester is unsure whether the organic material within the subject is safe or dangerous. The character can try to

analyze the subject again, look for a new subject, or take his chances and collect tissue samples anyway. Once a suitable subject is found, this skill then allows the Harvester to surgically excise the desired tissue sample and prepare it for transport. This skill also allows Harvesters to safely remove metallic shrapnel from dead (or living) tissue. It only takes 3D4 melee rounds to collect the tissue sample. However, this timeframe reduces with experience. At 3rd level, it only requires 2D4 melee rounds, and at 7th level, it only requires 1D4 melee rounds. Base Skill to excise 1D4 pounds of tissue from a cadaver is 50%+5% per level of experience. On a failed roll, the tissue sample is contaminated and is considered worthless. Certain Bio-Enhancements provide bonuses to the Harvest Tissue skill. The Macro-Vision Bio-Enhancement provides a bonus of +10% to both skill rolls and the Enhanced Senses Bio-Enhancement provides a bonus of +10% to the analyze tissue skill roll.

Elective Skills: Select W.P. Sword, W.P. Whip, and six Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)  
Domestic: Any (+5%)  
Espionage: Any  
Medical: Any (+20%)  
Military: Any  
Physical: Any  
Rogue: Any  
Science: Any (+10%)  
Technical: Any (+10%)  
Transportation: Any  
Wilderness Survival: Any  
W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

M.D.C. "Living" Body Armor:

Harvesters wear Heavy Hide Armor that is heavily modified to help them perform their tissue collection duties. There are no standard enhancements that are common among all Harvesters, but most choose a Bio-Force Field for extra defense, a Stealth Field to help avoid Machine patrols, or optical and sensory enhancements that better help them harvest tissue samples.

The character gets 2D4x10+35 Bio-E points for selections from Eyes and Vision Enhancements, Other Sensory Enhancements, Biological Defenses, Flight Appendages, Offensive Bio-Weapons, and Ranged Bio-Weapons. Each level of advancement, starting with level two, the Harvester gets an additional 2D10 Bio-E to add to the capabilities of his armor.

Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, 1D4+2 surgical gowns, one gallon sterilizing gel, an organic surgical kit (including scalpels, clamps, suture thread, needles, stethoscope, hypodermic bio-injector, etc.), medical kit (a first aid kit with extra bandages, antiseptics, protein healing salves, aspirin, painkillers, antibiotics, thermometer), medical cooler (can hold 40 pounds of organic tissue), Booster Patch, 1D4 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one melee Bio-Weapon and one light Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, tent, knapsack, backpack, two water skins, emergency food rations

(two weeks supply), and some personal items. Also see special Harvester equipment below.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: Your role is absolutely vital to the Resistance. You provide the raw material the Gene-Pools need in order to produce new Bio-Tech gear. Without you, these organic factories might grind to a halt. Other Splicers understand the importance of your job, and do everything they can to make sure you accomplish your mission. You are also loved by your fellow warriors for your secondary role of field surgeon. You have been there for your fellow Splicers through their most desperate times of need, and there are many people that owe you their very lives.

The Downside: Sometimes it feels like the weight of the entire war effort rests on your shoulders. Every Great House has only a handful of Engineers, and if even one of them got sick or died due to your mistake, it would be a disaster. As horrible as this pressure can be sometimes, it is nothing compared to the danger. The Machine has thousands of robots and drones defending the Boneyards, but you are usually too distracted by your work to even notice them, much less defend yourself. You have to rely on your fellow Splicers to keep you safe, but they cannot handle every threat at once.

#### Harvester Bio-Equipment

Harvester Gauntlets: The thick Bio-Tech gloves worn by the Harvesters serve the dual roles of delicate surgical instruments and powerful close combat weaponry. Each gauntlet has a one-inch



long retractable scalpel in each fingertip, four five-inch long retractable blades that spring forth from the knuckles, and a one-foot long retractable blade that extends from the bottom of the wrist. Each of these bone blades can slice through M.D.C. material, but a skilled Harvester can operate on an S.D.C. being without inflicting any residual damage. The gloves possess Splicer/Robotic strength which allows the wearer to crush mega-steel with his hands, plus it greatly increases the damage from blade attacks. In addition to the retractable blades, both gauntlets also contain four retractable tentacles that extend from openings within the wrist. These thin organic cables can extend up to a length of six feet, and are as articulate as human fingers. They are mainly used by the Harvester as additional sets of hands when collecting tissue samples or performing surgery, but they also make deadly whips when used in battle. Both gauntlets can perform either of these roles, but the tentacles on the right gauntlet are more suited for combat while the tentacles mounted on the left gauntlet are better suited for surgical procedures. Each tentacle is tipped with a different bony protrusion that serves a specific function. This is really the only difference between the two gauntlets. The right gauntlet houses four tentacles that end with razor-sharp bone hooks. They are primarily used to hold excess flesh out of the way while the Harvester collects tissue, but they can also be used as a devastating Tentacle Scourge in close combat. The four tentacles on the left gauntlet are more focused towards medical applications. One tentacle is tipped with a chemoreceptor that can diagnose any chemical substances within the subject

and relay this information to the wearer. This sensor tube provides the Harvester with a bonus of +10% to the analyze tissue skill roll (in addition to the standard bonuses provided by the gauntlets). A second tentacle ends in a miniature Super Light Cell that acts as a laser scalpel. It is primarily used to cauterize wounds, but it can also make very precise incisions (the strength of the beam can be adjusted for use on S.D.C. or M.D.C. beings). The third tentacle is tipped with a tiny bone claw that is used as forceps for precision manipulations and extractions, and the final tentacle ends in a hollow bone spike that is used to inject a local anesthetic (used when the harvester operates on living subjects). While the left gauntlet is not as useful in combat, these writhing tentacles can still be used as living whips to entangle, disarm, and incapacitate opponents.

Harvesters do not only work with dead tissue, and when they do need to operate on a live patient, they can command their organic gloves to secrete a special quick-drying gel that sterilizes the entire surface of the gauntlets. It is the same gel that the Harvesters carry to sterilize their equipment in the field. This built-in cleaning system means Harvesters can pull their hands out of a rotten corpse and immediately switch to a live subject without any risk of infection to the patient. The gel dries within seconds, so it does not affect the Harvester's grip. These Gauntlets help the Harvesters quickly collect tissue samples within the Boneyards, perform delicate surgical procedures in the field, and they are what make these warriors so dangerous in close combat.

Right Harvester Gauntlet  
Weight: 5 lbs.

M.D.C. of the Right Gauntlet: 100 M.D.C. and regenerates at a rate of 3D4 M.D.C. every 5 minutes, each tentacle has 60 M.D.C. and regenerates at a rate of 2D6 M.D.C. per minute. Severed tentacles regrow within 24 hours. Mega-Damage: Crush: 1D6 M.D. per crush attack, Finger Scalpels (5): 1 M.D. per blade or 1D4+1 M.D. per five finger strike, Knuckle Blades (4): 1D4 M.D. per blade or 4D4 M.D. per four blade strike, Wrist Sword: 2D6+3 M.D., and Barbed Tentacles (4): 2D4+2 M.D. per single tentacle strike or 6D6 per four tentacle strike.

Bonuses from the Right Gauntlet: One additional attack per melee, +2 to parry, +2 to entangle, +2 to disarm, +5% to the Harvest Tissue, Acrobatics, Gymnastics, and Climb skills.

Trade Value: 20,000 credits, but they are only available to Harvesters.

Left Harvester Gauntlet

Weight: 5 lbs.

M.D.C. of the Left Gauntlet: 100 M.D.C. and regenerates at a rate of 3D4 M.D.C. every 5 minutes, each tentacle has 60 M.D.C. and regenerates at a rate of 2D6 M.D.C. per minute. Severed tentacles regrow within 24 hours.

Mega-Damage: Crush: 1D6 M.D. per crush attack, Finger Scalpels (5): 1 M.D. per blade or 1D4+1 M.D. per five finger strike, Knuckle Blades (4): 1D4 M.D. per blade or 4D4 M.D. per four blade strike, Wrist Sword: 2D6+3 M.D., Sensor Tentacle or Injection Spike Tentacle: 1 M.D. per tentacle strike, and Super Light Cell Laser Scalpel: 1D4 S.D.C., 1D6 S.D.C., 2D6 S.D.C., 4D6 S.D.C., or 1D4 M.D.C. (range is 10 feet).

Payload: The Bone Tube Tentacle contains 5 doses of anesthetic. One dose regenerates every hour. Each dose deadens the pain in the subject for

5D4+10 minutes. Payload of the Super Light Cell is effectively unlimited.

Bonuses from the Left Gauntlet: One additional attack per melee, +1 to parry, +1 to entangle, +1 to disarm, +5% to the Harvest Tissue, Field Surgery, Forensics, Pathology, Acrobatics, Gymnastics, and Climb skills. Trade Value: 20,000 credits, but they are only available to Harvesters.

### **The Heretic**

By the Baron of Chaos

Rupert the Unlucky did not believe his luck. Being just a Roughneck trainee he did not get the respect and fame that Dreadguards got. Let's forget about girls, who seem to literally strip in front of those pompous arrogant jerks. Rupert thought this free day would have ended like so many others: drinking a cheap vodka at Emma's Pub until he got too drunk to stay awake even with his armor on. But he got a nice surprise in this sexy girl, that seemed very interested in him. If he told to his brigade they wouldn't believe him. Rupert the unlucky that got hit by a blonde wet dream like this. He himself would not believe it if he wasn't seeing it with his own eyes. Generally he is a more traditional person, avoiding too aggressive women, preferring being him the hunter, but that girl, was not just beautiful, was gorgeous and carried a something exotic in the way she move and act.

In the bedroom, in her very clean and comfortable hut, he thanked the Engineers for the first time for having to be naked for wearing the host armor. "I'll wear something more appropriate for this moment cutie.. In the meanwhile do as it was your house" she said going behind a paper wall, decorated with some oriental painting.

Man, considering how he was excited, he would have problems wearing his Armor now. But why he would need to don it right now?

Suddenly the blonde dream come out wearing just a short silk nightgown that let really nothing to imagination. Rupert thought when he kissed her, was that he should have to change his nickname . Unlucky does not seem fitting him in this very moment.

“I still don’t know your name” Rupert asked still breathless but all her attention. The girl don’t seemed fatigued at all, and this hurt a bit the little ego of Rupert.

“Oh I have many” she answered looking with interest the host armor, resting right at the bed’s feet.

“no , really, I know nothing about you” He insisted, wanting to know her and see if they could see again.

“hmmm, I’m hungry now...do you mind if I eat something?” She said still looking at the host armor

“Well no, but ....” He wasn’t able to spoke another word

In front of him that beautiful girl turned into an horror of mouths and tentacles, grabbing his host armor and devouring it in few bites

Rupert only thought was the explanation he would have to give, and not noticed the thing-girl saying

“hmm tasty, but I’m still hungry.....” and started moving toward him, grinning on twelve mounths.

The heretic are a mutation, an unwanted degeneration of the very same organism that would give birth to the Saint. How such aberration come to life is something that worry and puzzle the Engineers and Librarians alike. It was speculated that does have something to do with the organism’s host genetic flaw. Or perhaps it was something else. Whatever the

reason the end result is the same , not a peaceful healer, but an egomaniacal shapechanging creature with very little regard toward humankind.

The Heretic existence is hidden from lower class and NOT tolerated, exist clear orders for these creatures to be terminated whenever they are spotted. The reason for this is obvious: Saints are one of the best example of positive aspect of the bio-technology, whose very existence bring hope for future in common people. Discovering that they can mutate in an way too often murderous monster would be a terrible strike to the yet too frail moral of the Human Resistance.

Sadly is not easy to spot them. Right after the organism implant, they look like and behave like a normal Saint, the mutation emerge only 2-3 weeks after becoming Saint, and after that then newborn Heretic are eager to learn their abilities to escape attempt to kill them. Despite the bad fame, and their peculiar diet of Splicer technology, the Heretic are not necessary enemy of humankind, just they feel no compulsion to be on their side. They like being free to do as they please , and consider the Saint stupid do-gooder that waste time helping others.

After all life is short better enjoy it as it last.

Alignment: Any, but typically Anarchist(20%), Miscreant (35%) or Unprincipled(15%)

Attribute Requirement: PE: 10 or better, MA of 15, High ME and PP are helpful but not mandatory

Attribute bonuses: +1d4 to IQ and ME, +1d6 to MA. Reduce PB by 4, in natural shape an heretic’s features are dull and skin t so transparent that one could see the morphing organs underneath.

Thankfully they rarely hand around in their natural forms.

OCC Bonuses: Has Splicer Strength, +2 to save vs. mind control, +2 to save vs. poison and toxins, +10% to save vs. coma/death, +15% to impersonate people, imitate voices and disguise. HF vary. See OCC powers below.

Base S.D.C. : not applicable

Heretic O.C.C. powers

1. Heretic Altered Body and MDC: The Heretic like the Saints, possess a superhuman body, with Splicer strength and is turned into an MDC being with  $1d4 \times 10 + PE$ , add  $1d6$  MDC per level of experience starting at level two. The Heretic does not have the same level of bio-regeneration, only  $1d6$  MDC per hour, but they can use their morphing ability to increase this (see Shapechanging), their body is almost immune to fatigue poison, fatiguing three times slower than normal, they are double jointed, and can age two times slower than normal.

2. Shapechanging: the main ability of the Heretics, the complete control over their own cellular structure, allowing them to change shapes at will, not only but they can reply all the biological enhancements, at will! Limited of course by endurance and experience.

The Heretic have a pool of  $2d8 \times 10 + PE$  Bio-E points plus  $1d8$  per level of experience, that they can spend and re-absorb depending on the needs Example: they could decide to spend 170 point for a two heat cannons with Mega-upgrades in one moment and then re-absorb everything to grow wings for a quick escape moment later. In case of lost bio-e, like for organic rockets or in case of mutilation or serious damage, the bio-e could be replenished resting at the rate of  $1d4$  bio-e per hour or feasting upon Splicer Bio-Tech at rate of 1 Bio-E per

lb of spliced-flesh eaten, 4 times as much in case of flesh and blood of Saints, Librarians or gene-pools. The Heretics could also use this ability also to increase temporary their overall Bio-E pool, never more than 3 times its base value. This additional Bio-E point cannot be Re-absorbed and any enhancement grown with them last only  $1d4$  melees + 1 per level of experience. The Heretic can also use this temporary Bio-E to instantly heal wounds, at rate of 2 Bio-E for 1 MDC healed, but most prefer just adopt an improved Bio-regeneration factor with their permanent pool and use additional Bio-E for weapons. It took one melee round to pass from a form to another Additional use of Shapechanging power include:

Human mimic: assuming whatever human and humanoid shape cost only 25 Bio-E plus 1 bio-e for additional PB point They need a successful roll vs. disguise to copy an existing person HF can also be increase by 1 bio-e, if one does not increase PB at the same time Shrinking: The heretic can reduce their own size, albeit only to a max of three feet tall (or leghtwise). This cost 30 Bio-E But is a need if they want to mimic some smaller animals

Stretching: The Heretic can stretch limbs, neck and his abdomen spending 5 bio-E per additional feet of length, for maximum of five times the normal length. Note that while double jointed the stretched part is not elastic as rubber, it still does have a skeleton.

Animals can be easily mimicked for 10 Bio-E for mammalian and 15 for reptilian and birds, but additional Bio-E should be spent for reply natural abilities like flight or heightened senses

Supernatural Strength : For 50 Bio-E that Heretic make his strength

supernatural. As side effect size increase by two feet and weight increase by 100 lb, all muscle tissues

Nano Plague Immunity: Constantly changing their cellular structure the Heretic can confuse the Nanomachines enough to not trigger the Nano-plague, only problem is that is very physically taxing and cannot be maintained for too long. Cost a whopping 70 Bio-E and can be hold only for a 2 minutes plus one minute each odd level of experience

3. Genetic Digestion: The heretic sense of taste is advanced , so advanced that work like a genetic laboratory, analysing all the information correlated to the DNA. Trough feeding they can get the following informations:

- Presence of Genetic defect or Sickness 70% + 4% per level of experience
- Any sign of genetic manipulation or contact with Splicer technology 98%
- Any sign, even minimal, of use of drugs or alcohol 60% +5% per level of experience
- A clear mapping of the DNA, with info of all physical attributes , weakness and intolerance of the organism 30% +5% per level of experience
- An idea of the potential of mental attribute of organism 20% +5% per level
- Can predict the biological reaction to a given situation(fear, stress, hormonal unbalance, vomit, desire for some food and so on) 25% +3 per level of experience

4. Control Splicers: After their shape changing powers, the most feared ability of the Heretics, is their ability to control Splicers bio-tech, to some extent. This is require physical contact that allow the poisoning with special pheromones that make the bio-tech susceptible to suggestions.

Saving Throw: roll vs. 16 or better;  
Saints, Scarecrows roll vs. 12 while

librarians and engineers are immune. Normal humans are immune, unless they are wearing an host armor. Non sentient Splicer Bio-Tech, like weapons fail automatically

Effect: the victim follow the suggestions of the Heretic, albeit must be simple suggestion and not over complicated or too much against one's own Alignment. Bio-Weapons can be ordered to stop working, or ordered to shot at certain conditions

Common skills: Standard (+5%)

O.C.C. skill Programs:

Undercover(+25%), Entertainer(+20%), Stage Magic/Trickster(+25%) plus one Skill Program of choice

Elective Skills: Select 7 Elective skills from the following list at first level, plus one additional Elective skills at levels 3,5,8,11,15. All new skills start at level one proficiency.

Communication Any

Domestic Any (+5%)

Espionage Any (+10%)

Medical Any

Military Any

Physical Any

Rogue Any (+10%)

Science Any

Technical Any

Transportation Any

Wilderness Any

W.P.s Any

Secondary Skills: The character get to select five Secondary skills at level one and one additional at level 2, 4, 8, 10 and 13. These are additional areas of knowledge starting without any special O.C.C. bonus

M.D.C. Living Body Armor: None, they tend to eat them rather to wear them but they often own a M.D.C. Light Miracle Fiber Armor

Standard Equipment: 1d4+2 set of clothes of various type , 2 hooded cloak

(earth tones or camouflage pattern), survival knife, utility belt, tinted goggles, one bio-weapon of choice(see it as sort of pet that would never be eat), backpack, saddlebags, water skin, emergency food rations(two weeks supply), 2d6x100 credits worth of stolen items and object, few personal items  
Money: 3d4x10 credits worth of trade items or precious metals, 1d6x100 in available credits

The Upside: Host Armors are cool, and get a lot of cool features, but you can go beyond that and get whatever bio-enhancement you need! You are not tied to a single shape and this make you a really one man army if the need arise. Or you could simply decide to hide yourself changing identity from time to time. You've the freedom to choose whatever pathway you want

The Downside: Your freedom is seen as danger by the Engineers and Librarians alike. The very name they had given to your kind, Heretic, is an hint of what the general feelings are about you. You've to live in shadows, forced to restrain your abilities, to prevent being killed by zealous Dreadguards . Is a grim life, indeed. And sometimes, watching how welcomed your "cousins" the Saints are, you feel that perhaps is true , that you are truly a monster that is not meant to be.

## **HISTORIAN**

By Guy LeDouche

Based on a concept by Carmen Bellaire  
In the world of Splicers, much has been lost to the ravages of war and time. With the threat of the nanoplague always looming, the use of computers or other mechanical data devices is a potential death threat. In an effort to help safeguard precious knowledge, skills,

and information, the Historian Resistance turned to the human mind, giving rise to the Historians. Much like Biotics, Historians are humans that have been genetically remade and enhanced. However, unlike Biotics, the Historian's true strength and focus lies in their mind. The Historian's mind has been genetically enhanced to almost superhuman levels, providing near perfect recall, genius level intellect, and numerous mental capabilities. The top minds of the Resistance, Historians excel as scientists, researchers, and strategists.

Along with their phenomenal intellect and mental gifts, the Resistance uses them as "living computers" and recorders of information. Their mental faculties are well beyond almost everyone and many are clever opportunists, leaders, and masterminds. Historians rely on their brains, quick thinking, and ingenuity; brute force is a seen as a final resort.

A genetically enhanced mind is not without its drawbacks, however. Though rarely occurring, Historians can suffer from traumatic flashbacks of previous events, forcing them to relive the same incidents over and over. In addition, despite their formidable intelligence, many Historians are lacking in social graces and all display strange, eccentric behavior. Many are somewhat absent minded, clumsy, and tend to come across as aloof, arrogant, and condescending. Historians are voracious consumers of all types of information and are particularly fond of quoting obscure texts. Many will unconsciously recite (almost word for word) novels, poems, or complex mathematical equations. The worst of the lot may become the stereotypical "mad scientist", showing a complete disregard for anything, even

human life, to prove their theories or make their creations a reality.

Alignment: Any, but lean towards Unprincipled, Anarchist and Aberrant. Historians often become almost obsessed with knowledge and many lose touch with some of their humanity. However, even most anarchist and evil Historians are usually loyal to mankind in general and despise the Robots. The absolute worst of the lot may go rogue and may prey upon fellow humans (this happens to less than 1% of Historians.) Despite this, they may still aid the Resistance; if not, they will usually give them a wide berth, especially Dreadguards.

Attribute Requirements: I.Q.: 12, M.E.: 12, and P.E.: 10 or higher. A high M.A. is helpful, but not required.

Attribute Bonuses: +1D6+6 to I.Q., +1D4+1 to M.E., +1D4 to M.A., and +1 to P.E.

O.C.C. Bonuses: Add a bonus of +2 to save vs. mind control (including psionics and magic), +1 to save vs. poison and disease, +3 to Perception Rolls, and +2 to save vs. Horror Factor at levels 3, 6, 10, and 15.

Base S.D.C.: Not applicable, see the Historian's Altered Body.

Historian OCC Powers and Abilities

1. Historian's Altered Body & M.D.C.: The Historian is considered a great asset to the Resistance and their respective Houses; as such, they have been "remade" into minor M.D.C. beings. This serves to ensure their survival and better protect the precious knowledge and skills they hold. The Historian has 2D4x10 M.D.C. points plus the P.E. attribute number. The Historian gains an additional 2D8 M.D.C. per level of experience, starting at level two. A Historian regenerates 1D8 M.D.C. per hour, and only requires four hours of sleep per 24 hour cycle to feel

completely rested. Despite the fact that they are M.D.C. beings, this "remaking" DOES NOT grant the Historian Splicer or Supernatural strength.

2. Total Memory (exclusive): The Historian's greatest asset is their genetically enhanced mind; Historians are able to store vast amounts of data and have the amazing ability to remember almost anything ever read or experienced, from birth to the present day. This could be near perfect recall of an entire novel, the faces of everyone seen last week, and so on. When asked to recall memories more than a month old, however, the Historian must roll percentile and see how much can be recalled at that time.

01%-50%: Remembered in full detail, word for word, shot for shot.

51%-80%: Specific details are a bit hazy, but the full essence of the memory/ideas is clear.

81%-00%: Can only recall the most basic concept or idea; no specific details or strong comprehension.

Note: There is no limit to the number of times the Historian can attempt a recall; eventually they will remember. For the Historian, nothing is ever truly "forgotten".

Traumatic Flashback: All of this enhanced memory comes with a price, however. For Historians, traumatic flashback is a very real danger. For example, if the character was almost killed by a Steel Trooper, there is a chance the memory will accidentally resurface if the character is somehow reminded of the original incident (sees a Steel Trooper attacking someone, faces another Steel Trooper, etc.)

Note that the Historian can only suffer flashbacks for extremely traumatic events (deaths of friends or loved ones, near death experiences, almost buried

alive, etc.) A psychological trauma may also result from a violent, emotional experience or shock (GM's discretion). If faced with or witnessing someone in a similar situation, the Historian must make a Save vs. Insanity and get a 12 or higher (the character gets to add any M.E. attribute bonuses, but no others gained from skills, abilities, etc.) If the save is successful, the Historian is uncomfortable and nervous (-10% on all skills, -1 on all combat rolls), but essentially unharmed.

If the save fails, the Historian will immediately begin reacting as if the event is happening all over again (screaming, panicking, "zoning out", act as if suffering an attack, etc. GM's, feel free to award bonus experience for exceptional role-playing). This flashback effect lasts 1D4 melee rounds and nothing short of a Saint can stop it; it has to run its course. Once the flashback is over, the character is back to normal.

3. Speed Reading (exclusive): The Historian has the ability to read and comprehend the written word extremely quickly. The character can read one page per every M.E. attribute point per minute. An M.E. of 12 means they can read 12 pages of solid text in one minute (four melee rounds.) If the M.E. is 20, that would be 20 pages, and so on. Bonuses: +5% to all skills required to build, de-construct, or perform an activity after reading written instructions.

4. Mental Gifts (exclusive): The genetically enhanced mind of the Historian provides the character with additional abilities and bonuses based on raw intelligence, self control, and awareness. The abilities may seem minor compared with Host Armor and War Mounts, but when used cleverly and combined with the Historian's vast skill

range, they can be a force to be reckoned with.

Each Historian chooses three abilities at first level. The Historian may add a new gift at levels 2, 4, 7, 10, and 13. Note: The Historian may give up any three skills (including Secondary Skills) for one additional gift at the appropriate experience level. However, a maximum of four gifts can be acquired this way. All bonuses are cumulative.

- Charisma: The Historian knows how to attract, engage, and encourage others, both personally and in group dynamics.

Bonuses: The character gains an additional 1D4+1 to M.A. attribute and +1 to P.B. This also adds a +25% bonus to the skills of Seduction, Find Contraband, Dance, Pick Pockets, Intelligence, and Interrogation.

- Chink in the Armor: If the Historian is able to study an opponent for one full melee (no other actions possible) he/she will be able to pinpoint the opponent's weak spots. With this knowledge, the Historian can inflict double damage from attacks (punches, kicks, handheld weapons, even bio-weapons) but only for 1D4 melee rounds before the focus and concentration are broken. Once broken, the Historian can't use this ability again for 10 minutes. Bonuses: During this limited period of focus, the character is +2 on initiative, +2 to strike, and +3 to parry and dodge, but only against the individual opponent whose weakness is presently known.

- Dispassionate View: The Historian is practiced at viewing things impartially and dispassionately. The Historian is not adversely affected by gruesome sights, monsters, or the seemingly impossible. The character continues to think and behave rationally and can take calm, calculated action. As a result, the character is barely frightened or



disturbed, even if intellectually realizing they are in grave danger or facing a terrible monster or situation. Bonuses: +4 to save vs. insanity and +4 to save vs. Horror Factor. The bonus increases by +1 at levels 2, 5, 9 and 13.

• **Iron Will:** The Historian's true power lies in the mind, and this gift grants an indomitable spirit affecting almost all aspects of the Historian's being. Through intense mental discipline, the Historian can resist mind control in every form (drugs, magic, psionics, etc.), as well as retain consciousness despite physical hardship or injury. The Historian cannot be knocked unconscious from a physical blow to the head. In addition, the Historian can remain semi-conscious even after all M.D.C. has been reduced to zero, though awareness is on par to that of a dazed or dreamlike state. In this mental state, the Historian has only two actions per round, no combat bonuses of any kind, speed is reduced by half, and skill performance is -50%, but is still aware and moving. The Historian can function in this state until his M.D.C. is reduced below zero by a number equal to the P.E. attribute number. After that, the Historian falls into a coma and will die without immediate medical treatment. Bonuses: +4 to save vs. mind control, +5 to save vs. anesthetics/knockout drugs and poison, +3 to save vs. illusions and Horror Factor, and +15% to save vs. coma and death. Note: Iron Will is a demanding ability, and counts as two Mental Gifts.

• **Kinesics:** The Historian instinctively understands body language, facial expressions and other non-verbal clues and behavior in intimate detail. This allows the Historian to accurately gauge a subject's responses and often see the true meaning or emotions behind words,

statements, and actions. Based on such factors as stance, posture, facial expressions and micro expressions, Historians can often predict a subject's actions or reactions, guess motives and behavior, and spot minute traces of deception. Despite what is being said, the Historian often knows the subject's actual emotional state (angry, scared, calm), whether they are tensing for an attack or flight, suffering from illness, drugs, etc. Bonuses: +10% to any Medical skills known, +1 to initiative and dodge, and +3 to pull punch. In addition, the Historian can operate as a living lie detector. Note that this does not give any additional insight or information; it merely indicates the legitimacy of what the subject is saying. When operating as a lie detector, the Historian rolls the percentile dice with the following effects:

- o 01-50% the Historian is reasonably sure of a subject's truth.
- o 51-89% the Historian is uncertain of the subject's validity.
- o 90-00% the Historian knows exactly if the subject is telling the truth or lying.

• **Linguistics:** The Historian has an uncanny ear for languages and can rapidly learn nearly any language, given enough time. Any new language the character encounters can be understood and spoken at 35% proficiency after hearing it used for a minimum of three hours. Each further hour of exposure adds an additional +5%, to a maximum of 75%. This is the highest percentage the Historian may achieve without formal instruction. This percentage indicates that the character is fairly fluent but sentences may be grammatically incorrect, common terms misused, or certain nuances are incorrect. However, if the Historian deliberately spends the time to learn the

language, he can become fully acquainted with it, speaking it fluently at 90% in a little over a day (needs only 30 hours of study.) Likewise, written languages are also fairly easy to interpret/translate at 65% efficiency. To learn a new written language, the Historian starts with the basic Literacy skill and a +20% bonus. Given enough time and resources, the Historian could learn and speak dozens of different languages and dialects. The GM may determine that extra time is required or penalties may be assessed for languages that are alien or inhuman. Also, in order to speak the language, the sounds must be able to be replicated by human vocal cords. Languages that have extreme sounds or noises (super-low vibrations, ultrasonic keening, etc.) may be beyond the character's capacity to learn or imitate; an area for GM discretion. Bonuses: Aside from the obvious abilities, the Linguistics discipline gives the character the Cryptography skill at 45%, or a bonus of +25% if the skill is already known.

- **Mind and Body:** The Historian can go into a meditative trance (takes 1D4 melee rounds) and achieve almost total control over their bodies. This allows the character to control and reduce breathing, blood pressure, stress, pain, and even body temperature. While in this state, the Historian can perform a sort of "self-diagnosis". This allows the character to sense the extent of injuries, what body parts or internal organs may be injured and how severely, if a poison/drug is lethal and whether or not immediate attention is needed and what needs to be treated first. Against disease, poisons, and drugs, the Historian can use this bio-feedback to reduce the penalties, duration, and damage inflicted by poison, drugs, disease and toxins by half,

as well as increase healing, restoring an additional 2D8 M.D.C. per hour while in a healing trance. Bonuses: +10% to save vs. coma/death. Note: The bio-feedback purging takes 1D4 melee rounds, during which time the character can do nothing else.

- **Mind over Matter:** The Historian is able to use the mind to override the body's need for food, water, sleep, and even air. The Historian can go for five days+1 day per level of experience without any water, three weeks+1 day per level of experience without any food, up to three days +1 day per level of experience without any sleep and can lower his air consumption to one quarter of normal, adding 1D4 minutes to holding breath, or survive 1D4+4 minutes in a low or limited air environment.

- **Pain Tolerance:** Through meditation and mental exercises, the Historian can put pain and torture completely out of mind, as if it were happening to someone else. This high threshold for pain is far greater than most normal people and imposes a -40% skill penalty upon those trying to interrogate or torture the character. Bonuses: A one time bonus of +1 M.E., +2 to P.E., +3D8 to M.D.C. The Historian is able to perform skills without penalty when physically exhausted or seriously wounded, even if on the verge of death.

- **Prodigious Mind:** A well structured and ordered mind, the Historian's brain is able to process huge amounts of data quickly, figuring out what's most important as well as logical and likely conclusions. In addition, the Historian is able to calculate numbers with the speed and accuracy of a computer, performing even complex calculations mentally, with little to no assistance needed. This includes simple math, percentages,

algebra, geometry, calculus, etc.

Bonuses: +1 to M.E. attribute and a special one time bonus of +30% to any skills from the following skill sets: Communication, Medical, Science, and Technical.

- **Quick Tasking:** The Historian has slightly heightened hand-eye coordination and a mind geared towards repetitive work. As a result, the character can perform a skill in half the time usually necessary, without penalty or poor performance and while talking or half thinking about something else. In addition, the Historian learns new skills in half the time as usual.

- **Sleepless:** The Historian is strangely immune to being put to sleep by any outside means. This includes magic, psionics, knockout gas, drugs, or any other means other than physical exhaustion. In addition, the character is completely rested after only three hours of sleep and remains alert and healthy for up to 48 hours without sleep. Combined with the Mind over Matter gift above, a Historian may add an extra 2 days to the amount of time they can remain awake.

- **Time Sense:** The Historian has the innate ability to judge the passage of time accurately, without the use of any timepiece or artificial means. The Historian is accurate to within 1D4 seconds of the true time. Likewise, the character can perfectly “time” actions and attacks with amazing accuracy. Bonuses: +1 to disarm and dodge, +1 to pull punch and roll with impact.

- **Tactical Analysis:** The Historian has a practiced eye in judging the condition of armed forces, whether robots, individuals and groups. The character is adapt at predicting troop movements, tactics, guessing weapon and equipment condition, the health and relative

strength of troops and other aspects of combat readiness . So long as the character strictly observes combat, the Historian can assist allies by giving snap commands, pointing out battlefield opportunities, and provide an unusually sharp grasp of the flow of combat. While the Historian cannot take any action (other than observing) those who fight with him will benefit greatly from the assistance. The Historian can analyze opponents within 100ft.+ an additional 15ft. per level of experience. Bonuses: The Historian receives no bonuses and cannot attack, counter attack, defend, or perform any other action beyond observing. The Historian can advise up to 4 allies at once, with an additional ally per level. These allies must be in direct contact (this includes bio-comms) with the Historian to benefit. For each round the Historian does nothing but observe and advise, his allies receive the following bonuses: +1 attack per round, +3 to strike, parry, dodge, and all attacks inflict an extra die of damage (i.e. an attack that normally inflicts 2D8 M.D. will now inflict 3D8 M.D.) Additionally, this gift allows the character to estimate the following information about others: General level of experience: Low (1-3), Medium (4-7), High (8th and up.)

- o General MDC/SDC (within 50 points.)
- o Identifying commanding officer/leader
- o Identifying weapons (both obvious and hidden) as well as defense mechanics (force fields, resistances, etc.)
- o Likely points of attack or weak points in defenses.

Note: Tactical Analysis is a demanding ability, and counts as two Mental Gifts.

- **Unnatural Awareness:** The Historian has a sharp eye for detail, and an uncanny awareness of people and events occurring around him. The character subconsciously recognizes and catalogs

nearly all details, including trivial ones that others may miss. This awareness manifests as a strange sense of anticipation and alertness. With this ability, the subconscious alerts the character to dangers that the conscious mind did not recognize or comprehend, often giving the Historian a scant second or two to act. Bonuses: +2 on initiative (for the initial “surprise” round only), +1 to roll with punch, +2 to save vs. Horror Factor and the Historian gets an automatic dodge for the duration of the encounter.

5. Quirks (exclusive): A genetically enhanced mind is not without its drawbacks. Though not impacted by serious mental issues (with the exception traumatic flashbacks), Historians often develop odd mental and social "quirks"; strange habits and eccentricities that further separate them from the norm. After first level, whenever a Historian gains a new Mental Gift, through either experience or by trading skills, they also develop a new quirk. Roll on the table below; re-roll any duplicate results. The Game Master may suggest quirks based on gaming experiences that might arise. NOTE: Unless otherwise noted, all quirks can be resisted by making a successful save vs. Insanity of 12 or higher. However, the character may not add any bonuses whatsoever (straight roll of the die); their enhanced minds are literally commanding them to behave a certain way. GM's feel free to award bonus experience for excellent role play.

01%-07% Bluntness: The character almost always tells it exactly like it is, no matter how unpopular it may be and regardless of whose feelings may get hurt or whose toes get stepped on. In game play, the character must save vs. Insanity to prevent themselves from saying what they feel, regardless of the

consequences. Re-roll if the character suffers from the “Shyness” quirk (listed below).

08%-14% Compulsiveness: The compulsive character has a habit, usually bad, that he finds himself doing all the time. Common examples include nail biting, chewing gum or toothpicks, talking to oneself, taps/drums fingers, constant nose picking, etc. Though not life threatening, it is certainly distracting (and in some cases, disgusting) to others. To stop this subconscious fiddling around, the character must pass a save vs. Insanity.

15%-22% Insomnia: Historians are notorious for not needing sleep, though this is not often by choice; many Historians simply cannot sleep effectively. In order to get a decent amount of sleep, the Historian must pass a save vs. Insanity with a -2 penalty in order to calm down enough to sleep. If this fails, the character will get little or no sleep. The Historian will suffer a cumulative -5% on all skill checks and -1 on all combat rolls for every 24 hours without sleep. A Historian with Insomnia can go without sleep for as many days as their P.E. attribute (a P.E. of 12 would be able to go for up to 12 days without sleep.) At the end of this time period, the Historian will literally drop in their tracks from exhaustion and sleep 24 hours.

23%-30% Honesty: Flat out, the Historian cannot tell a lie, not even a mild exaggeration. A save vs. Insanity is necessary to order to tell a lie, or even stretch the truth.

31%-38% Shyness: The Historian is extremely uncomfortable dealing with strangers (especially of the opposite sex) and public speaking can paralyze them with fright. Historians with the shyness quirk have a difficult time speaking up

and will almost never share an opinion. If the Historian must speak in public, or voice a strong opinion, a save vs. Insanity is required. Otherwise, the Historian will remain tight lipped and silent. Re-roll if the character suffers from the “Bluntness” quirk (listed above).

39%-46% Conspiracy Theorist: The Historian is mildly paranoid and sees a plot and underlying meaning in everything. The Historian is loyal to close friends, but very leery of and often accusatory towards strangers and those in positions of power.

47%-54% Dirty: The Historian has no concept of personal hygiene, i.e. they hate to bathe, use deodorant, wash clothes, etc. Consequently, they are usually fairly “ripe” most of the time with noticeable body odor. Any skills related to personal interactions (Seduction, Pick Pockets, etc.) suffer a -10% penalty. Re-roll if the character has the “Hypochondriac” quirk (listed below).

55%-62% Combat Ineffective: The Historian tends to freeze in battle. The character isn't really scared, they are more at a complete loss as to what to do. In battle, the character must make a save vs. Insanity at -1. Failure to save means the character merely stands around, doing nothing of importance during the first turn of combat.

63%-70% Lightweight: The Historian can't handle liquor or alcohol at all! They get drunk on a single drink, even if it's only light beer or wine. However, they refuse to admit it and a save vs. Insanity will be necessary to turn down any offered drinks.

71%-78% Tall Tales: The Historian likes to exaggerate and embellish their stories, but don't necessarily do so to make themselves more important. They just

hate to let facts get in the way of a good story. Reports or recollections from this character will be aggrandized, with misstated facts, details, etc. Oddly enough, this quirk grants a one-time bonus of +5% to Public Speaking or Performing skills.

79%-86% Hypochondriac: The Historian is either feeling sick, worried about germs, or getting sick. They will almost always wear gloves and an air filter of some sort, especially when visiting an unknown community or dealing with strangers (who knows what kind of germs they are carrying!) Re-roll if the character suffers from the “Dirty” quirk listed above.

87-94% Gullible: The Historian is truly clueless about people and believes that almost everyone is honest, decent, and good. The Historian must make a save vs. Insanity to disbelieve something being fed to him, even if the person is obviously unscrupulous.

95%-97% Migraines: The Historian gets a severe migraine headache (constant throbbing and shooting pain, mild nausea, etc.) as a reaction to the one of the following triggers (roll once to determine what is always the cause of the migraines): 01-33% having to figure out a puzzle or mystery, 34-66% high stress/life threatening situations, 67-100% frustrated or angry. The headache lasts for as long as the stress remains. While dealing with the migraine, the Historian is -1 on all combat rolls, -10% skill performance and -10% to Spd.

98-100% Seizures: Historians with this quirk are subject to random fits of uncontrollable shaking, usually at the most inopportune times. Most of the time, this can be dealt with, but in a firefight, this can be deadly. In game terms, for every 12 hours, there is a 15% chance the Historian will suffer a

seizure. Historians will feel the seizure coming on, and can resist it with a successful save vs. Insanity with a -2 penalty. Failure indicates a seizure that will continue for 2d4 melee rounds, reducing combat bonuses by -8 and imposing a -70% penalty to all skills.

Common Skills: Standard (+10%)

O.C.C. Skill Program: Communications (+15%), Field Medic (+25%), either Scholar (+25%) or Science (+20%) and either Medical Doctor (+15%) or Medical Coroner (+15%)

Elective Skills: Select five other skills but at least one must be selected from Technical. Select another two additional skills at levels 2, 5, 7, 10, and 13. All new skills start at level one proficiency. Note: Though the character may select skills from most categories, Historians are not too concerned with physical abilities. Therefore, they cannot select more than four Physical skills, three Military skills, and two Rogue skills.

Communications: Any

Domestic: Any (+5%)

Espionage: Escape Artist, Forgery, and Intelligence only (+5%)

Medical: Any (+10%).

Military: Demolitions, Demolitions Disposal, Military Etiquette, Recognize Weapons Quality, and Surveillance only (+5%)

Physical: Any, except Acrobatics, Boxing, and Kick Boxing (+10% where applicable).

Rogue: Card Shark, Find Contraband, Gambling, and Seduction only.

Science: Any (+15%).

Technical: Any (+15%).

Transportation: Any, except Host Armor Combat and Pilot Wingpack.

Wilderness Survival: Any

W.P.s: Any

Secondary Skills: The Historian can select 10 Secondary Skills from any skill

category at level 1, subject to the restrictions listed above. The character gets two additional skills at levels 4, 6, 8, 10, 12, and 14. These are additional areas of knowledge that do not receive any special O.C.C. bonuses. All new skills start at first level proficiency. Note that the I.Q. bonus applies to all skills.

Living Armor: The Historian O.C.C. does not get the powerful Host Armor, but does receive a customized suit of Light or Medium Living Armor, usually Heavy Hide. Regardless of the type, each Historian's Living Armor has the following modifications: +1D4x10+15 to the Main Body, +2D8 to the arms, +2D10 to the Legs, and +6D6 to the Head.

Because of their prodigious mental abilities, Historians can "tweak" their armor a little more than most other OCCs. Each Historian gets their M.E. attribute number +4D20+20 Bio-E points worth of enhancements of choice, but is limited to the categories of Eyes & Vision, Other Sensory Features, Biological Defenses, Offensive Bio-Weapons, Ranged Bio-Weapons, and Ranged Weapon Upgrades. Each level, the Historian gets an additional M.E. attribute number +2D6 Bio-E for additional enhancements of choice.

War Mount: Historians generally avoid War Mounts, preferring to travel on foot.

Standard Equipment: Extra set of traveling clothes, set of dress clothes, one pair of walking boots, one pair of climbing boots, a pair of leather gloves, a box of 100 plastic surgical gloves, six small specimen containers, four medium and two large containers, box of 100 gallon size plastic bags, 1D6+4 ceramic pens or markers and pencil kits, 1D4+2 large pieces of white chalk, pocket notebook, sketchbook, sleeping bag, shoulder satchel, backpack, utility belt,

2D4 sacks made of heavy cloth, 1D4 waterproof sacks, grappling hook, nine rock climbing spikes/pitons, small hammer/mallet, 150 feet of climbing cord, hammer and chisel, shovel, hand axe, hand pick, an assortment of brushes and other digging and excavation tools, three Migs, six Chigs and a dozen Squigs.

**Weapons:** The Historian starts with one weapon for each W.P. with any appropriate ammunition, plus a hand held weapon. Much like their personalities, Historians prefer precision weapons, with Light Cell weapons being favorites.

**Money:** Has 6D4x1000 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

**The Upside:** You're easily the most intelligent (and possibly resourceful) character of any group. Who knows, one day you may have a hand in developing or discovering "the next big thing"

**The Downside:** It's pretty tough being the smartest person in the room all the time. On top of that, you don't feel very comfortable with the outdoors, combat, or anything physical (even if rugged)-all the things you need to survive the world.

## **House Guardsman**

By Slaythedragon

The House Guardsman are the ordinary men and women who have sworn themselves to fight against the Machine. Where the Roughnecks and other Splicers are the hard hitting shocktroopers and bring specialized capabilities to the war effort, House Guardsmen are the infantry foot soldiers, the standing armies sent to defend and patrol the borders of a House's territory,

occupy Forward Operating Bases, and reinforce and aid in the war effort however their command sees fit.

House Guardsman go through a rigorous boot camp and basic infantry training course where they are drilled with battle tactics, weapons training, basic land navigation courses, basic hand to hand combat skills, as well as learn about the Machine and enemies that they might face in the ongoing war. The training is rigorous developing their bodies and minds for what they may face. They learn to take orders, as well as lead and give them through small unit leadership development. Once training is complete they are green, fresh and ready

Guardsman as capable as any to face those machine horrors that seek to eradicate mankind.

Many Guardsman start out as the lowly private on the battlefield, only to make a quick and decisive effort against the Machine and come out on top, earning battle merits and working their ways up the chain of command. Some experienced Guardsman even move on to become Splicers, Dreadguard, Archangels, anything is open to them, having already proven themselves in battle against the machines. Although few do this due to the fact that a Guardsman does not usually live to see the day that they can progress with their training that far.

**Alignment:** Any, but generally Scrupulous (30%), Unprincipled (25%), and Anarchist (20%)

**Attribute Requirements:** P.S. 11, P.E. 12, Spd 10, a high P.S. and P.E. are suggested.

**O.C.C. Bonuses:** + 1 initiative, + 1 strike, + 2 save vs. Horror Factor.

**Base S.D.C.:** 25 plus any from Physical skills.

**Common Skills:** Standard

O.C.C. Skill Programs: Athletics(+10%), Basic Military (+10%), Infantryman (+10%), and one Skill Program of choice (except for Host Pilot, Medical Doctor, War Mount Rider, or Wingman)

Elective Skills: Select three Military or Physical skills at level one, plus three from the following list. Plus select one additional skill at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+5%)

Espionage: Wilderness Survival only

Medical: First Aid only (+10%)

Military: Any (+10%)

Physical: Any

Rogue: Prowl and Gambling only

Science: Advanced Mathematics or

Astronomy and Navigation only

Technical: Any (+5%)

Transportation: Horsemanship,

Horsemanship: Racing, or Seasmanship only (+10%)

W.P.s: Any

Secondary Skills: The character gets four secondary skills at level one, plus an additional skill at levels 2, 4, 6, 8, and 12.

M.D.C. "Living" Body Armor: Every Guardsman is issued a suit of "Living" Body Armor with 4D10 Bio-E of enhancements, but is limited to the categories of Eyes & Vision, Other Sensory Features, Biological Defenses, Offensive Bio-Weapons, Ranged Bio-Weapons, and Ranged Weapon Upgrades.

Note: House Guardsman are usually not given the best of the best, whatever armor was readily available is what is given to them, with specific equipment depending on duties of the individual guardsman. Limited to light or medium Body Armors only, with Heavy given on a special basis only.

Standard Equipment: Several sets of combat fatigues, a couple sets of dress clothing, survival knife, utility belt, first-aid kit, Face Wrap (gas mask), tinted goggles, and one Bio-Organic Rifle with enough ammunition for heavy combat, a tent, knapsack, backpack, two water skins, 1 week of emergency food rations, and some personal items.

Money: Has 3D6 x 10 credits in trade items, as well as 2D6 x 10 in available credits. Each Guardsman is given a barracks room, a small 20 x 20 x 20 room with 2 other roommates, free food and rations, and basic necessities to live.

The Upside: A Guardsman is the every day Joe that has decided enough is enough and to make a stand against the Machine. They believe beyond a shadow of a doubt that they are fighting a cause worth fighting for and that they can make a difference. They are trained, disciplined, capable of leading their fellow Guardsman to the doors of death and smile as it greets them knowing that they went out fighting, giving the Machine the finger as they go down.

The Downside: Guardsman have it rough. Rougher than any others trying to fight this fight. They don't get all the special Host Armors and Bio-weapons of the Splicers. They are given a rifle that comes to become their specialized killing weapon, and cherish more than anything because they simply can't lose it. They are the underfunded, unappreciated, unnoticed fighters that never see the credit they deserve for the difference they've made.

## **Marshal**

By Slappy

Within the Underground Havens, the task of defending humanity from the Machine falls to the military, but the task



of protecting humanity from itself falls to the Marshals. They are responsible for all aspects of internal security within the Great Houses. It is their job to enforce the law, maintain order, and flush out both human and robotic infiltrators. Each Marshal is a combination of police officer, riot cop, detective, and counter-espionage agent all rolled into one. They are the living embodiment of the law, and much like the laws within the Great Houses, they are tough, uncompromising, and often brutal. Marshals try to use non-lethal force whenever possible, but they are willing to use deadly force whenever they deem it necessary. Each Marshal is assigned a rather large territory to defend, so they are willing to use any means necessary to keep the peace. All threats to their Great House are dealt with swiftly and harshly. They are really just a step above vigilantes. While they do operate within the bounds of the law, there are few laws to keep them in check. The security and safety of the Underground Haven is considered far more important than individual rights. Marshals are authorized to spy on any citizen, search any residence, and detain any suspect as long as they believe they have just cause. As long as they keep the peace, it is rare that Marshals are ever asked to justify their methods. The only limitation on their power is that they must report their daily findings to the Sheriff (the appointed chief of the Marshals), a senior military official, or directly to the Warlord when investigating a high ranking political or military official. Other than this minor stipulation, each Marshal's power is nearly unlimited. The sheer amount of power granted to the Marshals would seem to make them highly susceptible to corruption, but it is exceedingly rare for

one to fall prey to temptation. Their overzealous sense of duty keeps them honest, plus they know that too many accusations of corruption will make them the target of their fellow lawmen. The Marshals (better than anyone) know the price for straying outside the law, and the last thing they want is the nearly limitless power of another Marshal turned against them. Only the toughest and most skilled men and women have what it takes to become a Marshal. Since most resources within the Resistance are dedicated to fighting the Machine, there are relatively few people left to enforce the laws. Some of the more chaotic Great Houses require hundreds of Marshals to keep the citizens from tearing it apart, but the more stable Houses may only need a handful of Marshals to maintain order. This means most Marshals work alone, with the exception of their faithful Gorehound partner. They can summon military reinforcements at any time if a target or objective proves to be too difficult to handle on their own, but Marshals consider this an absolute last resort. They see the military as a bunch of trigger happy maniacs that do their best work outside. The Marshals are trying to protect their Underground Haven, not blast it to pieces, so it usually takes a major situation to make them consider calling in military support. Each Marshal is issued two powerful suits of custom Living Armor and a loyal Gorehound partner. Their standard uniform is a suit of Leatherback Armor that is heavily enhanced with surveillance tools and non-lethal armaments like Spinnerets and Resin Ducts, but for riot control or heavy assault, they can switch to their Heavy Chitinous Armor. Marshals prefer to use non-lethal force when apprehending

suspects or dispersing riots, but they are well equipped with lethal armaments as well.

In addition to the power brought to bear by their loyal Gorehound, Marshals are also issued two powerful suits of custom Living Armor. Their standard uniform is a suit of Leatherback Armor that is heavily enhanced with surveillance tools and non-lethal armaments like Spinnerets and Resin Ducts, but for riot control or heavy assault, they can switch to their Heavy Chitinous Armor. Marshals prefer to use non-lethal force when apprehending suspects or dispersing riots, but they are well equipped with lethal armaments as well. The life of a Marshal is a lonely one. Not only do they work alone, but their harsh demeanor and all-business attitude tends to isolate them from their fellow man. In fact, most people in the Resistance are terrified of the Marshals. Nearly every man, woman, and child in the Resistance has had to bend a law or two to survive in this unforgiving world, and they are afraid these skilled lawmen might uncover a few skeletons in their closet. Even the Scarecrows fear the Marshals. They may wield more physical power than the average Marshal, but even the agents of the Librarians are not above the law. The eyes and ears of the Marshals seem to be everywhere, and it only takes one mistake to get banished from the Underground Havens, which is a death sentence for a Scarecrow. The Marshals are truly the glue holding society together, but most people just feel it is a safer bet to steer clear of them.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 13, M.A.: 13, P.S.: 14, and P.P.: 12 or higher.

Attribute Bonuses: +1D4 to I.Q., +1D6 to M.A., +1D6 to P.S., +1D4 to P.P., +1D6 to P.E., and +2D6 to Spd.

O.C.C. Bonuses: +1 on initiative, +1 to strike, parry, and dodge, +2 to disarm, and +3 to save vs. horror factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Bio-Technology (+10%), Criminal (+20%, but replace Pick Locks with Find Contraband), Espionage (+20%, plus Interrogation is automatically selected as one of the Espionage Electives), Man-Hunter (+25%), and Martial Artist.

Elective Skills: Select six Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+15%)

Domestic: Any

Espionage: Any (+20%)

Medical: Any

Military: Any

Physical: Any

Rogue: Any (+20%)

Science: Any (+10%)

Technical: Any (+10%)

Transportation: Any

Wilderness Survival: Any

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Two Suits of M.D.C. "Living" Body Armor: Marshals receive two suits of Living Body Armor: one suit of Leatherback Armor that acts as their standard uniform and one suit of Heavy Chitinous Armor that is used as riot gear or heavy assault armor. The character's

Leatherback Armor starts off with the following enhancements: a special Eye Spy (mounted on the back of the head) that can live for 2D4 hours before dying of starvation, Monitoring Bug (see special equipment below), one Resin Duct on the right forearm, and one Spinneret on the left forearm. In addition, the character gets an additional 5D10 Bio-E points for selections from Eyes and Vision Enhancements, Other Sensory Enhancements, Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, Ranged Weapon Upgrades, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E). At each level of advancement, starting with level two, the Marshal gets an additional 2D10 Bio-E to add to the capabilities of this Leatherback Armor.

In addition to the standard uniform, Each Marshal also receives a suit of Heavy Chitinous Armor that he can use for heavy combat operations like riot suppression or close quarters assault. This armor automatically starts off with the Chemical Sprayer Bio-Enhancement (usually equipped with the Sleep or Tearing Chemical). The character gets 5D10+50 Bio-E points for selections from Eyes and Vision Enhancements, Other Sensory Systems, Biological Defenses, Flight Appendages, Offensive Bio-Weapons, Ranged Bio-Weapons, Ranged Weapon Upgrades, and additional M.D.C. (2D6+18 M.D.C. per 10 Bio-E). This suit of riot gear does not improve with experience.

Gorehound: Each Marshal receives one Gorehound. It can be Bio-Enhanced any way the character desires – he has 6D6+40 Bio-E points available, plus another 2D4+10 Bio-E points per level of the character's experience to spend on additional enhancements. If the

Gorehound is ever slain, it will be replaced with the basic animal with 8D6 Bio-E points for enhancements.

Standard Equipment: Survival knife, utility belt, a pair of organic handcuffs, zip tie dispenser (contains 50 zip cuffs), Booster Patch (mainly used to neutralize other Booster Patches), Slap Patch, Face Wrap, 1D4 Weaver Grenades, Shock Stick, Genetic Scanner, one melee Bio-Weapon and one light Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, backpack, and some personal items. See Marshal's Equipment below. Handheld Weapon Bio-Enhancements: All Bio-Weapons in the Marshal's possession automatically receive the Signature Weapon Bio-Enhancement to ensure that the Marshals are the only ones able to use their firearms within the Underground Haven. In addition, the character receives 5D4 Bio-E points at level one plus an additional 5 Bio-E at each level of experience, starting with level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You are the law within the Resistance. No area within the Underground Haven is off limits to you. You are sanctioned to spy on, search, interrogate, or apprehend anyone you deem a threat to your Great House, and as long as you continue to get results, no one will ever question your methods. While the nearly limitless power at your fingertips can be too tempting for some people to resist, you know that you are the glue that holds society together, and

you are not about to turn your back on this great responsibility for petty personal gains.

The Downside: Your power comes with a price. You often use fear as a weapon to maintain peace within your House, and this fear keeps you isolated from your fellow man. Dedication to duty fills most of your time, but during your off time, you sometimes feel the bitter sting of loneliness. You consider it a small sacrifice in order to defend humanity, but it is sometimes difficult to bear this burden alone.

### **Martyr**

By Andor

"It is no easy thing, to become a Saint, or an Engineer, or a Librarian. Did you think anybody could do it? Few have the courage to sacrifice themselves for others. Fewer still have the wit, the drive, the skills the symbiotes are looking for. They won't take anyone you know. Sometimes they have been known to die because no worthy candidate could be found to bond with them. These are losses we cannot afford. The gene-pools are all that stands between humanity and Kali's bitter sense of humour. That is why we exist, we martyrs. We have dedicated ourselves to becoming suitable hosts for the symbiotes. We study hoping that someday we will be chosen to shed our humanity, even to die, so that our brothers and sisters may live. And so we train and study, and work. Even if we are never chosen we still lead valuable lives. It is not an easy life, but if anyone could do it they wouldn't need us." - Graham McInroe, Martyr

The gene-pools symbiotes need humans to bond with, to guide them in their growth. Martyrs are those who have

chosen to become candidates for sainthood, even to become engineers or librarians. While they are the most respected of the non-combat OCCs it is no easy life.

Alignment: Any. However Selfish, Miscreant, and Diabolic characters are usually too self-centered to want anything to do with the symbiotes, and only good or unprincipled characters will be chosen by saint-stage symbiotes. Attribute Requirements: I.Q. 10 or higher. High ME and MA are helpful but not mandatory.

O.C.C Bonuses: +4 to Save vs HF.

Base SDC: 25 plus any from physical skills.

Common Skills: Common (+5%)

O.C.C. Skill Programs: Bio-Tech (+20%) Field Medic (+20%) Medical Doctor (+10%) or Medical Coronor (+10%) and one skill program of choice (except for Assassination, Host Pilot, War Mount Rider, Wingman or any military program)

Elective Skills: Select 6 Elective Skills at level one, plus two additional elective skills at level 2, 5, 8, 11, 14. All new skills start at level 1 proficiency.

Communication: Any (+5%)

Domestic: Any (+10%)

Espionage: None

Medical: Any (+10%)

Military: None

Physical: Any

Rogue: None

Science: Any (+15%)

Technical: Any (+10%)

Transportation: Any

Wilderness: None

WP: Any

Secondary Skills: Select 6 at 1st level, and one more at levels 3, 6, 9, 12, and 15.

MDC Living Body Armour: One suit of Living Body Armour of any type the

character wishes. It has 1d4X10+10 points worth of bio-e enhancements of Sensory, and movement related powers only.

Standard Equipment:

The red sash that is the emblem of a martyr.

Field Surgery Gear

2 sets of clothes

3 slap patches

Face Wrap

2 weapons of choice

Money: Has 1d4X100 in valuable trade goods or precious metals. Has 1d6 X 100 in Credits.

The Upside: You are the most respected of the non-combat OCCs, and if you are lucky someday you will be transfigured by a symbiote and become one of the resistance's most valued assets. In the meantime you do good work maintaining the infrastructure and bio-technology of the resistance and serving as a medic when needed. You often serve the engineers and Librarians as an assistant.

The Downside: Someday you may die so that a hideous alien may live. Worse, you might not. Some Martyrs, despairing of being selected, elect to become Scarecrows instead.

### **Militiaman**

By Slappy

“Why’d I join the Militia instead of the Roughnecks? Because I’m smart, that’s why. What’s the point of hoofing it across miles of dangerous territory to blow up a couple of robots? There’s billions of ‘em. Those idiots are risking their lives for nothin’. They’re never gonna make a dent. All they do is risk leadin’ ‘em back down here. That’s why I joined the Militia. If the Machine ever does come knockin’ down our door, I’m gonna need a little more than my shirt

for protection. You sign up in the Militia and they give you all kinds of that Bio-Tech crap. No way I could afford all the stuff on my own. Sure it ain’t as good as that fancy Host Armor, but I don’t have to follow a bunch of pointless orders to get one. You sign up as a grunt and they’ll just keep ordering you topside until you’re finally gutted like a fish. You join the Militia and you don’t have to answer to anyone. Your job is to guard the home front. That’s it. You can still volunteer to throw away your life topside, if want to be a hero. They’re more than happy to chuck more meat in the grinder. Me, I’m gonna stay right here and rack up some free Bio-Weapons.” - Terry Wilcox, First Sergeant of the 31st Militia.

Some people want to battle the Machine, but they do not want to mindlessly follow someone else’s orders as a Roughneck. Most of these people had a friend or family member that served as a Splicer and died during a “pointless” mission. Others simply have no desire to fight a seemingly endless string of monstrous robots head on. Of course, these people realize that if the Machine ever discovers their underground haven, they will have no choice but to fight.

There is no such thing as a non-combatant in this war. N.E.X.U.S. will kill every man, woman, and child without a moment's hesitation. If and when the war comes spilling through their front door, everyone will need to fight for their very lives, whether they have the proper tools or not. Humans within the Resistance are comfortable with organic technology and use it often, but that does not mean the average person has access to Bio-Tech weapons. Unless you are a Splicer or in the Militia, the only way to get decent Bio-

Weapons or Living Armor is to buy them, and they are definitely not cheap. Some people join the Militia in order to build a stockpile of organic weaponry without having to risk their lives, but there are many Militiamen who do like taking the fight to the Machine. The only reason they do not sign on as Roughnecks is because they prefer having the freedom to choose their own missions. During “peacetime,” the Militia answers to no one. Militiamen can refuse any commands and even resign from the Militia without consequence. Of course, not much is asked of them anyway. The only thing they are required to do is report for training one hour a day and one day a week. They consider it a small price to pay for all the armaments they receive. However, if the Machine ever does invade the underground chambers, all Militiamen will immediately be absorbed into the Roughnecks, and they will be expected to follow any and all commands (although they will be more than willing to listen at this point).

Alignment: Any, but typically good or selfish.

Attribute Requirements: None

Attribute Bonuses: +1D4 to P.S., +1D4 to P.E., and +2D4 to Spd.

O.C.C. Bonuses: +1 on initiative, +1 to strike, and +3 to save vs. horror factor.

Base S.D.C.: 30, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Basic Military (+20%), Athletics, Bio-Technology, and one of the following skill programs: Guerilla Warfare, Infantryman, Technical, Outdoorsman, Saboteur, Reconnaissance/Scout, or Support Man.

Elective Skills: Select any one Wilderness Skill and Bio Comms (+20%), and four Electives from the

following list at first level. Select another Elective Skill at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Wilderness Survival only.

Medical: None.

Military: Any (+5%)

Physical: Any

Rogue: Any

Science: Advanced Mathematics only.

Technical: Any

Transportation: Any, except War Mount Combat and Host Armor Combat.

Wilderness Survival: Any (+5%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Bio-Tech Equipment: Militiamen can select 20,000 credits worth of Bio-Weapons and Living Armor when they first join. They are only given standard suits of Living Armor with no additional enhancements. These credits can be saved and used later or spent now (the character can also spend his own money on Bio-Tech equipment). Militiamen are rewarded with better weapons, equipment, and Bio-Enhancements the longer they serve. The following chart shows the rewards for continued service:

Level 2: An additional 2000 credits to be used to purchase Bio-Tech equipment.

Level 3: One Melee Bio-Weapon of choice.

Level 4: 2D10 points of Bio-E to be used to enhance his personal suit of Living Armor.

Level 5: One Light Bio-Weapon of choice.

Level 6: One Heavy Bio-Weapon of choice.

Level 7: 2D10 points of Bio-E to be used to enhance his personal suit of Living Armor.

Level 8: An additional 4000 credits to be used to purchase Bio-Tech equipment.

Level 9: One Light Bio-Weapon of choice.

Level 10: One Heavy Bio-Weapon of choice.

Level 11: An additional 4000 credits to be used to purchase Bio-Tech equipment.

Level 12: A standard Wingpack and training on how to fly it (learns the Pilot Wingpack skill).

Level 13: 3D10 points of Bio-E to be used to enhance his Living Armor or Wingpack.

Level 14: Rewarded with his own personal Gorehound.

Level 15: 5D10 points of Bio-E to be used to enhance his Living Armor, Wingpack, or Gorehound.

Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, Face Wrap, tinted goggles, hatchet for cutting wood, tent, knapsack, backpack, two water skins, two week supply of emergency food rations, and some personal items.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You possess some of the best training and equipment that a human can receive outside of the regular army without having to risk your life on the battlefield. If you do have a taste for battle, you still have plenty of opportunities to prove your mettle. You decided to join the Militia over the Roughnecks because you prefer to pick

your own assignments rather than have some idiot commander send you on suicide missions.

The Downside: Splicers (and even many non-combatants) look at you like a greedy coward. You sit at home collecting valuable Bio-Tech gear while they risk their lives keeping you safe. Even if you do fight in the field, the stigma of being in the Militia hangs over your head the same as the Militiamen that never go topside. Until you establish a reputation on the battlefield as a capable warrior, most Splicers will want nothing to do with you in combat (most Militiamen do not last too long in the field and are usually more trouble than they are worth). Another drawback is that you are poorly equipped compared to normal Splicers. Trading lesser equipment for free reign works well if you never leave the underground haven, but those that like combat will find themselves seriously outgunned against the Machine.

## **Mind Knight**

By Ectoplasmic Bidet

Mind Knights are the first humans native to their planet to possess psychic abilities. Selected as candidates for the Mind Knight program as children, the young Splicers had their DNA altered by the Engineers of House Aesir, adding gene sequences found in the human psychic Maria Santorim. None of the children were harmed by the treatments, the Librarians and Engineers are exceptionally skilled, but relatively few of the children developed more than rudimentary psychic abilities. Of the two thousand children who participated, roughly 10% gained Master level psychic potential, a further 15% developed into Major psychics, and the

remaining 75% gained Minor psychic abilities. Despite the unrealized hope of turning their entire population into an army of unstoppable psychics, the program has shown such success that all children no more than nine years old, the maximum age the DNA treatments can be safely administered, whose parents consent, have been entered into the Santorim Program.

The first of these children are reaching full maturity, the time when they will be expected to join the Resistance to fight for the survival of their species. They are more than ready to meet the challenge, equipped, not only with their own specially developed Host Armor and bio-weapons designed to maximize their psychic potential, but also with years of hands on instruction from Maria Santorim in the use of their burgeoning powers. Though, it is certain the Mind Knights will be of great assistance combating the Machine, they are likely to be most valuable against House Aesir's human enemies, rival Houses who would see a stronger House fall rather than attempt to grow strong themselves. Experiments have shown that pilots in Host Armor are no less susceptible to psionic influence than an unarmored human and that War Mounts and other Bio-Tech creatures are even less able to resist, their minds no more able to resist psionic influence than any other animal.

Special Mind Knight O.C.C. Powers

1. Psionic Powers: At first level the Mind Knight selects a total of ten powers from the minor Healing, Physical, and Sensitive psionic categories as well as four Super Psionic powers (any except Psi-Sword or Mind Wipe which cannot be selected until third level). At each new level of experience, the Mind Knight can select

two powers from any of the minor psionic categories or one Super Psionic power.

2. I.S.P. Base: 2D6x10 +M.E. attribute number. +12 I.S.P. for each additional level of experience. I.S.P. is recovered at a rate of 2 per hour of sleep or 12 per hour of meditation.

3. Saving Throw Versus Psionic Attack: As a Master Psychic, the Mind Knight needs only a 10 or higher to save vs psionic attacks.

4. O.C.C. Bonuses: +2D4+2 M.E., +1D4 I.Q., M.A., & P.E., +3 initiative, +1 strike, +2 pull punch, +2 disarm, +4 vs possession, +2 to save vs all forms of mind control, and +3 to save vs Horror Factor.

Alignment: Any, but the majority are Principled(35%), Scrupulous(30%), Unprincipled(15%), or Anarchist(5%). Evil Mind Knights are uncommon, but not unheard of; Aberrant(10%) Miscreant & Diabolic(5%).

Attribute Requirements: None, though the first children selected to for the program all possessed I.Q. & M.E. of 14 or higher. A Mind Knight must be at least a Master Psychic. High I.Q. & M.E. are especially helpful, but not mandatory.

Base S.D.C.: 30, plus any from physical skills.

Common Skills: Standard

O.C.C. Skill Programs: Basic Military(+15%), Host Pilot(20%), and any one Skill Program of choice(except Medical Doctor or War Mount Rider).

Elective Skills: Select four Elective Skills from the following list at first level. Plus select another one Elective Skill at levels 4, 8, and 12. All new skills start at level one proficiency.

-Communications: Any(+10%)

-Domestic: Any.

-Espionage: Any(+5).



- Medical: First Aid, or Paramedic only.
- Military: Any(+5%).
- Physical: Any.
- Rogue: Any(+10%).
- Science: Advanced Mathematics or Astronomy & Navigation only.
- Technical: Any(+5%).
- Transportation: Any.
- Wilderness: Any.
- W.P.s: Any.

Secondary Skills: The character gets to select two Secondary Skills at level one and one additional at levels 3, 6, 9, and 12. Secondary Skills are additional areas of knowledge starting without any special O.C.C. bonuses.

Mind Knight Host Armor: The Mind Knight is one of the lucky few gifted with a Host Armor, the Bio-Tech equivalent of living power armor. What's more, this suit of living armor has been specially designed to compliment the Mind Knight's psionic powers.

- Step One: Standard and unchanged; the basic Host Armor.
- Step Two: Mind Knight Host Armor always has a Psychosynthetic Metabolism.
- Step Three: Available Bio-Energy points for the Mind Knight is the M.E. (x2) + P.E. +2D4x10+20. Each level of advancement, starting with level two, the Mind Knight gains an additional 2D6+6 Bio-E to add to the capabilities of his current Host Armor. Bio-E can be spent as soon as it is acquired to saved and combined with the points from subsequent levels of experience. If the Mind Knight's Host Armor is destroyed, he will be bonded to a fresh Psychosynthetic Host Armor, but it will have none of the previous suits Bio-Enhancements and starts with first level Bio-E.
- Step Four: Biological Enhancements and Weapons. Selections can be made

from any of the categories. Mind Knights understandably tend to favor using the relatively few Bio-Enhancement options developed specifically for their class of Host Armors.

Standard Equipment: Military fatigues, a couple sets of dress clothing, survival knife, utility belt, first-aid kit(with 1D4 Slap Patches), Face Wrap(gas mask), tinted goggles, hatchet, one light and one heavy Bio-Weapon of choice, and one weapon for each WP with appropriate ammunition, tent, knapsack, backpack, two water skins, emergency food rations(2 weeks), personal items, and a Mega-Horse for transportation.

Money: Has 2D6x100 credits worth of precious metals or trade items, as well as 1D6x100 credits

The Upside: You have psychic powers! You may be able to move matter with a thought, start a fire with a glance, or read the minds of your fellow Resistance members. The currently low numbers of Mind Knights make you a precious commodity not to be wasted and your innate power gives you a certain level of authority not normally possessed by the relative rookie that you are.

The Downside: You have psychic powers! Though your official class designation is quite benign, you are much more commonly known as a Mindfreak(or just freak) by your fellow Resistance members. People instinctively fear what they cannot understand, and you had better believe people don't understand what you can do with your mind. Many more people fear you than respect you and this attitude is likely to remain prevalent for many years to come.

Psychosynthetic Metabolism: The Host Armor feeds on the mental energy generated by its psychic pilot. The armor

requires a relatively steady daily supply of ISP, quickly reaching starvation, then death if deprived for even a few short days.

-Feeding: The Host Armor requires 3D6 ISP per day, which it automatically siphons from its pilot. This ISP must be provided by the pilot of the Host Armor and cannot be donated by anyone else, even another psychic pilot. Failure to feed within 24 hours is not immediately fatal, but does bring about starvation and weakness. An ISP starved suit operates with it's running speed, attacks per melee, and combat bonuses all reduced by 50%. A Psychosynthetic Host Armor can survive up to three days without sustenance, but each day of deprivation requires an increasingly greater amount of ISP to restore the suit to full health. After one day of starvation, the Host Armor requires 1D4x10+10 ISP to sate its hunger, after two days it increases to 1D6x10+10 ISP, and on its last day, the suit must be gorged on 2D4x10+20 ISP. After 72 hours without feeding, the Host Armor will die.

-Sleep Requirements: As a psychosynthetic organism, the Host Armor does not require sleep or rest, but its pilot does.

-Color: Virtually any color is possible, though there is a tendency towards deep greens, blues, and purples. No matter what color it may be, a Psychosynthetic Host Armor has fine networks of bio-crystals growing in a vein-like lattice up and down its limbs and torso. The slightly luminescent bio-crystals converge at the suit's spine, disappearing into its neck near the base of the skull. If removed from the Host Armor, these crystals instantly become inert, losing their eerie glow, then soon experience bio-meltdown, turning into an unusable organic sludge.

-Special Senses: None, per se, but the Host Armor's bond with its pilot doubles the range of any Sensitive psychic powers he may employ.

-Psychic Efficiency: For reasons unknown, excessive amounts of mental energy are required to activate psychic powers on the Splicers' planet, levels far in excess of what should be necessary. To help relieve this potentially crippling handicap, the Psychosynthetic Host Armor's bio-crystal matrices have been developed to collect and amplify every scrap of ISP expended by their pilots. This reduces the cost of activating psionic powers by 50%, but really only returns the ISP costs to their standard levels due to the mysterious planetary dampening field.

-Psionic Bond: The Host Armor is considered one with its psychic pilot. Psionic powers that carry designators such as "Self" or specific weight allotments beyond the psychic will operate as if the Host Armor was truthfully just another part of the pilot.

-Bonus Bio-E Points: 0 additional Bio-E points.

-Bite Damage: Not applicable, the Host Armor has no mouth, just small vents to breathe through.

-Bonuses: +1 attack per melee, +3 initiative, +2 strike, +2 parry, +4 dodge, +2 pull punch, +4 roll with punch/fall/impact

-Penalties: Due to the bio-crystals that grow on the Host Armor's outer surface, it has a -20% penalty to Prowl, Camouflage, and Hide.

-Prerequisite: To use a Host Armor with this metabolism, the pilot must be a Master psychic.

An alternative to giving the psychic Mind Knight access to potentially unbalancing Host Armor. Thanks to

demos606 for the recommendation that led to this creation.

For reasons unknown to the Librarians and Engineers who attempted to craft a Host Armor variant for use by their growing crop of psychic children, Master level psychics of the calibre of Maria Santorim and the small percentage of children gifted with such potential by the Santorim Project, are unable to form a neurological bond with the complex bio-engineered nervous systems of Host Armors or War Mounts. To balance this handicap a new type of Living Armor was created, one that falls far short of a Host Armor, but simultaneously exceeds the capabilities of other Living Armor designs.

**Bio-Crystal Living Armor(Medium):**  
Nearly seventy-five percent of this living armor is composed of a self-replicating bio-crystal matrix engineered to focus the mental energies of(reduces I.S.P. cost of psionic powers by 50%) and to psychically bond with its wearer. This psychic bond makes the wearer one with his armor, extending the effects of psionic powers that would normally affect only the psychic using them to the armor itself(i.e. Impervious to Fire, Resist Damage, etc).

**-M.D.C. By Location: Main Body:** 2D6x10+40, Arms & Legs: 1D6x10+20, Head: 1D6x10+40, Psychic Force Field: 3D6x10, Light Psi-Bolt Projector(Chest or Forehead): 1D4x10+25

**-Initial Bio-Enhancements:** The Living Armor of a Mind Knight comes pre-enhanced a basic Psychic Force Field and a Light Psi-Bolt Projector. They may be enhanced using Bio-E as the Mind Knight wishes.

**-Weight:** 25 pounds.

**-Armor Regeneration:** 4D6 M.D.C. per minute, and destroyed section will regenerate in 12 hours.

**-Excellent Mobility:** -5% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics; no penalties to running and flying speed.

**-Penalties:** The bio-luminescent crystals comprising the armor make concealment difficult. This results in a -15% penalty to Prowl, Hide, and Camouflage.

**-Feeding:** The Bio-Crystal Living Armor, like other varieties of Living Armor, requires periodic nutrient baths(normally every 1D6+3 days) to remain healthy. However, because such a small portion of the armor is organic in the traditional sense, the time between feedings is dramatically extended(4D6+12 days). The bio-crystals of the armor require a different form of sustenance. For every day the Bio-Crystal Living Armor is not immersed in a nutrient bath it must be fed 3D6 I.S.P. by a human psychic.

**-Trade Value:** Varies greatly. Worth 30,000 credits to a House Aesir psychic, but only 5,000 credits to anyone else(psionic bio-enhancements will not function without psychic control and feeding is impossible for non-psychics).

**-Bio-E:** Mind Knights receive their M.E. attribute number plus 5D10+50 points of Bio-E to enhance their armor.

**Psychic Force Field:** A psionic variant of the standard Bio-Force Field, this bio-enhancement is available only to Psychosynthetic Host Armors and their psychic pilots.

**-MDC of the Psychic Force Field:** 3d6x10 MDC is standard, but the MDC can be increased by spending more Bio-E on it, up to a maximum of 300 MDC.

**-Penalty:** If the MDC of the Psychic Force Field is depleted, it cannot be reactivated again for 12 hours unless the pilot expends 1 ISP per 10 MDC of the force field. As long as the Psychic Force Field's MDC has not been depleted, it

regenerates lost MDC at a rate of 1 MDC per minute(60 per hour). Instead of waiting for damage to the force field to recover naturally, the pilot may choose to spend ISP to forcefully recharge its MDC at a cost of 1 ISP per 10 MDC.

-Duration: Indefinite; as long as the pilot is conscious, the force field can remain in place.

-Bio-E Cost: 35 points(3d6x10 MDC). The Psychic Force Field's MDC can be increased by 20 MDC per every additional 5 Bio-E points spent.

-Prerequisite: The Host Armor must be Psychosynthetic.

Light Psi-Bolt Projector: Similar in basic concept to the Bio-Energy Expulsion Vent, the Psi-Bolt Projector uses the mental energy of the pilot instead of that of his physical body. The organic bio-crystals that grow on the surface of the Host Armor serve as a base for a projector, with a single crystal expanding, its structure altering to gather and focus the mental energy of its pilot into deadly bolts of psionic force.

Crystals that become projectors double in size(approx. equal to a robin's egg) and take on a multi-faceted appearance as if they were cut by a professional jeweler and polished to perfection.

-MDC of the Projector: 1d4x10+25

-Mega-Damage: 3d10 MD +bonus MD equal to the ME attribute value of the human pilot.

-Special: Living targets(including Host Armors with their pilots, War Mounts linked to an Outrider, etc.) struck by a psi-bolt must save vs psionics or suffer a -1 penalty to all combat actions and melee attacks for 1D4 melee rounds. Penalties from multiple strikes are not cumulative, but duration is.

-Rate of Fire: Each bolt counts as one melee attack/action. Cannot fire volleys or simultaneous bolts at the same target.

-Maximum Effective Range: 2000 feet.

-Payload: Effectively Unlimited.

However, the pilot may only fire a number of psi-bolts per minute equal to their ME attribute without expending additional mental energy. Each psi-bolt fired within a minute that bypasses their ME costs 1 ISP.

-Bonus: +3 aimed strike.

-Bio-E Cost: 10

-Prerequisite: Psychosynthetic Host Armor.

Medium Psi-Bolt Projector: Undergoing further augmentation, the crystal that has become a Psi-Bolt Projector changes yet again. Root-like extensions grow from the edge of the crystal, appearing to have burrowed beneath the Host Armor's skin. This does no damage to the Host Armor, but provides the crystal with a greater focusing capacity by increasing its linkage with the pilot.

-MDC of the Projector: +2D6+4 MDC

-Mega-Damage: 5d10 MD +bonus MD equal to the ME attribute value of the human pilot.

-Special: Living targets(including Host Armors with their pilots, War Mounts linked to an Outrider, etc.) struck by a psi-bolt must save vs psionics or suffer a -2 penalty to all combat actions and melee attacks for 1D6 melee rounds. Penalties from multiple strikes are not cumulative, but duration is.

-Rate of Fire: Each bolt counts as one melee attack/action. Cannot fire volleys or simultaneous bolts at the same target.

-Maximum Effective Range: 3000 feet.

-Payload: Effectively Unlimited.

However, the pilot may only fire a number of psi-bolts per minute equal to their ME attribute without expending additional mental energy. Each psi-bolt

fired within a minute that bypasses their ME costs 2 ISP.

-Bonus: +3 aimed strike.

-Bio-E Cost: 15

-Prerequisite: Psychosynthetic Host Armor and a Light Psi-Bolt Projector which is replaced by the Medium Psi-Bolt Projector.

Heavy Psi-Bolt Projector: Like a blooming flower, the crystalline projector literally blossoms. The jeweled facets of the crystal expand and gain the ability to open a series of small petal-like protrusions that serve to further intensify the power of the psionic energy bolts it generates. Each time the projector fires a psi-bolt, the crystal petals rapidly open into proper alignment for firing then close an instant later.

-MDC of the Projector: +2D8+6 MDC

-Mega-Damage: 8d10 MD +bonus MD equal to the ME attribute value of the human pilot.

-Special: Living targets(including Host Armors with their pilots, War Mounts linked to an Outrider, etc.) struck by a psi-bolt must save vs psionics or suffer a -3 penalty to all combat actions and melee attacks for 2D4 melee rounds. Penalties from multiple strikes are not cumulative, but duration is.

-Rate of Fire: Each bolt counts as one melee attack/action. Cannot fire volleys or simultaneous bolts at the same target.

-Maximum Effective Range: 4000 feet.

-Payload: Effectively Unlimited.

However, the pilot may only fire a number of psi-bolts per minute equal to their ME attribute without expending additional mental energy. Each psi-bolt fired within a minute that bypasses their ME costs 4 ISP.

-Bonus: +3 aimed strike.

-Bio-E Cost: 25

-Prerequisite: Psychosynthetic Host Armor and a Medium Psi-Bolt Projector which is replaced by the Heavy Psi-Bolt Projector.

Over a decade ago on a mission to retrieve DNA samples from a newly observed saurian species introduced into one of the Nature Preserves by Gaia, a pair of Dreadguards from House Aesir witnessed a strange phenomenon. With their prey in sight they prepared to subdue the beast, but it was spooked by a clap of thunder on a cloudless night. Harsh blue light surrounded them, turning the forest into an eerie combination of ethereally illuminated landscape dotted with pools of impenetrable shadow. Hundreds of feet above the startled Dreadguards, hovering in mid-air, appeared to be a "hole". Curiosity nearly drove the team to investigate further, but fearing the Machine had been alerted by the otherworldly display, they prepared to retreat. The spaceship that then blasted through the "hole" in the air and crashed into a copse of gigantic ferns was too strange to be ignored. Careful, but very, very hurried investigation led the pair to make a startling discovery. The craft had a pilot. An injured and unconscious, but human pilot.

Her name is Maria Santorim, and she was once a pilot in the service of the Consortium of Civilized Worlds. Still alive and as happy as any human can be on the accursed planet her ship had the audacity to crash land on, Maria did much more than provide the Splicers with knowledge that the human race has spread throughout the cosmos, in empires so great the Machine could never hope to eliminate their species as it may wish. You see, Maria is a psychic, one powerfully gifted with psionic ability, and she had no qualms with

sharing her DNA with the Librarians of House Aesir.

For reasons unknown to the Librarians and Engineers who attempted to craft a Host Armor variant for use by their growing crop of psychic children, Master level psychics of the calibre of Maria Santorim and the small percentage of children gifted with such potential by the Santorim Project, are unable to form a neurological bond with the complex bio-engineered nervous systems of Host Armors or War Mounts. To balance this handicap a new type of Living Armor was created, one that falls far short of a Host Armor, but simultaneously exceeds the capabilities of other Living Armor designs.

**Bio-Crystal Living Armor(Medium):**  
Nearly seventy-five percent of this living armor is composed of a self-replicating bio-crystal matrix engineered to focus the mental energies(reduces I.S.P. cost of psionic powers by 50%) and to psychically bond with its wearer. This psychic bond makes the wearer one with his armor, extending the effects of psionic powers that would normally affect only the psychic using them to the armor itself(i.e. Impervious to Fire, Resist Damage, etc).

**-M.D.C. By Location: Main Body:** 2D6x10+40, Arms & Legs: 1D6x10+20, Head: 1D6x10+40, Psychic Force Field: 3D6x10, Light Psi-Bolt Projector(Chest or Forehead): 1D4x10+25

**-Initial Bio-Enhancements:** The Living Armor of a Mind Knight comes pre-enhanced a basic Psychic Force Field and a Light Psi-Bolt Projector. They may be enhanced using Bio-E as the Mind Knight wishes.

**-Weight:** 25 pounds.

**-Armor Regeneration:** 4D6 M.D.C. per minute, and destroyed section will regenerate in 12 hours.

**-Excellent Mobility:** -5% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics; no penalties to running and flying speed.

**-Penalties:** The bio-luminescent crystals comprising the armor make concealment difficult. This results in a -15% penalty to Prowl, Hide, and Camouflage.

**-Feeding:** The Bio-Crystal Living Armor, like other varieties of Living Armor, requires periodic nutrient baths(normally every 1D6+3 days) to remain healthy. However, because such a small portion of the armor is organic in the traditional sense, the time between feedings is dramatically extended(4D6+12 days). The bio-crystals of the armor require a different form of sustenance. For every day the Bio-Crystal Living Armor is not immersed in a nutrient bath it must be fed 3D6 I.S.P. by a human psychic.

**-Trade Value:** Varies greatly. Worth 30,000 credits to a House Aesir psychic, but only 5,000 credits to anyone else(psionic bio-enhancements will not function without psychic control and feeding is impossible for non-psionics).

**-Bio-E:** Mind Knights receive their M.E. attribute number plus 5D10+50 points of Bio-E to enhance their armor.

So, I think genetic splicing and psionics go well together. But I would rather not base the whole thing on the crossover adventure of a single NPC. (If she were from the United Nations Warlock, everybody would be slinging elemental spells now? Of course not, wrong example, but it still bothers me) I just dont like such stories. So I came up with Project MindSplice.

**Psionic Inducer:** This head implant is undetectable for the naked eye. The Inducer is the basis of MindSplice biotechnology, no psionic powers exist without it. It gives the recipient 1d4

random powers from one lesser category of psi powers, a base save of 12 vs Psionics and 4d6 ISP. Those who work actively on advancing these powers (that is, members of the Mind-knight class, though I like Mind-Splicer better) gain a bonus equal to their ME on first level, and 1d6+6 ISP every level beyond.

BioE cost: 20

NOTE that I go with the M.E.(x2) + P.E. +2D4x10+20 amount of starting BioE, but it goes to MindSplice implants.

**Psionic Amplifier:** This implant is located on the base of the neck, partially visible. It enhances the power of the Psionic Inducer to master psionic level. The recipient gains 3 lesser powers, not necessarily from one group, or one super power. Also gains 3d6+20 ISP now and +2 every level. Note that base save remains 12.

BioE cost: 25

Requirement: Psionic Inducer

**Third Eye:** A trademark implant of most (90%) of MindSplicers. Actually, if you have it, people will accuse you of reading their minds. If you don't have it, but revealed to be a psychic, people will think even worse things about you. The implant is an eye located on the forehead. It instills the powers of See the invisible (practically useless right now in Splicers, but who knows), See Aura, Empathy, Telepathy and either Hypnotic Suggestion or Psychic Omni-sight. No mind reading actually. If you have one or several of these powers already, cut the ISP cost in half.

BioE cost: 15

Requirement: Psionic Inducer. Amplifier too for a super power.

**Psychic Fencing Glove:** Though it's an external fixture, it's still permanent, cannot be removed. Looks like a leather glove with small spines going from the

knuckles towards the wrist. It gives the recipient the Psi-Sword power. Damage is half the Rifts standard, but progresses with experience for the MindSplicer class.

BioE cost: 30

Requirement: Psionic Amplifier. Also must be a MindSplicer of at least 3rd level.

**Bio-Crystal Resonator Living Armor:**

This is not a permanent fixture, but a normal body armor. It still needs to be bonded to one character. The armor resonates with the mind of its owner, effectively doubling the available ISP for him or her. It can also store 6d6+20 ISP (roll once when creating, not every time you use, and add +1d6 per level)

Non-psionic attributes as given by Ectoplasmic Bidet.

## **Neanderthal**

By Guy

While not the true "cave-men" of history, Neanderthals (also known as Cro-Mags and Half-Men among The Resistance) are truly a different breed of human. Like many things in the Splicer world, no one is sure where the Neanderthals originate or how they came to be. Physically, they could almost pass for regular humans from a distance or if properly groomed or attired.

Much like their name sake, Neanderthals are quite hairy, and both males and females are broad shouldered and barrel chested, their limbs thick with corded muscle. Their musculature is completely different than regular humans, giving them strength to rival even Scarecrows and Host Armor. Their heads are wide, with prominent brows and chins. Their eyes are typically dark, set somewhat further apart than normal, and gleam with untapped intelligence.

Neanderthals are a simple, brutal people. Though not overly aggressive, Neanderthals are as violent as they need to be to survive. Most Neanderthals gather in loose-knit clans for mutual protection and survival. They are accustomed to a stark, brutal way of life and seldom display compassion, even to their own clan mates. Neanderthals have been known to abandon sick or wounded clan mates to hungry predators in order to save the rest of the group.

Neanderthals are both intensely curious and deathly afraid of the unknown; their first impulse is to flee any person or object they do not understand. However, curiosity will almost invariably compel them to return to investigate the source of the unknown. If forced to fight, Neanderthals will attack with a brutal savagery that surprises even experienced Dreadguard. Normally, a Neanderthal fights to either escape or drive an enemy away. However, if a clan of Neanderthals finds a safe area, where food is abundant, they settle permanently. If a clan chooses a permanent home (normally a cave, hidden valley, abandoned structure, etc.), they will defend it to the death of every man, woman and child in the clan. To their simple minds, there is nothing higher in life than a place they can call home.

Oddly enough, N.E.X.U.S. forces completely ignore Neanderthals and will only attack if struck first. Even then, N.E.X.U.S. forces show remarkable restraint, and if the Neanderthals withdraw, the Machine will continue on its way, simply ignoring the primitives. Splicer patrols have witnessed both robot and drone forces march past Neanderthals with little or no reaction at all. The accepted theory is that N.E.X.U.S. views these primitives as

simple animals and thus no real threat. This means Neanderthals have a freedom of movement unheard of among other humans.

Neanderthals are focused on survival and food, so many of them are experts at primitive hunting and fishing techniques. They also adapt at gathering nuts, berries, and other edibles, however, they have not shown any inclination towards true agriculture or farming. Everything is stored in small, easily carried pouches and baskets, ready to be carried off or abandoned at a moment's notice.

When approached peaceably by other humans, Neanderthals make a great show of appearing strong and violent. Males will beat their chests, brandish weapons, howl and make other fearsome sounds, all in an attempt to intimidate or drive intruders off. Any sudden move will provoke an attack. However, if the strangers approach cautiously, with no sudden moves, their natural curiosity will emerge and Neanderthals will often try to communicate. Neanderthal language is gruff and primal, with primitive words and gestures used in equal measure. Though grammar is almost nonexistent, most intelligent beings can easily establish basic communication. Because of their heavy reliance on gestures and body language, Neanderthals excel at reading non-verbal cues, even those of more intelligent humans, and many Neanderthals are quick to spot lies or deception through these cues.

In spite of their brutish nature and simplicity, a hidden intelligence and even a sort of nobility lurk in all Neanderthals; given enough time, they could develop into a more civilized culture. All Neanderthals are strangely drawn to crafting and the arts and a gifted painter, story teller, or craftsman



is held in high esteem and commands tremendous respect from the clan. These clan members are always well cared for and protected, provided they continue to use their “gifts” for the clan. Though the results are crude, many Neanderthals are gifted (albeit rudimentary) artists and tool-makers and clan mates can often be seen proudly wearing simple jewelry, hide clothing or brandishing a well made stone weapon.

Most of the Resistance shows Neanderthals a measure of respect and even affection. Neanderthals can be amazingly gentle and even protective of other humans, especially children. Stories abound of lost children being rescued and cared for by Neanderthals, or a Neanderthal fighting to their own death to save a completely unknown child. Neanderthals also love canines (gore hounds included) and often breed dogs and wolves for use as companions and pets. Some Great Houses have actively started trying to teach or recruit Neanderthals and this is yielding mixed results. Neanderthals are quick to grasp the use of basic weapons and simple armor, but most advanced bio-tech is simply beyond their comprehension. They are terrified of War Mounts (with the exception of gore hounds) and are nervous and skittish around Host Armor. Despite all attempts to train them otherwise, they still fight like wild men and grasp only basic tactics. Still, with time and under the right leadership, Neanderthals make excellent local guides and can often show the most seasoned Packmaster a thing or two about living off the land.

Player Note: Neanderthals can be fun and challenging player characters for anyone who enjoys role-playing. Neanderthals firmly straddle the line between “man” and “animal” and can be

a study in contrasts. Neanderthal PCs are savage yet gentle, courageous and frightened, overly curious but not overly bright. Even with exposure, Neanderthals will have little comprehension of civilization, customs or laws, although they have a high regard for life, personal freedom, and seem to instinctively know good from evil. A Neanderthal PC can lead to interesting encounters, as they see nothing wrong with taking food, trinkets, shiny objects, or anything they find attractive. This means, on one hand the character is likely to share its food, defend a friend and fight evil, but on the other hand, eat other people's food, steal items, urinate in public, accidentally fire a weapon into a crowd, innocently offend people, start brawls, and break laws in simple ways without a thought. Alignment: Neanderthals are simple creatures concerned mostly with food, shelter, and basic survival. Almost all are Unprincipled or Anarchist. Neanderthals have little grasp of morals, codes of honor or similar ideals. Truly "good" and “evil” Neanderthals are unheard of.

Attributes: I.Q. 1D8+1, M.A. 2D6, M.E. 2D6+3, P.S. 4D6+6 (Supernatural P.S.), P.P. 2D6+7, P.E. 4D6, P.B. 2D6, Spd: 4D6

Base S.D.C.: Not applicable, see MDC. Horror Factor: 5, 10 if a group of 3 or more attack at once.

Height: 5-6 feet tall, though they often walk hunched and slouched.

Weight: 200 plus 4D6x10 pounds

Average Life Span: Neanderthals can live up to their 50's, but many will die before reaching that age. Neanderthals who survive into their late thirties and beyond are shown tremendous respect and deference by fellow Neanderthals, even those of other clans.

## Neanderthal Powers and Abilities

1. Natural M.D.C.: For reasons unknown, all Neanderthals are natural Mega-Damage beings. Starting M.D.C. is the 3D6x10 plus the P.E. attribute number. A Neanderthal adds an additional 3D8 M.D.C. per level of experience, starting at level two. Neanderthals heal more quickly than regular humans, regenerating 3D8 M.D.C. per hour but cannot regrow lost appendages or eyes. A Neanderthal is incredibly strong and hardy and their strength and endurance are considered Supernatural.

2. Hands Off Status (Special): Because of their primitive demeanor, N.E.X.U.S. forces completely ignore Neanderthals, unless attacked first. This means a Neanderthal could walk right through the middle of a Computer Core and its defenses totally unharmed. Similarly, many in the Resistance behave the same, thinking Neanderthals are little more than harmless animals.

3. Vulnerability-Nanoplague: Despite their appearance, Neanderthals are still (mostly) human and will trigger a nanoplague response per standard rules. However, they seem to instinctively know to avoid metal objects.

Average Level of Experience: 1D4+1, player characters use the same experience table as the Biotic.

R.C.C Skills: Land navigation (+15%), swim (+20%), prowl (+5%), climb (+10%), concealment (+16%), wilderness survival (+20%), prowl (+5%), camouflage (+5%), detect concealment (+5%), identify plants (+10%), fish (+10%), track animals (+20%), Track Humanoids (+10%), Skin & Prepare Animal (and Humanoid) Hides (+10%), General Athletics, Wrestling, W.P. Blunt

R.C.C. Related Skills: At first level the character can select two "other" skills. Two additional skills can be selected at levels 3, 7, and 11.

Communications: Sign Language (+20%) only

Domestic: Any (+10%) NOTE: Though the character may be talented, singing, music or similar art forms will always be of a very primitive quality.

Espionage: Detect Ambush and Concealment only.

Medical: Brewing and Holistic Medicine only (+5%)

Military: Trap Construction (Basic traps only, +5%) and Trap & Mine Detection only.

Physical: Any except Acrobatics, Boxing, Fencing, Juggling, Kickboxing and Hand to Hand Combat (+10% where applicable)

Rogue: Imitate Voices and Sounds only (limited to animal/bird or other natural sounds)

Science: None

Technical: Art, Breed Dogs, Excavation, Leather Working, and Rope Works only (+10% for all)

W.P.: Battle Axe, Bio-Weapons (melee weapons only), Blunt, Knife, Net, Pole Arm, Spear, and Staff only.

Wilderness: Any (+5%)

COMBAT: Attacks per Melee: 4 at first level and an additional attack at levels 4, 7, 9, 12, and 15.

Bonuses (in addition to any attribute or mutation bonuses): +2 on initiative, +3 to strike, +3 to parry, +2 to dodge, +3 to roll with punch, fall or impact, +5 vs. poison and disease, Critical Strike from behind/surprise attack, body flip, pin/incapacitate on a roll of 17-20 (must announce that this is the character's intention), Critical Strike on unmodified 19 or 20. Further bonuses are gained as per the "Hand to Hand Combat Basic"

except for the Attacks per Melee (noted above.)

Basic Equipment: War Club or similar simple weapon, loin cloth, fur cloak, necklace and/or belt made of various trinkets, teeth, or claws, knife, 50 feet (15.2 m) of primitive rope, a large sack, a small sack, belt, and water skin.

Habitat: Neanderthals can be found in any temperate climate.

Guy's Notes: Depending on the player, this RCC can be fun to have as part of a group. Imagine a 3 year old able to bench press a ton or more and you get the idea. Its a challenging class and not for everyone, but a Neanderthal can add some interesting flavor to any PC group. Above all, PCs and GMs must remember that ultimately, this is a VERY simple minded character and there are a lot things that are merely beyond their ability to comprehend.

### **Packmaster additional material**

#### GORE WORM

By Gooometownboy

The Gore Worms were created at the Packmaster's Request because they felt that they had no options and were severely under powered and almost obsolete. The Gore worm was created because quite a few Packmasters Liked the Bore worms so the engineers thought to make a faster yet smaller version of the bore worms. The Gore worm is very much like its bigger cousins like in the facts it looks like a bigger version of the grubs shot out of a bore cannon and they are both worms. The Gore worm however does have one strange feature and that is its eye it looks like you are looking into a black hole that never ends but yet when in combat it glows red and shot out like a cannon. The worm tunnels underground very quickly and

silently. They are unable to handle a rider willing digging but can bury a host armor in less than one minute. And like their cousins they can have their rear body destroyed and still live but it will take a while for it to regrow. The Gore worm however is not as powerful and should not be used as a frontal assault but as a trapper and scouting tool. Unlike their almost robotic minded bigger cousins they do have a personality. They are very nosy and like to see what is going on and make a lot of noise though no one knows where they whimpering and squeaking sound comes from.

Class: Scouting and Trapping

Crew: one rider on the surface very slowly

M.D.C. by Location:

- Eye: 60
- Rear body\*\*: 4D6+60
- Main body\*: 6D6+100 each

\*Depleting the M.D.C. of the Main Body kills Gore Worm

\*\*If the Gore worm rear half is destroyed reduce all Bonuses by Half as well as speed and weapon damage.

Speed:

-Running- 8 mph. The Gore Worm can travel on the surface if necessary, but it is awkward and slow.

-Leaping- Not possible, though the War Mount can explode out of the ground at high speed and approximately 15 feet into the air.

-Digging- 80 mph through dirt, sand, and clay, but only 50 mph through rock, concrete, and large deposits of Man or Machine-made metal. The Gore Worm needs only 12-15 seconds to completely burrow beneath the surface and can achieve sub-surface depths of approximately 5,000 feet, with slight variations depending on the geography of the area.

-Swimming- Not possible, the Gore Worm sinks like a stone. A Gore Worm can survive extreme depths, down to approximately 7,500 feet and crawl along the floor of the ocean at 20 mph or choose to burrow beneath the sea floor to use a more convenient travel medium.

-Flying- Not even close to possible.

-Range- Limited only by the Packmaster need for food.

Statistical Data:

-Height: 3-4 feet of the Gore Worm is exposed above the ground

-Width: 4 feet at the main body's widest point in its non-combat form,

-Length: 5-6 feet from end to end. The main body is 18 feet long and the rear section is 14 feet long.

-Weight: 800lbs 1200lbs.

-Cargo: can only pull 800lbs at a very slow pace and only on the surface

-Physical Strength: Supernatural PS of 18 + 1D6.

-Production Cycle: 14-month gestation period, plus 1 year growth time.

-Operational Lifetime: 60 years.

-Trade Value: 10 million credits for a healthy, undamaged unit.

-Bio-Regeneration Rate: 2D6+3 M.D.C. per melee for the main body and 1D4+2 M.D.C. per melee for all other locations. The Gore Worm possesses exceptional regenerative abilities as a counter-balance to its Awkwardness in battle. The Gore Worm can regrow destroyed components in 3D8 +20 hours and even totally regenerate its entire back half, the section containing its combat form, in 6D6+12 days.

-Horror Factor: 14 against humans outside the Resistance, but none against the Machine.

-Senses & Features: Standard for Mount senses except for numbers 1, 4 and 6, as well as the Seismic Sense bio-enhancement.

-Feeding: The Gore Worm is a lithovore and "eats" from 240-360 lbs of minerals (stones, rocks, dirt, clay, etc) per day, dissolving them with its acidic mucus then slurping them up like an organic vacuum pump.

-Sleep Requirements: As an artificial organism, the Gore Worm requires only four hours of sleep/rest per day.

Other Data:

An unmanned Gore Worm is able to function on a Child like mentality and instincts alone, but unlike its bigger cousin it does have a personality and tends to be curious and loud. Unless properly restrained it tends to wander off. It will only follow the commands of a Packmaster capable of communicating with it using a Bio-Comm. The War Mount does differentiate between human and Machine to the point that it knows to run away unless ordered by a Packmaster or Outrider

-Alignment: The Gore Worm is generally of a good or selfish alignment.

-Gore worms Attributes: IQ: 1D4+2(average animal intelligence), ME: 1D4+6, MA: 1D4, PS: 19-24(Supernatural), PP: 8+1D4, PE: 18+3D6, Spd: See above.

-Number of Attacks/Actions: 4

-Combat Bonuses (In addition to possible attribute bonuses): +4 to strike with ranged weapons, +5 to save vs. poison & disease, and is impervious to Horror Factor & mind control (and possession).

-Equivalent (instinctive) Skills of Note: Land Navigation 68% Prowl 80% (digging slowly) 20% full speed Detect Ambush 70%, understands anyone with a bio-comm. Trap construction 60%, trap and Mine Detection 40%

-Combat Capabilities: Bore Worms Rarely Engage in Hand to Hand but when they do they are a sight to behold

and be grossed out by. They usually tend to doggy pile their foes.

Body block 2d6 M.D.

Doggy Pile 3D6 M.D.+ 4D6 M.D. for every worm doggy piled

Leap attack 2D8 there is 1-70% chance to knocking the opponent as large as 12 feet off of his feet and onto is back (and a 1-40% chance the victim drops whatever he was holding) if successful the victim loses initiative and 2 melee attacks

Slime Attack – shots a the same mucus it uses on its self to cover its victim. The victim has a 30% chance of falling and losing 2 attacks every time it moves 10ft or more slowly or 80% if the victim tries to move at full speed.

Quicksand Attack: Requires at least 3 gore worms: The Gore Worm can create a quicksand like whirlpool with a 10 radius +3 feet for every worm helping out after the 3rd worm. The victim is at a -3 to attack, dodge, and parry, loses two attacks and every time it moves it will sink 1D4 ft. This attack can be used to bury victims alive.

Bore Worm Bio-Weapon Systems:

1. Heat Projector Cannons - is at the center where the “eye” should be  
-Primary Purpose: Anti-Robot and Self-Defense.

-Mega-Damage: 1D8x10

-Rate of Fire: Each force blast counts as one melee attack.

-Maximum Effective Range: 1,600 feet.

-Payload: Effectively Unlimited.

2. Slime Coating: Makes it impossible to grapple with and is able to use it in an attack (see above)

All other enhancements must be added by the Packmaster.

Note: Reduce the amount the Packmaster is able to spend on the Gore Worm by 20 due to its automatic bio-weapon systems.

## Fenrir

By Baron of chaos

he fenrir is a something between a warmount and a gorehound. To put it simply they are essentially giant wolf . Albeit they are quite something more than this. They are often used By Packmaster as a favored mount, And sometimes by outriders too. Albeit is kind too lightweight for their taste. The Fenrir is not just an "heavy hitter", as it does have strong Alpha-wolf attitude, that make it an effective second in command for packmasters, albeit this means it will "friendly" challenge the packmaster once while for the control of the pack.

Class: Close combat and troop support

Crew: one comfortable, another passenger is possible squeezing a bit, but the Fenrir is quite picky and accept only its packmaster as rider

M.D.C. by Location:

Front Legs (2): 4d8+56

Hind Legs (2): 4d8+78

\*Head: 4d10+120

\*\*Main Body: 4d10+ 210 +PE attribute

Shoulder Spikes(2): 80 each

\* depleting the head will kill the fenrir

\*\* Depleting the main body will will kill the fenrir but seel below under extra features

Speed

Running: 125 mph, but cruising speed is only 50 mph, Fatigue at only 1/25 of normal human. Can run at full speed for 6 hours with 1d8x5+10 minutes of rest between each rush, but can go indefinitely minutes of minutes of rest between each.

Leaping: 20 feet high and 25 ft across, double with running start

Digging: 20 mph, half through rock, concrete or stone

Swimming: 40 mph, dog paddle, maximum depths is 500 ft

Flying: not possible...unless you pay for a set of wings

Statistical Data:

Height: 6ft at the shoulder, 8ft at the top of the head

Width: 5 feet at the main body's widest point

Length: 10-12 feet from end to end. The tail add another 3ft of length

Weight: 1000+ 2d6x100lbs.

Cargo: can pull 2500lbs, and carry 1000lbs

Physical Strength: Supernatural PS of 20+1d8.

Production Cycle: 6 months gestational period, plus 1 year growth time.

Operational Lifetime: 50 years(special a mutant strain cause 30% of fenrir to live twice as that, provided they are not killed).

Trade Value: 15 million credits for a healthy, undamaged unit.

Bio-Regeneration: 1d4 MDC per 10 minutes

Horror Factor: 14 against humans outside the Resistance(is a big F. wolf), but none against the Machine (is unfair in my opinion).

Senses & Features: Same as Gorehounds plus the Fenrir can feel its Pack members, included the packmaster, in a range of 2 miles and had an extraordinary sense of smell that allow it to track by smell at 65%

Feeding: Omnivore but prefer meat...possibly still bleeding. Eat 50-70 pound of organic matter per day.

Sleep Requirements: As an artificial organism( but still ALIVE dislike machines. I am going to remind this every time i post on Splicer Board), the Fenrir requires only four hours of sleep/rest per day.

Other Data: The Fenrir Is quite peculiar in that it is sensibly smarter than average gorehounds and can perfectly work

alone as well as packleader. This come for a price, as the Fenrir is no very likely to obey to anyone but its packmaster, and even that, if the pakcmaster has a weak personality(low MA) or show sign of weakness(low ME), the fenrir will challenge him for control of the pack. this involve a duel where one of the two will admit the defeat. THis is not to death, but losing mean losing contorl of the pack, who will now follow the Fenrir. Of coruse most Pakcmaster know this and avoid to show themselves too weak, at least in front of their pack.(and again a pakcmaster with low MA or ME is not likely to be a good packmaster)

Alignment: Aberrant. They are more concerned about their pack, and as extension of it their Great House, but very little concerned about humankind in general.

Attirbutes: IQ: 1d6+6 (high animal intelligence) ME: 15+1d6, MA 2d6+12, + 50% toward canines, PS: 21-28 supernatural, PP 1d6+15, PE: 2d6+16, PB 1d6+12, Spd 132(see speed above)

Number of Attacks per Melee: 5

Combat bonuses:( in addition to possible attribute bonuses): +6 on initiative, +4 automatic dodge, +5 to pull punch/Bite, +3 roll with punch/fall/impact, +2 to disarm, +5 to save vs. HF, +3 to save vs. posion toxins and their effects, duration and damage are only one third than normal

Special - Alpha Wolf- When commanding a pack of 3-6 canines, the entire pack, included the fenrir itself, enjoy the following bonuses. +10% to all skill rolls, +1 to initiative, +2 to strike and +1d6 to damage

Equivalent(instinctive) Skills of note: Climb 50%, Detect Ambush 70%, Detect Concealment 70%, Identify Plants and fruits 80%, Land Navigation 80%, Prowl 65%, Swim 80%,

Hunting(does not include preparing food) 60%, Track(human, animals and robot) 75%, understand human language and know well that machines are bad things to be destroyed

Combat Capabilities: Close combat is where these "puppy" excel

Restrained Head Butt\*: 1d6+4 SDC

Full Strength Head butt\*: 1d6+2 MDC

Claw Strike: 3d6 MDC - but see below for Bio-WEapon system

Shoulders Spikes: 2d6 MDC damage

Biting Attack: 3d6 MDC

Power Bite: cost two attack per melee, 5d6 MDC - see below for bio-weapon modification

Leap Attack: 3d6 MDC, and due bigger mass has 90% to knock off 12 feet tall opponents and 60% to knock off bigger opponents

Running Leap Attack: 6d6 MDC and is 95% to knock off its feet any opponets 30 ft tall or smaller count as two attack per melee

Bio-Weapons Systems - This are extra bio modifications common to Fenrir

1. Modified Glands - Acid enzymes: glands in the paws and in the mouth of the fenrir allow for the production of devastating acid enzymes. These enzymes inflict an additional 1d6 damage to claw and bite plus 1d6 for 1d4 additional melee round. Also these enzymes are somehow adaptable, as they proven to be lethal for both metal and flesh(mostly because is not an actual acid but more mutated bacterial life that attack everything they do not identify, smashing it at molecular level). As side effect the Fenrir foam and sweat is crimson red.

2. Protective Shoulder Spikes: Other than be usefull for a riding attack these spikes are long enough to offer protection to fenrir and eventual rider. In short they add a sort of AR. Any roll to

strike of 14 or lesser, aimed to the head of the Fenrir or rider, will hit the spikes instead

3. Super Sonic Howling: this is an effective weapon and good as beacon signal. The larynx of th Fenrir can emit high frequency super intense blast, wiht devastating effect:

Mega-Damage: 2d10 per melee round for as long as fenrir is howling, plus character with heightened form of hearing must roll vs. 12 or becoming stunned

Range: 80 ft radius

Duration: the fenrir can howl for 2d4 melee before needing to take a breath, also howling can be mad eonly from static position and require all action per melee. But a fenrir can stop howling at any time.

Note: The frequency of the howl vary slightly by individual fenrir, much like a vocie in never exactly the same, so from an howling an expert pakcmaster could identify the fenrir, or at least pinpoint what great house spawned it.

4. Keep on growing: The Fenrir continue to grow, till they die. Each 5 years of age add 1d4 feet to height, width and lenght, +30 MDC and +1d6 to speed and streght and increase amount of food to eat of 10 pounds. Every 15 years add +1d8+1(roll once) to HTH combat

## **Plasmolder**

By Dr Hellstromme

Plasmolders are specialists in the use of plasmodial slime molds. These lifeforms are similar to fungi in cellular structure, but have the ability to move and change their shapes within limits. The slime molds used by Splicers are the easiest to imagine as gigantic – that is, human-sized – amoebas. They are most effective in an underwater environment,

which means the plasmolders are also the underwater specialists of the Great Houses.

Slime molds exist in the forms of bio-weapons, host armor and quasi-war mounts (they cannot be ridden, but can follow simple orders as a mount; so strictly from this perspective they serve a similar role as the Falcons). Actually, a slime can have some specialized organs – it is easier to include eyes or other important enhancements in the genetic make-up than to make the creature form them from pure tissue every time. Which leads us to the most important feature of slime: it can rearrange its own cellular structure to create simpler organs and enhancements. Also, it can alter its overall shape, forming pseudopods. Plasmolders, like swarm lords, are connected to creatures that even most splicers find strange and often repulsive. They own a slime armor which might as well be the third generation of super-armors (after proto-armor and classic host armor) in the history of the Resistance, but is not trusted by most Splicers. Additionally, they can control „slime mounts” via a specialized bio-comm implant. Since slime hardly has any intelligence to speak of, this control is much more thorough than that of packmasters or falconers – more reminiscent to an outrider gaining full control of his mount. The difference being, plasmolders do it remotely, and sometimes with two or even three creatures at the same time.

As underwater specialists, plasmolders rarely work together with members of other classes. They often go on long missions in pairs. Still, they can work well with other specialists and have a fair understanding of other types of bio-equipment if the need arises.

Alignment: any, typically good or selfish

Attribute requirements: IQ 12, ME 13, PE 13

Attribute bonuses: +2 IQ and ME, +1d4 PS and PE, +2 PP, +1d6 to swimming Speed

OCC bonuses: +4 vs Horror factor, +2 roll with impact, and no penalties to fight in an underwater environment

Base SDC: 50 plus skills

Common skills: standard

OCC skill programs: Basic military (+15), Bio-technology (+15), Saboteur (+15), Underwater (+25) and one skill program of choice.

Underwater skill program includes Swimming, Underwater navigation, Undersea survival and two other skills from Rifts Underseas (which must be applicable to the Splicers setting).

Special Skill: Control Slime Mounts: Slime mounts cannot be given verbal commands nor can be controlled via the classic neurological link the Outriders use. The only way is to use a specialized comm-link, and even then a very special mindset is needed to interpret the feedback. This skill lets plasmolders to properly interpret sensory input from slime mounts and give orders the creatures can follow. Base skill is 70 % plus 3 % per level.

Elective skills: choose four skills at first level, and one more at levels three, six, nine and twelve.

Any skill can be chosen, +5 to Communications, +5 Medical, +10 Military, +5 technical, +15 water-related Transportation.

Secondary skills: choose three skills from the secondary list at first level, plus one at levels four, eight and thirteen.

Slime host armor: The Plasmolder is one of many classes who receive an experimental host armor these days. The slime armor resembles a mass of jelly (or even a small gene-pool) when



inactive, with some permanent organs floating in it. The whole structure of the (semi)humanoid armor is dissolved in this state. When the bonded owner steps in the pool, the armor flows up on him and solidifies. Muscle tissue and skeleton is formed within a minute.

Step One: standard for Host armor, but starting MDC is about 25 % less (arms  $2d4 \times 10 + 10$ , hands  $1d6 \times 10$ , legs  $3d4 \times 10 + 10$ , feet  $1d6 \times 10 + 5$ , head  $2d4 \times 10 + 15$ , main body  $3d6 \times 10 + 45$ ) and PS is  $3d6 + 13$ , splicer strength. On the other hand, regeneration is at Enhanced rate (as under Biological defenses) for free.

Step Two: slime armor can only be Parasitic, Photosynthetic and Thermosynthetic. That means some enhancements (those which need material-ingesting metabolisms) are unavailable. Note that there are some exceptions from that (discussed later).

Step Three: Available Bio-Energy points are  $PE + ME + 5d6$ , plus an additional  $2d8$  per level. The slime armor gets some enhancements free, and others for a reduced cost.

Step Four: All slime armors created so far have Serpentine Lower Body for free, beyond the Regeneration: Enhanced ability already mentioned. Plus they have Underwater Eyes and Sonar. Acid Blood, Chameleon Skin, all Resistance (to sg.) enhancements, Lazarus Glands and Quick Clotting Blood cost half (actually it has no blood, but same difference). Can have Electrical Weapons without the prerequisites listed in the book (which prerequisites are unavailable to it anyway, being based on metabolism). Can have a Gore Cannon too, but every shot does  $1D6$  MD to the armor itself as it is transforming itself to ammunition ( $2D6$  MD per shot for a Heavy Cannon).

Claws, Spurs, Teeth, Blades, Horns, Knuckles and other large, bony protrusions (but not Quill, Blade or Spike Launchers) cost double Bio-E, as do Reinforced Exoskeleton, Armored body parts and other large, rigid structures.

Unique abilities of slime host armor: the armor can create pseudopods on command. These appendages are similar to tentacles, but have a much worse manipulation dexterity ( $-20$  to relevant skills). A maximum of 4 tentacles can be operated by a first level plasmolder, plus one at every odd level. Also the armor has  $3D6$  Bio-E points (plus  $1D4$  per level) which can be allocated to any temporary enhancements (except the ones above which cost double Bio-E, those are not available under this power at all). This Bio-Energy represents the ability of the armor to rearrange its cellular structure up to a certain level. Special Enhancement: The plasmolder has a modified comm-link implanted into his body. This piece of bio-equipment helps "translating" between the slime mounts and the plasmolder, besides the classic radio function.

Standard equipment: Military fatigues, dress clothing, survival knife, utility belt,  $1D3$  Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, Slime Grenades and about 2 lbs of Explosive Slime, tent, knapsack, backpack, two water skins, two week supply of emergency food rations, and some personal items.

MDC Living Body Armor: Has one light or medium living armor as backup, with  $4D6 + 20$  Bio-Energy points for enhancements.

Slime Mounts: Has one Slime Mount under his command, plus one more at levels five and ten. At first level, 1D4x10 Bio-Energy points are available to enhance the first mount. Plus 10 points at every new level (distribute among mounts on higher levels).

Money: Has 2D4x100 credits in precious metals, relics or trade items, as well as 6D6x10 in credits.

The Upside: You and your comrades command decent power under the seas, where the Machine is traditionally weaker. While you often got difficult missions, rarely must you cope with overwhelming odds.

The Downside: Your specialized equipment might hold the key to new bio-technologies, but now it is still in its infancy. It is your job to find out the glitches and cope with them on the field. Also, the ground forces believe you have an easy time in the water, therefore not giving you due respect. Plus there is the "repulsiveness factor" of slime technology.

Slime bio-weapons: Slime is not very good in reproducing edged, blunt or projectile weapons, and have no distinct advantage when used as energy weapons. But there are a few areas where it excels.

Slime explosive charge: This is just a piece of unshaped slime mold composed completely of quasi-stable omega cells. The user just grabs a handful of it, plant in the desired place and install a Squig into the mold. When the Squig gives the signal, the whole piece of slime destabilizes and explodes. It is at least ten times more effective than conventional chemical charges. Not suitable for throwing, since the destabilized cells would explode in the thrower's hand. Other than knowing this, it does not require special skills to use.

Mega-damage: inflicts 1D8x10 MD per half pound, to a 20 feet area.

Trade value: 3,000 credits for a pound, practically unavailable.

Slime transmutation grenades: These slime pieces, suitable for throwing, rearrange their cell structure to something else on "detonation". This process is known as transmutation among Engineers. A grenade can only turn to one material, chosen on creation. Available grenades include acid (see Acid Nodules), chemicals (see Chemical Sprayer), gore (as Light Gore Cannon), anti-metal spores (as Short-range Spore Discharger) and Viral Immobilizer.

Weight: half pound

Mega-damage: as related bio-enhancement

Range: 100 ft when thrown, double for Splicers.

Trade value: 1,500 credits for most, 3,000 for a Viral Immobilizer grenade.

Crawling bola: This piece of slime has three pseudopods. After thrown onto a target, these extend and the bola initiate an Entangle action twice per melee round, until successful. The weapon has a +3 entangle bonus, no bonus from the thrower is added to this. The target cannot remove the bola short of destroying it.

Weight: half pound

Mega-damage: 2D4 SD initially, but after a successful entangle the bola does 1D6 MD squeeze damage every melee round.

Mega-damage capacity: 10 MDC, but it is resistant to kinetic energy and physical attacks, and every strike roll below 9 damages the entangled creature (robot) instead.

Trade value: 1000 credits.

Slime mounts: These "mounts" are nothing more than human-sized blobs of slime. They do not have the classic War

Mount abilities nor any mental abilities to speak of. Slime molds can be controlled only via the special bio-comm that every plasmolder has as an implant. Class: Underwater Support War Mount (also known as “Shoggies”, but nobody seem to get the joke anymore)

Crew: none / special (one controller)  
MDC: 2D10 + 80 for a human-sized blob.

Speed: 20 mph in any land environment. 60 mph swimming. Flying and leaping is not applicable.

Statistical data: dimensions vary. What did you hope for? :) Weight is usually between 200 - 300 kg.

PS: 25 supernatural

Production cycle: one month gestation period, plus one week growth time.

Operational lifetime: estimated one year at this stage of the design.

Trade value: theoretically about half million credits, but worthless for a non-plasmolder.

Bio-regeneration rate: equal to Super level bio-enhancement.

Horror factor: 10 for an unmoving blob, 15 if moving

Senses and Features: special comm-link, enhanced hearing (or at least vibration sense) and equivalent of seismic sense, also heat pits (equivalents), sensitive pseudopods (same as Whiskers), enhanced senses of taste, olfactory and direction. Also has Self-destruct/bio-meltdown. Gains resistance to kinetic energy and physical attacks, also Slime coating (no prerequisite, naturally, in this case) for free.

Additional enhancements can be chosen from Vision and Other Sensory, Biological Defenses (except Armored head, Horned defense and Reinforced exoskeleton), Anatomical Features (except Ambidextrous and Enhanced

Mental Attributes) and Ranged Weapons (for double Bio-E cost).

Feeding: unlike Slime Armor, the Slime Mount is omnivore. It ingests 20-30 pounds of organic matter a day.

Sleep requirements: none as such, but needs a total of four hours of inactivity per day.

Other data:

Alignment: not applicable.

Attributes: IQ 2, ME 30 (absolutely resistant to any mental hardships), MA 0, PS 25, PP 1D4+4, PE 1D6+20, PB 1, Spd see above.

Attacks per melee: Six pseudopod strikes plus one engulf attack.

Combat bonuses: +4 to Engulf attack. +4 to parry, +3 to roll with impact, +6 vs poison and disease and impervious to Horror factor.

Combat capabilities: The Slime mount attacks when commanded or when being attacked. It instinctively protects itself by moving away from attacks or putting hardened pseudopods in harm's way.

Pseudopod strike: 2D6 MD

Engulf: 5D6 MD initially, plus 1D6x10 MD crush / acid damage per melee round until the victim is freed. For this, the MDC of the mount must be reduced to 25 %.

Bio-Weapon systems: can have Ranged Weapons for double Bio-E cost. These organs retract to the body when not used, but do not dissolve into slime cells. Also most of them has Acid Blood.

### **Profane Archer**

by Guy LeDouche

“I may look like a stick figure, but the Librarians gave me a great gift and made me a fine instrument of warfare. Give me a robot and a clear line of sight up to a mile away, and you can kiss that tin can goodbye.”

Designed as a long range attack specialist, Head Librarian Gatraphon was inspired by accounts in ancient history of masses of archers, able to fill the sky with arrow fire. Upon completion of the design, Engineer Supurnus Nathaniel remarked that, to mutate a human into such a creation was “profane”. Gatraphon loved the reaction, and the “Profane Archer” moniker was adopted.

Like many of Branton’s creations, a Profane Archer is a human volunteer who’s been remade into a living weapon. Mutated into a form only vaguely humanoid, Archers serve as all purpose scouts, snipers, and fast attack units. Archers are swift and nimble and, unlike Host Armors or other bio-tech, require no special nutrients or treatments. Thus, they can stay on the surface for as long as needed.

With an average height of 8 feet and gangly, rail-thin appendages Profane Archers resemble a monstrous stick-figure. Archers are extremely spindly, and look as if they could be snapped in two with the slightest effort. Though they may appear somewhat awkward, all Archers are quick and supple. Their unnatural build allows them to move easily through tight spaces (like a chimney, the bars of a prison cell, a partly open window, etc.) as well as densely obstructed pathways like a jungle or forest. Additionally, they are difficult to see among rocks, trees, and shadows, especially when standing still. With their slim builds and unnatural shapes, Archers can easily blend into the shapes, lines, and shadow patterns of the background. Archers are experts at reconnaissance missions, and a friendly rivalry exists between Archers, Vipers, and Skinjobs.

The Archer’s long arms end in three large, claw tipped fingers and a thumb, providing the Archer with effective melee attacks. However, their most potent weapon is their signature “Bile Laser”, a bio-weapon capable of launching searing blasts able to punch holes in the hardest materials. All Archers are expert shots with the Bile Laser and their feats of marksmanship are quickly becoming renowned.

Alignment: Any, but typically a selfish or evil alignment.

Attributes Requirements: M.E. 10, P.E. 12, and P.P. 14 or higher.

Attribute Bonuses: +1D4 to M.E. and +1D6 to P.E. and P.P.

O.C.C. Bonuses: Has Splicer P.S. (strength), +1 on initiative, +1 to strike, parry, and dodge, +3 pull punch, +3 to automatic dodge. This does not include the bonuses from bio-reconstruction (see below.)

Base S.D.C.: Not applicable, see the Profane Archer’s Altered Body.

Profane Archer O.C.C. Powers:

1. Profane Archer’s Altered Body & M.D.C.: The Profane Archer’s body has been genetically restructured to be something more than human. This gives the once-human Splicer P.S. and turns him into a Mega-Damage creature with  $2D4 \times 10 + 60$  M.D.C. points plus the P.E. attribute number. Add  $2D8$  M.D.C. per level of experience, starting at level two. The Profane Archer regenerates  $1D8$  M.D.C. per melee round and can last three times longer during strenuous activity before feeling the effects of exhaustion and fatigue. Profane Archers can remain alert and operate at full efficiency for up to 36 hours without sleep and only needs four hours per 24 hour cycle to feel completely rested.

2. Modified Anatomy: The Profane Archer's highly modified anatomy offers a number of special abilities:

**Horror Factor:** At full height, a Profane Archer stands about eight feet tall and resembles a monstrous stick-figure; this grants them a natural Horror Factor of 9. However, this is more like an intense curiosity or amazement than true fear; Profane Archers are not particularly menacing look. A Profane Archer's height is 7 feet+4D6 inches, weight is only 250+2D6x10lbs.

- **Double Jointed:** The Profane Archer's scarecrow-like appearance disguises a body that is extremely limber and flexible. In addition, Profane Archers can pop bones in and out of sockets with relative ease. Profane Archers can bend into impossible positions, "collapse" bones in their hands and feet to easily slip out of handcuffs or manacles, and painlessly dislocate joints to wiggle out of ropes, straight jackets, or even slip through small openings between prison bars. Using a combination of their slim build and double jointed abilities, Profane Archers can squeeze and wiggle their way through any opening taller and wider than 18 inches. In addition, Profane Archers can curl up into a small, tight ball that is a mere 50% of normal height and half normal width. Bonuses: Provides a bonus of +1 to roll with fall or impact and +10% to the Escape Artist skill.

- **Elongated Limbs and Body:** The Profane Archer's body and limbs are unnaturally long and extended. The elongated arms provide a longer reach (many Profane Archers can reach 12-15ft.), while the legs provide additional speed, height, and add to the overall reach advantage. The slender body and flexible build are perfectly designed for quick starts, high impact running, and

quick turns. In addition, Profane Archers can climb and swim at half their normal running speed. Bonuses: Profane Archers can run 40 mph +4D4 mph. Profane Archers can sprint at double the speed, but only in short bursts lasting 1D4 minutes. This speed burst can be performed twice per hour, +1 additional burst for each level. Along with the impressive running speed, Profane Archers also receive a bonus of +2 to dodge.

- **Ambidextrous:** All Profane Archer's are ambidextrous and can use both right and left hands with equal skill. Bonuses: +1 melee attack, +1 parry, automatically gets W.P. Paired Weapons skill, and +5% to the following skills: Climbing, Pick Locks, Palming, Concealment, and other sleight of hand skills.

- **Extraordinary Balance:** Profane Archers have a phenomenal sense of balance. They can fire weapons while moving and shoot accurately from any awkward position (hanging upside down, rolling, leaping, etc.) with full bonuses to strike. Bonuses: +3 to roll with punch, fall, or impact, +2 to dodge, +20% to Acrobatics and Gymnastics.

3. **Clawed Hands:** The Profane Archer's modified hands have three large, clawed fingers and a thumb. These claws add 2D6+6 M.D. to punch damage, as well as a bonus of +15% to the Climbing skill. Unfortunately, the large claws make it somewhat difficult to perform delicate tasks, imposing a -10% penalty on any skills requiring manual dexterity.

4. **Superior Vision:** The Profane Archer can clearly read a street sign or recognize a face one mile away, has polarized eye filters (blocks out glare and reflected light that might otherwise blind the character) and possess passive nightvision (2000ft. range, sees by light amplification and must have at least

starlight to see by; cannot see in absolute darkness, requires at least a small light source.)

5. Stalker's Patience: Though the Archer possesses many formidable abilities, the most important characteristic is their prodigious patience. Archers can remain perfectly motionless, in positions others would consider excruciating, for hours, even days, waiting for the perfect shot. Even while motionless, the Archer remains acutely alert and observant, in a state of total, intense concentration. Archers are able to maintain this attitude of attention for three hours per P.E. point. The Archer adds one additional hour per experience level.

During this period of alertness, the Archer is in a state of total awareness and remains in tune with his surroundings. The first initial attack made while in this state will receive an additional +5 to strike and automatically counts as a Critical Strike. However, this bonus is only good for the first initial strike.

6. Bile Laser: The Bile Laser is the Profane Archer's signature weapon. A cross between the Bio-Energy Cannon and Light Cell weapons, the Profane Archer's internal organs, throat, and mouth are modified with the Bile Laser; a bio-weapon capable of projecting searing laser-like blasts at great ranges. Much like exercising muscles, the Bile Laser improves with use, continually becoming a better and more powerful weapon. As Profane Archers gain experience, they can learn to increase damage, range, and even volley fire the weapon. The weapon's basic, level 1 starting stats are as follows:

Mega-Damage:  $3D8 + M.D.$  equal to the P.E. attribute number.

Rate of Fire: Each blast counts as one melee attack/action. Volleys and burst fire may be developed at later levels.

Effective Range: 1800ft.

Payload: Effectively unlimited.

However, firing more than 3 blasts per melee round weakens the Archer, causing him to lose two melee attacks/actions per round and reducing combat bonuses by half for the next 1D6 minutes.

Bonus: +2 to strike on aimed shot only

Bile Laser Enhancements: As Profane Archers progress in levels, they gain more control over the Bile Laser and its blasts. All Profane Archers may choose one enhancement at level 1. With each additional level of experience, the character may select an additional enhancement, subject to any limitations contained in the enhancement's description.

The following Enhancements may be selected multiple times.

- Increased Range: Additional +100ft. to weapon range (Maximum possible range is 3,000 ft.)

- Increased Bonus: Additional +1 to strike on aimed shots only.

- Increased Payload: Additional blast per melee round without being weakened.

- Increased Damage: Additional +D8 to damage.

- "Point Blank": Any Bile Laser blasts fired at targets at 50ft. or less gain an additional +1 to strike and +D8 to damage. By selecting this skill multiple times, the character may extend the "Point Blank" range by 25ft. with each selection. The maximum range "Point Blank" can extend is 150ft.

The following Enhancements may only be chosen once per character:

- "Dead Eye": The "Dead Eye" Aimed Shot takes two melee actions and the Archer receives an additional +2 to

strike. However, this is not a “standard” bonus to strike on aimed shots. For the purposes of dice rolls, these are Natural Bonuses to Strike, meaning that now a die roll of 18, 19, or 20 on a 20-sided die, before other bonuses to strike are applied, actually counts as a Natural 20! This increases the lethality of the Bile Laser, making it ideal for precision shots and sniping. “Dead Eye” cannot be used in the same attack as an “Eagle Eye”.

- “Double Spit”: The character may now launch two quick shots in a single action against a single target; aimed shot bonuses are reduced by ½. Even though two shots are fired, only one strike roll is required; either both shots hit or both miss. Likewise, the defender only has to make one dodge roll.

- “Eagle Eye”: By taking two actions per blast, the character now receives an additional bonus of +4 to strike and damage. Unlike the “Dead Eye” bonus, these are not considered Natural Bonuses. “Eagle Eye” cannot be used in the same attack as a “Dead Eye”.

- “Long Shot”: By taking two actions per blast, the character can increase the range of the Bile Laser by 50% (multiply range by 1 ½.) If the character possesses the “Dead Eye” or “Eagle Eye” enhancement (above), either of these bonuses can be added to the attack, creating a devastating long range shot.

- “Spread Shot”: By fully distending the mouth and throat, the Profane Archer can now “Spread Shot” the Bile Laser; producing a wide angle blast that can hit multiple targets at once. The blast counts as a single attack and affects a 100ft. cone directly in front of the Profane Archer; 01-50% chance of hitting everybody (friend and foe) in the line of fire. Damage is 3D8+8 M.D., plus any applicable bonuses from the “Point Blank” enhancement (above). Because

of the wide area of the blast, no parries or dodges are possible; the attack is determined by a straight roll of the die for each target.

- “Thermic Damage”: Bile Laser blasts now store thermic energy, inflicting continuous burn damage to the target. Each blast continues to inflict 2D8 M.D. per melee round to the target for the next 1D4 melee rounds.

Common Skills: Standard

O.C.C. Skill Program: Assassination (+10%, if evil, but Disguise is replaced with Military Etiquette) or Guerilla Warfare (+15%, if good), plus Reconnaissance/Scout (+20%), and either Naturalist/Nomad (+10%) or Outdoorsman (+10%).

Elective Skills: Select five Elective skills from the following list at first level plus one new Elective Skill at levels 2, 4, 8, 10, 12, and 14. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any

Espionage: Any (+10%), except

Disguise and Impersonation.

Medical: First Aid only.

Military: Any (+5%)

Physical: Any

Rogue: Any (+5%) except Seduction and many, like Sleight of Hand, suffer penalties from the clawed hands (listed above.)

Science: Advanced Mathematics only.

Technical: Any (+5%)

Transportation: Any, except Pilot Wing

Pack, Host Armor Combat, and War

Mount Combat.

Wilderness: Any (+10%)

W.P.s: Any

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional Secondary skill at levels 3, 6, 9, 12, and 15. These are

additional areas of knowledge that do not receive any special O.C.C. bonuses. M.D.C. Living Body Armor: A suit of personalized “living body armor” specially crafted for the Profane Archer’s spindly frame. The Profane Archer receives 4D10+45 Bio-E for additional enhancements, but is limited to the categories of Eyes & Vision Enhancement, Other Sensory Features, Offensive Bio-Weapons and Ranged Bio-Weapons, Ranged Weapon Upgrades and/or Extra M.D.C. (2D6+18 M.D.C. per 10 Bio-E). Note: The Profane Archer typically goes for Heavy Hide Armor or Leatherback Armor because they do not hamper running speed or mobility, but may select one of the heavy armors instead. Standard Equipment: Specially designed military fatigues, and extra suit of non-living M.D.C. armor, dress clothes, survival knife, utility belt, first-aid kit, a Face Wrap (gas mask), hatchet for cutting wood, one weapon for each W.P. with an appropriate amount of ammunition for heavy combat, tent, knapsack, backpack, two water canteens, emergency food rations (2 weeks worth) and personal items. Money: Has 1D6x100 credits, in precious metals, relics, or trade items, as well as 6D6x10 in available credits. As always, money can be spent now on additional equipment or saved for later. The Upside: You’re fast, you’re agile, you’re sleek, and you can strike from any angle, direction, or distance. Your eyesight, combined with your extraordinary balance, easily makes you one of the best snipers on the planet. Your bile laser is an incredible weapon; it doesn’t jam, it doesn’t need any external ammunition sources and it gets better with use. With your bile laser and claws, you’re never truly without a

weapon; disarming you is next to impossible. On top of all that, you know how to live off the land, and can survive for weeks at a time without assistance. The Downside: You’re obviously not human, and this can often lead to altercations when away from your House. Though you are a M.D. being, you’re not meant for heavy combat and need to keep your distance to be most effective.

### **Ragdoll**

Written & Created by Quantum  
The Scarecrows, those creepy, strange, power-hungry creatures that serve their mysterious Librarian masters. They are feared for their strength, speed, and agility. They strike fear into even the most hardened soldier. They have remained unchanged by the librarians for years. Until now...  
As the Kraken's assault the shorelines, no one noticed the strange figures crawling out of the Leviathans in the shadows. They did not fire a shot, merely disgorged their passengers. The first to meet them did not even see them as their bodies were literally ripped into two halves and thrown 20 feet (6m) from their origins. Later, some received a glimpse of the creatures. They looked like normal scarecrows, withered, desiccated humans, but there was something wrong. Their muscles seemed overly large, and tore through the skin at points. The movements were less smooth than a scarecrow's, and when they moved; they seemed to twitch and spasm forward. The slow, hypnotic movements delayed the watchers just long enough, and the creature launched itself forward, wrapping its limbs around the host armor's torso, and with a couple of wrenching motions, flung the upper half



away. That was the first documented report of what we have come to know as the Ragdoll.

The Ragdoll is a Special Forces version of the Scarecrow. They have been bio-engineered and fed the elixir of life. This deadly combination makes a warrior with unparalleled strength. The elixir provides the supernatural strength, but the bioengineering provides the unique muscle twitching that makes the Ragdoll what it is. The uncoordinated movements, and the ripping muscles, actively increase the Ragdoll's strength for their favorite attack. The Ragdoll wraps its arms around a person, and the muscle spasm releases ALL the energy in the contracted muscles, usually resulting in dismemberment. The twitching muscles, which seem random, are subconsciously controlled, allowing them to dodge even energy blasts without a thought. One last bio-enhancement provided to the Ragdoll is the inclusion of an elixir storage pouch, allowing them to spend more time away from the house.

Alignment: Almost always evil or selfish

Attribute Requirements: None, but a high PS always helps these straightforward fighters

Attribute Bonuses: +3D6 PS, which becomes Supernatural, +2D6 PE, and life extended to 150 years

O.C.C. Bonuses: +1 attacks per melee round, +4 initiative, +8 automatic dodge, +4 vs poisons, toxins, and disease, +5 to saving throw vs Horror Factor

Base S.D.C.: Not Applicable; see Scarecrow's Super-Endurance (see Splicers sourcebook).

Ragdoll O.C.C. Powers:

1. Muscle Spasms: Reduce P.P. by -1D4, and can perform a tearing attack. Once Ragdolls grapple an opponent, the Ragdoll can use attacks per melee to try

to rip the opponents in half. Roll to strike to see if the torque for the attack is right, no bonuses. Each attack does 1D6X10 M.D., and on a natural 19-20 the target is ripped in half. Each attack does 1D6 M.D. to the Ragdoll himself as his muscles rip through his skin.

2. Supernatural Strength: Human strength becomes Supernatural P.S., even stronger than most Splicers (which is the equivalent to Robotic P.S.). The Ragdoll can carry up to 50 times his P.S. attribute in number in pounds, can lift up to 100 times his P.S., and inflicts Mega-Damage with his bare hands and feet in melee combat (See the Supernatural P.S. damage table for exact M.D. numbers (see Splicers sourcebook). Note: Minimum P.S. is 30, if lower, adjust P.S. to 30.

3. Super-Endurance: Becomes a Mega-Damage being with 1D6X10 +P.E. attribute number for M.D.C. Add 2D6 M.D.C. per level of experience, starting at level two. Supernatural endurance allow Ragdolls to fight and conduct strenuous exercises/activity 10 times longer before feeling the effects of exhaustion, and remains alert, operating at full efficiency for up to 5 days (120 hours) without sleep. Has a problem getting to sleep, but only requires 3 hours of sleep.

4. Super-Speed: Add 1D4X10 to speed, Ragdolls are slower than normal Scarecrows due to their awkward movement. Increased leg spasms allow the Ragdoll to leap 120 feet (36.6 m) up or across after a short run (half from a dead stop), and 60 feet (18 m) high without a short run.

5. Super-Healing: Ragdolls bio-regenerate 2D6 M.D.C. per melee round and is +20% vs coma and death.

Virtually impervious to pain, no amount of physical pain will impair the Ragdoll

until he is down to zero M.D.C. or less. At that point the Ragdoll will collapse into unconsciousness, but the Ragdoll will continue to regenerate and when back up to at least 3 M.D.C. above zero, the Ragdoll regains consciousness and is ready for action within 1D4 seconds (one melee action).

6. Superior Senses: The Ragdoll possesses the same incredible acute senses as the Scarecrows: Crystal clear sight and hearing, can clearly read a street sign about one mile (1.6 km) away and hear a whisper (a 10 decibel noise) up to 100 feet (30.5 m) away. Senses of touch and taste are slightly increased, about twice as good as a normal human. The sense of smell, however, is greatly enhanced, roughly equal to a dog's (a thousand times more keen than a normal human). Ragdolls can track a scent that is two days (48 hours) old, provided it hasn't rained in time, and recognize an odor from smelling a small sample.

Specific scent abilities:

1) Recognize and accurately identify general/common/known smells, including gases, food, and other distinctive odors.

Range: 100 feet (30.5 m) per level of experience.

Base Skill: 60%+2% per level of experience

2) Identify specific odors, including the scent of specific individuals, items, or monsters.

Range: 25 feet (7.6 m) +10 feet (3 m) per level of experience.

Base Skill: 36% = 2% per level of experience (+10 % to recognize familiar or common scent, +15% to follow a blood scent).

3) Track by smell alone! Does not need to follow tracks or any other visible trail.

Range: Roll once for every 1000 feet (305 m) of the trail.

Base Skill: 30% +4% per level of experience. A failed roll means the trail has been temporarily lost. Two successful rolls out of three means the trail has been rediscovered. After two failures the trail is permanently lost. Cannot track by smell through moving water.

7. Retractable Finger Talons (Optional): These set of razor sharp talons retract into protective sheaths within the thick muscled fingertips, leaving only a slight pointed edge that the casual observer is not likely to notice... until it's too late.

The talons are used to help secure struggling quarry/opponents for the muscle spasm assaults and aid the Ragdoll in climbing when necessary.

Maximum Damage: +1D6 M.D. to normal punch damage, and 4D6+10 M.D. for Claw Strike/Slash Attack.

Bonus: +15% to Climbing Skill

8. Horror Factor: The Ragdoll has a natural Horror Factor of 11 at first level that increases by +1 at levels 3, 6, 9, 12, and 15.

9. Penalties: In addition to the desiccation, which reduces the P.B. by ½, and M.A. by -1D4, he cannot resist orders from his librarian. If the commands seem suicidal or against the Ragdoll's alignment, he can attack to save at -6, he loses 1D6 MDC every year after his transformation from permanent damage of the muscle spasms. Can go up to two months before running out of elixir of life with a full storage pouch. Cannot detox, as afterwards the muscle spasms would destroy the character. He is -5 to strike with ranged weapons.

Common Skills: Standard

O.C.C. Skill Programs: Assassin +20% or Espionage +20%, Martial Artist, and 2 or choice at +5%

Elective Skills: select two additional skills from Espionage or Rogue, one

physical, and one of choice at level one. Select one additional Elective Skill at levels 2, 4, 6, 8, 10, 12, 14. All new skills begin at level one proficiency.

Communications: Any (+10%).

Domestic: Any, except Begging and Wardrobe & Grooming

Espionage: Any (+10%), except Disguise and Impersonation.

Medical: None.

Military: Any (+5%), except Demolitions, Demolitions Disposal and Demolitions Underwater.

Physical: Any, except Boxing.

Rogue: Any (+15% to Prowl), except Seduction.

Science: Advanced Mathematics only.

Technical: Any.

Transportation: Any, except Host Armor Combat and War Mount Combat.

Wilderness: Any.

W.P.s: Any, except W.P. Paired Weapons, Modern Weapons and Quick Draw.

Secondary Skills: Five secondary skills at level one, and one more at levels 3, 6, 9, 12, 15

MDC Living Body Armor: Never wears one, as it restricts the overly large muscles.

Standard Equipment: Vest of office, hooded cloak, set of dress clothes, Face Wrap, tinted goggles, one light Bio-weapon, two MDC daggers, weapon for each WP, knapsack, backpack, saddlebag, water skin, two weeks emergency rations. The daggers and any other melee weapon have 1D4X10 Bio-E available for upgrades.

Money: 2D4X100 credits

Upside: You are the strongest there is. You can rip a human in half in a second, and can wrench open a host armor given time. You are the future face of the

Librarians and will destroy your enemies swiftly.

Downside: You are a slave to your Librarian, and there is no way out. When he goes crazy, you have no choice but to go along with it or be crushed by your own spasm muscles.

## **Reaper**

By Vaporsight

This is mostly background and work in progress for a variant host armor based on Slappy's Swarmlord. I came up with the idea while running a campaign earlier this year. At gencon, me and one of my players had the pleasure of meeting Chuck Walton and his excitement for the setting renewed my interest and stoked the ole intellectual fires. That being said, lemme introduce you to the idea behind the Reaper.

Developed by a minor house to fill a rather strange role, both as a spiritual icon linked with their views on life and death, and as way to make the impact of inter-House warfare less of a resource drain, this House created a variant of their Swarmlords. By tweaking the metabolism and changing some fundamental aspects of the armor, they created a horror to behold. One that was seldom seen, but for the most dire circumstances. The Reapers oversee the introduction of genetic material to the Genepool and protect their Engineers and fledgling Saints.

In a seedling or other settlement, outside their host armors, a Reaper pilot has a strange role. They oversee the rites of the dead and their introduction into the bio-mass of Genepool.

Reaper armor differs from a Swarmlord in a few different ways, most notably is the lack of a swarm. The hive is replaced by a rookery. Unlike the falconer's more

flexible Warhawk, the Reapers rookery holds a myriad of single purpose birds. Another major change is the fact that Reapers are always Carnivore, Vampiric, or Parasitic in Metabolism.

While Reapers see some field time against the Machine, they are primarily fielded as shock weapons against other human Houses to keep them in line. After battle, they scour the field, gorging themselves and their Ravens on the bodies of the dead. While much of this fuels the rapacious demand of the Rookery and Armor, the excess is stored in fat cells for later deposit into the Genepool.

The minor house, was based somewhat on Celt mythology, and as far as the way I used them, they had eventually been absorbed by a House based on Nordic myth.

As these guys were boogie men in my campaign, I only have the barest idea of stats and such. I am planning on using the Swarmlord as a template, or make it a template that you lay over the Swarmlord. They are big, hulking, and scary. They wield a scythe as badge of office and some have access to a splicer's-tech upgrade to their armor that gives them a cloak that literally soaks up blood and the like as it brushes the dirt. As said, these guys are boogie men. This is the basic stats and such for the Reapers. I used the Swarm Lord by Slappy as a template.

Alignment: Any, but typically Aberrant or selfish.

Attribute Requirements: I.Q.: 13, M.E.: 14, and P.S.: 14 or higher.

Attribute Bonuses: +1 to I.Q., +1D6 to M.E., and +2D4 to P.S.

O.C.C. Bonuses: +2 to save vs. insanity, and +6 to save vs. horror factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Basic Military (+20%), Athletics (+10%), Bio-Technology (+10%), and Infantryman (+10%) or Medical Coroner (+10%).

Elective Skills: Select any one Wilderness Skill and three Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Any (+5%)

Medical: First Aid only.

Military: Any (+5%)

Physical: Any

Rogue: Gambling and Find Contraband only.

Science: Any (+5%)

Technical: Any

Transportation: Any, except Pilot Wing Packs.

Wilderness Survival: Any (+10%)

W.P.s: Any

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Reaper Aerie Armor: The Reaper receives an experimental Host Armor design known as The Aerie, the Bio-Tech equivalent of living power armor, brimming with weapons, Bio-Enhancements, and a special organic nest that continuously spawns powerful Bio-Tech avians. The Reaper is genetically bonded to one specific Hive Armor.

Step One: Standard for Host Armor, except for the following changes:

M.D.C. of the Nest is 2D6x10+30, speed and leaping ability is reduced by 15

percent, and weight is increased by 4D4x10 lbs.

Step Two: Determining Metabolism.

Aerie Armor is either Carnivore or Vampiric. All aspects are identical for normal Host Armor, except that Aerie Armor must consume twice the usual amount of food each day. This is necessary to sustain the various types of avians that grow within the aerie.

.Step Three: Available Bio-Energy points for the Reaper is M.E. attribute number, +P.E. attribute number, +1D4x10 points, plus points from their chosen metabolism. These Bio-E points can be used to purchase Bio-Enhancements from any category except Ranged Bio-Weapons. In addition, the Reaper starts with 5D4x10 Bio-E points that are used to purchase Avians for the character's personal murder. Each level of advancement, starting with level two, the Reaper gets an additional 1D6 Bio-E to add to the capabilities of the actual Host Armor, and 1d4x10 Bio-E points to be used to strengthen the Aerie. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience.

If the Reapers Hive Armor is destroyed, another will be bonded to him. It will only have the most basic Bio-Enhancements, but it will have 5D4x10 Bio-E points available to purchase Avians. Reapers are just too rare, and the Resistance does not want to squander their training.

Step Four: Biological Enhancements, Weapons, and Avians. Bio-E points allocated for Bio-Enhancements and Avians must be spent separately.

Selections can be made from any of the categories, except Ranged Bio-Weapons. The energies of the suit are dedicated to manufacturing Avians, and trying to

create ammunition for other Bio-Weapons proves to be just too much for the suit (and the pilot) to handle.

Besides, Reapers consider their Avians to be far superior weapons to any Bio-Weapon available for "lesser" suits of Host Armor, so they do not see this as a limitation at all.

Special Aerie Armor Bonuses: +6 on initiative and the pilot cannot be surprised from behind, +1 to strike and parry, and +5 to Horror Factor. Avians will also attack anything that threatens the Aerie Armor. Any robot, drone, animal, or even human that attacks the Hive Armor in hand-to-hand combat will be assaulted by any Avian currently perched in the Aerie every time the opponent successfully strikes the armor (just select the most abundant Avian in the character's personal murder in order to determine damage) .

Avian Generation: The organic Aerie constantly spawns new Avians to replace birds that die in combat or from old age. The amount of Avians the Aerie can create is proportional to the total size of the character's personal murder. They can replace half their murder in 24 .

Penalties: As the character adds more Avians to his murder, the organic Aerie mounted on the armor grows larger as well. For every 4 Avians, add another 4D6 M.D.C. to the aerie and 50 pounds to the weight of the armor. The increased weight decreases speed and leaping ability by 10 percent. For every 8 Avians, the Reaper suffers additional penalties of -2 to parry and dodge. Once the swarm reaches 16 Avians, the Aerie becomes so heavy it forces the Hive Armor to hunch forward in order to support the weight. When the armor is forced to assume this posture, all penalties from increasing the size of the swarm are doubled. At this point, most

Reapers enhance their Aerie Armor with Elongated Arms in order to keep the suit more stable (future penalties are not doubled, they increase at the standard rate).

Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, first-aid kit, Face Wrap, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, tent, knapsack, backpack, two water skins, two week supply of emergency food rations, and some personal items.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

1. The Reaper's Ravens are much like bug swarms, since the base Armor was based largely on the Swarm Lord, they can start with a few powerful Ravens or a myriad of weaker but utility birds. We are looking at around 3-5 for a starting Reaper.

2. They cost Bio-E that can be spent on more Ravens and Crows, or upgrading existing ones.

3. So far we have only a few Raven types, and we are coming up with better names once I have something worthy of posting; the largest of the Birds are meant to get close and physically attack their opponents with powerful talons and armor piercing beak. This is the bird most commonly seen with Reapers as this is also the model that can gorge and recover genetic material for the Pools. The next largest is what we call the Beamer, having basically a Bio-Energy vent built into the mouth, it is not as physically tough, but makes up for durability with ranged capability.

The smallest of the offensive birds is a shedder, many of their non-primary flight feathers are actually rather advanced organic missiles. They don't have the explosive power as those on host armor, but they are meant to attack flesh targets and rip them apart with razor edged missiles more than detonations.

The last type is called the Vulture and is truly large compared to it's cousins, its big noggin is packed with sensory enhancements and like all of the birds, has a biocomm built in, though slightly more advanced than it's combative brothers and sisters allowing the Reaper to share senses and benefit from some of its capabilities.

4. As envisioned, Reapers are actually a carry over of a minor House that had been absorbed by a Great House we've patterned on Norse mythology and the Reaper house as something akin to Celtic. That being said, the house has been full absorbed and integrated into the larger whole and the Reapers have made a true name for themselves. As someone said earlier, they are the Choosers of the Slain on the battlefield and there is an honor to being Culled by a Reaper. Most funeral rites involve a Reaper attending like a minister does last rites. To be shunned by the Reaper is to be found not worthy of providing for the House.

The Reapers and their Engineers have a strange relationship with the Great Houses Librarians. The House of the Aesir maintain three separate Librarians that they call the Norns. The Norns control the fate of the house, how it will be led and keep the lore and such, but once someone has fallen, their thread of fate is cut and no longer under their purview.

Among the forces of the house, it is a privilege and a fear to work with a Reaper. Dreadguard find it an honor to fight next to them, though this is lessened by the fact that Reapers are usually only sent on the field when fighting other Houses. Biotic's, because of their odd standing in the house as it is, are usually overjoyed to fight with a Reaper nearby since if they fall they are almost guaranteed to be fed back to the Vats and enter the Houses version of Valhalla.

Beamers- Flying energy expulsion vents, Beamers are small targets that resemble natural crows at a distance. Up close it is impossible to mistake them for anything natural. Their vent mounted just along the chest aimed by the head. They have basic senses, unless a vulture is nearby. +5 to strike and dodge

Base speed 70 mph

Base MDC 40

Deals 2d8+10 M.D. (cannot take aimed shots)

May fire 10 blasts per minute before needing rest.

3 attacks per melee– 30 bio-e

Increased Speed +2 to dodge– 10 bio-e

Increased Size +10 MDC and +2 damage and gain 5 more shots per minute, -1 dodge– 20 bio-e

Flame Breath- (Cannot already have Lightning Discharge, or Mega-Beam Upgrade) this upgrade replaces the Beamers standard attack and gives them a variant of flame breath dealing 3d12 ONCE per melee and has a range of 30 feet.- 15 bio-e

Electrical Discharge- (Cannot already have Flame Breath, or Mega-Beam Upgrade, must have Increased Size)- this upgrade replaces the Beamers standard attack and deals 2d12 electrical damage and have a chance to be stunned. Range of 30 feet. – 10 bio-e

Mega-Beam Upgrade- (Cannot already have Flame Breath, or Electrical Discharge upgrades, requires Increased Size and Solar Wings) this mutation brings forth the most damaging capabilities of a Beamer, requiring 2 melees to deploy and fire, dealing 1d8x10 mega damage at targets nearly half a mile away. While deployed, the bird loses all bonuses to Dodge for one melee round. 30 bio-e

Solar Wings (Requires increased size)- +10 damage, makes payload effectively unlimited. +10 MDC. 20 points

Ripper

+5 to Strike and Dodge

Base MDC of 60

Dealing 2d6+3 mega-damage per strike.

Always attack the head or exposed sensors and do not suffer the negative for normally attacking small targets. 3

Melees per round – 15 bio-e

Increased Speed +2 to dodge– 10 bio-e

Increased Size +10 MDC and +4 to damage– 20 bio-e

High Frequency Claws (Cannot already have Acid Edged Talon) +2 to strike, +1d6 damage– 20 bio-e

Acid Edged Talons – (Cannot already have High Frequency Claws) deals an additional 1d6 acid damage for 1d4 rounds following a successful strike. 15 bio-e

Claw Upgrade 1 Base damage becomes 3d6– 10 bio-e

Claw Upgrade 2 (requires Increased Size) Base damage becomes 3d6+6– 20 bio-e

Flying Blade Plumage (requires Increased Size) – gain a flying blade dealing 1d4 mega-damage. 4 bio-e ea (max 4)

Missile Hawks – +5 to strike and dodge base MDC 40

has four missiles that take four hours to regrow. Dealing 5d8 with 5m blast

radius, per missile. 3 attacks per melee.  
 40 bio-e per bird  
 Increased Speed +2 to dodge– 10 bio-e  
 Increased Size +10 MDC and gain 4  
 more missiles, -1 dodge– 20 bio-e  
 Solar Wings (Requires increased size)-  
 Reduces regrowth time by 1 hour. +10  
 MDC. 20 bio-e  
 Point Defense Cells (Requires Solar  
 Wings)- Places a cluster of Super Light  
 Cells along the head and wings, to  
 provide defence against missile fire.  
 Each cell gets a reaction shot at any  
 volley of incoming missiles, or they can  
 be used when in close with an enemy  
 (within 30 feet). When used as offensive  
 weapons they gain no bonus to strike  
 and deal 1d10 damage. Using the cells in  
 this way uses all the birds actions per  
 melee. 6 bio-e each (8max).  
 Harrier(Requires Increased Size, and  
 cannot have Phoenix or Thunderbird  
 upgrades)- doubles payload of missiles,  
 +2 to strike and dodge, each missile  
 dealing 7d8 with no blast radius. 20 bio-  
 e  
 Phoenix (Requires Increased Size,  
 cannot have Harrier or Thunderbird  
 upgrades)- For every two missiles, the  
 missile hawk can grow one napalm  
 canister dealing 3d8 damage with a 15m  
 blast radius. Anything in the radius  
 continues to burn for 1d4 rounds,  
 dealing 2d8 mega-damage per melee. 20  
 bio-e  
 Thunderbird (Requires Increased Size,  
 Cannot have Harrier or Pheonix  
 upgrades)- For every two missiles the  
 newly christened Thunderbird can grow  
 one Lightning cannister. This cannister  
 deals 5d10 electrical damage, potentially  
 stunning living targets or EMP machine  
 ones. 20 bio-e.

## Red Liners

By Krispy

“Most motorcycle problems are caused  
 by the nut that connects the handlebars  
 to the saddle.”

Put simply, Red Liners are daredevil  
 maniacs on wheels. Rather than ride  
 animals or clunky cars, these thrill  
 seekers charge into battle on souped up  
 combat motorcycles and lightening  
 quick hovercycles, the faster the better.  
 While Road Dogs protect the clan, Red  
 Liners are the experts at quick hits,  
 feints, ambushes, and surprise attacks.  
 Most Red Liners are devil-may-care  
 crackpots who charge into the heart of  
 battle — they zip in and out of forest  
 tangle, snake along winding canyon  
 systems, and charge straight at  
 N.E.X.U.S. herself.

In combat, Red Liners swoop in, raining  
 death from all directions, weaving  
 around other vehicles and fallen  
 comrades, and dodging enemy fire,  
 while engaging in wild attack runs at  
 200+ mph (320+ km)! They make  
 acrobatic maneuvers and use surprise  
 attacks that scatter, confuse and hurt the  
 enemy. Riding into battle isn't as easy as  
 one might think, especially if one wants  
 their troops to remain disciplined and  
 organized under heavy weapons fire,  
 explosions, and swirling melee combat!  
 It requires skill, focus and courage, all  
 commodities held in abundance by Red  
 Liners.

Away from combat, Red Liners are  
 bawdy, lively, outspoken, rough and  
 tumble nomads given to noisy  
 gatherings, wrestling, roughhousing,  
 practical jokes, loud laughter,  
 storytelling, singing, dancing, sports, and  
 good-natured brawling and teasing.  
 Physical power, prowess and skill are  
 appreciated and shown respect, but they  
 are just weapons, like the sword and



rifle; a man's true worth lies in how he uses his weapons.

### Special Red Liner O.C.C. Abilities & Bonuses

1. Special Combat Maneuvers: Red Liners love to fly in overhead or make spectacular leaps with their vehicles to land in the middle of enemy forces or even on an enemy vehicle!. In the case of TechnoJackers, their nanoarmor helps to protect them from the fall and inevitable gunfire. From a tactical point of view, most enemies are so startled and unnerved by this daring attack that those involved or nearby are momentarily stunned; equal to a Horror Factor of 16. Those who roll below a five actually run away and lose 1D4+2 melee attacks/actions other than to run and take cover. Most others (a roll of 5-16) are momentarily dumbfounded and lose two melee attacks/actions even as the Red Liner and any passengers continue their attack. This maneuver is incredibly effective against small groups of 6-12 enemies, especially if a pair of Red Liners are making the attack, because it causes confusion, divides/scatters the group and inflicts damage. Using this tactic on larger groups is usually suicidal.

2. Red Liner Vehicle Combat Driving: This skill supplements other driving skills and makes the Red Liner a master of the roads when driving ground vehicles (ground hugging hover vehicles are included, but aircraft, 'bots and power armor are not). Red Liners are aggressive road-hogs and cool-headed "chicken" player. Tricks, dangerous maneuvers, and car chases are challenging and fun — although any passengers are likely to fear for their lives!

In game mechanics, skill penalties for tricks, vehicular attacks (ram, sideswipe, etc.), and evasive maneuvers are reduced by half, plus the character is +2 to dodge when driving, +2 to roll with impact to survive a crash, punch, or fall, +1 action/attack per melee round when using a vehicle (an extra turn, leap, shot with a vehicle's weapon, etc.) and an additional +1 to dodge when piloting small, fast vehicles like jet packs, hovercycles, snow mobiles and motorcycles. Piloting on instinct when blinded or vision is obscured by smoke, fog, etc., means reducing piloting skill only by half (as opposed to -90%).

3. Trick Shooting: Like the Road Dogs, Red Liners have mastered some of the arts of Trick shooting:

- Can fire a traditional two-handed weapon, like a rifle, one-handed without penalty (normally the shooter loses all strike bonuses).
- Can fire a weapon from a moving vehicle with only a -2 penalty and can even make an aimed or "called shots" from a moving vehicle.

4. Special OCC Bonuses: +2 on initiative, +1 to roll with punch, fall or impact, +1 to pull punch, +2D6 to physical S.D.C., +2 to save vs. Horror Factor at levels 1, 3, 6,9,10, 12 and 15, and immune to the effect of their own special attack (and similar) as noted above.

Alignment: Any, but most are Unprincipled (25%), Anarchist (33%), and Miscreant (20%).

Attribute Requirements: M.E. 12 (incredible nerve and daring), and P.P. 14 or higher. A high P.S. and reasonable I.Q. are helpful but not required.

O.C.C. Skills:

Radio: Basic (+10%)

Pilot: Motorcycles (+20%)

Pilot: Hovercycles (+20%)

Pilot: Two of choice (+15%); any except robot vehicles, power armor and ships.  
 Read Sensory Equipment (+10%)  
 Weapon Systems (+10%)  
 Land Navigation (+20%)  
 Wilderness Survival (+10%)  
 Camouflage (+10%)  
 Gymnastics  
 General Athletics  
 W.P. Energy Rifle  
 W.P. Heavy Energy Weapon  
 W.P. One of choice.  
 W.P. Two Ancient Weapons of choice.  
 Hand to Hand: Expert. Hand to Hand: Expert may be changed to Martial Arts (or Assassin if evil) for the cost of one O.C.C. Related skill.  
 O.C.C. Related Skills: Select four other skills at level one and one skill of choice plus one piloting skill at levels 3, 6, 9 and 12.  
 Communications: Any (+5%)  
 Domestic: Any  
 Electrical: Basic Electronics only.  
 Espionage: Wilderness Survival only.  
 Mechanical: Basic and Automotive Mechanics only (+10%).  
 Medical: First Aid only.  
 Military: Any  
 Physical: Any, except acrobatics.  
 Pilot Skills: Any (+10%)  
 Pilot Related Skills: Any (+10%)  
 Rogue Skills: Any  
 Science: Astronomy and Math only (+5%)  
 Technical: Any (+5%)  
 W.P. Any  
 Wilderness: Any (+5%)  
 Secondary Skills: The character also gets to select four Secondary Skills at level one and one additional skill at levels 2, 5, 7, 10, and 14. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level. Also, skills are

limited (Any, Only, None) as previously indicated in the list.

Standard Equipment: A suit of M.D.C. body armor that is typically a hodgepodge of homemade armor (50-60 M.D.C.), but any modern armor (30-100 M.D.C.) can be used. Most Red Liners prefer medium and heavy armor. The character starts with a large Vibro-Sword or Vibro-Claws, and one weapon for each W.P. plus four extra ammo-clips for each. Other items include a survival knife, pocket mirror, gas mask and filter, tinted goggles, hatchet for chopping wood, flashlight, lighter, a medium-sized sack, saddlebags, backpack, bedroll, a canteen or water skin, belt, boots, travelling clothes, cloak or cape (often fur), 30 feet (9 m) of cord (600 lb./270 kg test strength), and some personal items. Additional weapons, explosives, and special items over time (and through role-playing).

Vehicle: All Red Liners begin with a top of the line motorcycle or hovercycle.

Money: Starts with 2D4x100 credits and 2D4x100 worth of tradeable goods.

Wealth is not as important to the Red Liner as fame, glory, and an opportunity to kick some ...

## **Road Dog**

By Krispy

“Strong and content I travel the open road”.

The Road Dog is a toughened, grizzled veteran of the forgotten causeways forged by the lost civilizations. Most Road Dogs are sworn to protect their Traveler clan, his vehicle (typically a souped-up car, motorcycle or hovercycle) and his body placed on the line daily to allow the clan will to scratch out an existence. Road Dogs are

both protectors and providers for their clan; their skill behind the wheel combined with their fighting ability and knowledge of the highways makes them more than capable of dealing with any hostile forces that threaten the clan. Road Dogs are responsible for the protection of their clan and will frequently scout ahead, run interference, and generally remain a watchful guardian over the rest of the clan. Unlike the Marauder, the Road Dog of the highways is something of a self-styled hero meting out justice and retribution and protecting the innocent. While some may be loners, most are committed to the protection of their fellow Travelers, even those not of their clan. These individuals are supportive of what friends they have, hate injustice and slavery (they more than most, they appreciate freedom) and are full of vengeance for any wrongs committed against them or innocent people, especially children.

In the wilderness of Splicers, Road Dogs are fiercely protective of their Traveler clan. However, all but the most hardened Dogs will often come to the aid of peasants, Retro-Villagers, and other nomads. The Marauders and Machine forces are primary enemies, but Road Dogs also battle Waste Crawlers, monsters, and all dark forces who seek to pillage, enslave, torment and kill the innocent and helpless. All have seen a lot of combat and many have traveled the roads their entire lives, often in a cloud of dust at 100+ mph.

While committed to their Traveler clan, Dogs have been known to frequently aid in struggles of growing communities, Retro Villages, and even the occasional Great House. Ironically, the Road Dog sees the people he protects as better than him, more responsible, more noble, and

more civilized. There is a sort of code or honor that all Road Dogs seem to instinctively embrace. The Road Dog understands it's all a man can do to survive out here without going at each other's throat. But all too often might makes right and justice comes at the end of gun.

As noble and heroic as the Road Dog can be, they are ruthless when it comes to combating those they despise, N.E.X.U.S. and Marauders in particular. Such enemies are fair game, and Road Dogs show little to no mercy in dealing with them. Frequently, the Road Dog attacks them on sight without provocation and with extreme prejudice. When the battle is done, he takes what prizes he wants from their battered or dead bodies: weapons, ammunition, E-clips, fuel, water, food, clothes, etc. — even their vehicles, or strips them down for spare parts or trade. Likewise, since Marauders, Waste Crawlers and N.E.X.U.S. are fair game, the Road Dog has no qualms about lying, cheating, or stealing from them.

Road Dogs can be an enigma to other characters, performing acts that seem cold, contradictory or which others simply don't understand. One moment the warrior may be obviously touched by an act of kindness, beauty or love, and the next, step over a dying enemy lying in the smoking wreckage of his vehicle to retrieve the gasoline in its tank or the ammo-belt around his waist. Gentle, compassionate and often completely selfless toward Travelers, farmers, and peasants trying to carve a life out of the wastelands, they are merciless and cold-blooded to their enemies, killing without remorse. They are an enigmatic mix of good and bad, mercy and revenge, gentleness and cold steel. Furthermore, a lot of them hide their fears, dreams and

emotions behind the rough exterior, concealing a compassionate soul that longs to find some peace in the world. Few Dogs live past the age of 35. None can deny that they get a thrill out of the speed and the danger of car to car road fights and combat in general. While most Dogs watch over a Traveler clan, some may travel alone, in pairs or hook up, for a time (days to years) with other adventurers.

#### Special O.C.C. Abilities & Bonuses:

1. TechnoJacker: All known Road Dogs are TechnoJackers, and possess all TechnoJacker abilities as outlined in the Splicers main book.
2. Crash Survivability: They know the absolute limits, strengths and weaknesses of their machines. This includes knowing how to brace oneself or go limp during a crash; many able to walk away from the worst wrecks with little more than scratches. As such, they are +2 to roll with punch, fall or impact at levels 1, 3, 5, 7, 9, 11 and 13, and +10% to save vs. coma and death. A successful roll with impact means taking half damage. Even in M.D.C. smash-ups, the character takes S.D.C. and Hit Point damage rather than M.D.
3. Natural Driving Ability: All Road Dogs are "naturals" at piloting almost any vehicle. The character is +15% to pilot any vehicle he is trained with and +25% on one particular favorite vehicle type of choice (usually a car or similar). Furthermore, Road Dogs get their full combat bonuses while in a vehicle, as well as additional abilities (see Vehicle Combat Skill, below). When faced with an unfamiliar vehicle, the Road Dog has a base percentage of 30% plus 1% per level of experience, plus I.Q. bonus, if any, to pilot it. If the vehicle is very alien and difficult to operate, the Road Dog has a base chance of 15% plus 1%

per level and I.Q. bonus. Note that this ability does not allow the Road Dog to use any weapons and sensor systems, just to pilot the vehicle. The Game Master may rule that some vehicles cannot be used even by this character.

4. Vehicle Combat Skill: Road Dogs are truly one with their vehicles, beyond even other Technojackers. These are the bonuses and abilities the Road Dog gets when he is behind the wheel of a vehicle.

- +2 extra attacks/actions per melee round, +1 additional attack/action at levels 5, 9, and 15.
  - +4 non-combat actions per melee round. These are actions that do no damage and involve maneuvering to dodge, swerve, brake, accelerate, etc.
  - +2 on Perception Rolls
  - +1 on initiative at levels 1, 3, 5, 7, 9, 11, and 13
  - +2 to strike with any vehicle mounted weapons with an additional +1 at levels 2, 4, 6, 9, and 12.
  - Automatic Dodge, even if piloting a vehicle that does not normally have a dodge, such as a tank. However, the vehicle must be traveling at a minimum speed of 50 mph for this dodge. +1 to this auto-dodge at 1, 2, 4, 7, 11, and 15
  - Can "goose" the vehicle for an additional 10% greater speed and range than is believed possible based on the vehicle's description
5. Snapshooting from a moving vehicle:
- Can fire a traditional two-handed weapon, like a rifle, one-handed without penalty (normally the shooter loses all strike bonuses).
  - Accurately shoot while riding or driving a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible.
6. Stubborn and Rugged: With all Road Dogs, a certain concrete willpower tends

to develop; +2 to save vs. mind control, pain, hallucinatory drugs and similar effects.

7. Special O.C.C. Bonuses:

+1D4x10+15 S.D.C., and +1D4 to P.P., P.E., Spd, and M.E. attributes.

Alignment: Any, but tend towards Scrupulous, Unprincipled, Anarchist and Aberrant.

O.C.C. Requirements: I.Q. 8, M.E., P.P. and P.E. 10 or higher.

O.C.C. Skills:

Speaks English and The Cant at 88% +2% per level (most are illiterate)

Basic Math (+10%)

Radio: Basic (+10%)

Detect Ambush (+10%)

Basic Mechanics (+10%)

Automotive Mechanics (+12%)

Vehicle Armorer (+10%)

Pilot: Automobile (+20%)

Pilot: Motorcycle or (+20%)

Pilot: One of choice (+15%)

Roadwise (+20%)

Land Navigation (+20%)

Wilderness Survival (+10%)

W.P. Knife

W.P. Energy Pistol

W.P. Three of choice (any)

Hand to Hand: Expert to start, but can be changed to Hand to Hand: Martial Arts for one O.C.C. Related skill selection or to Assassin for two skills.

O.C.C. Related Skills: Select three Physical skills of choice (any) plus four other skills. Select one additional skill at levels 2, 4, 6, 9, 12 and 15. New skills start at the first level of proficiency.

Communication: Any (+5%)

Domestic: Any

Espionage: Any

Medical: First Aid, Holistic Medicine and Paramedic only (+5%).

Military: Any (+5%)

Physical: Any (+5%), except Acrobatics and Gymnastics

Pilot: Any (+10%)

Pilot Related: Any

Rogue: Any except Computer Hacking.

Science: Math only.

Technical: Any (+5%), except Computer Operation and Programming

Transportation: Any (+10%) except Pilot Wing Packs, Host Armor Combat, and War Mount Combat.

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: Also select four Secondary Skills from the previous list.

They are limited by "Any, Only and None," and do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency. The character may select one more

Secondary Skill at levels 3, 6, 9, and 12.

Standard Equipment: Starts with a suit of homespun M.D.C. armor or light to medium armor. Other equipment includes one or two M.D. weapons and a couple of S.D.C. weapons reflective of the character's W.P., survival knife, 2D4 wooden stakes and a mallet, 1D4 signal flares, 1D4 smoke grenades, camp stove, sleeping roll, some basic rations (enough for 2D6 days), sunglasses or silt goggles, air filter mask, two canteens, three gasoline cans, backpack, satchel, box of matches, cigarette lighter, first-aid kit, and any other bits and pieces okay with the G.M. The vehicle will also carry some essential but very basic tools. If he wants to have a better tool set, he may buy it with his vehicle funds.

Vehicle: The character starts with a high quality car, or pick-up truck or jeep-type vehicle and a 30,000 credit budget to spend on improvements for his own vehicles (any money not spent on the vehicles is not counted as available funds; eliminate it).

Money: Starts with 3D6x100 in saleable/tradable items and 1D6x100 in credits.

## SASQUATCH

By Premier

The Sasquatch is a new type of guerilla warfare soldier that has devoted themselves so keenly to the cause of their Great House and the Resistance that they have also sacrificed their physical humanity to preserve it. These furry soldiers are giants among men and beast among the predators of the wild. Sasquatch are a recent addition to the Resistance and have been assigned to Recon operations, battlefield Warriors, Search and Rescue and Enforcers in the militia and make great defenders, especially at Haven entrances. Sasquatch excel as platoon sentry units when traversing wild habitats where they blend in naturally, especially in the Preserves because of their temporary protection as Gaia is currently “undecided” as to their classification and most robot machines overlook their presence as a natural creature. However, Necroborgs and Necrobots will attempt to predate anything alive and moving. This protected status is sure to change quickly as the Machine inevitably becomes more aware of the Sasquatches’ activities as Gaia is not shy in her biological observations and it will only be a matter of time before Gaia begins to capture live specimens for her cryo-zoos, taxonomy and Xeno-zoological analysis. For now however, as long as Sasquatch role play as natural primate creatures they are often left alone after a few hours of recorded observation by drones or probes. It is during this short window of time that the Resistance should try to utilize the Sasquatches to their

maximum potential to assist surface and amphibious activities.

Sasquatch are often sent ahead of platoons to scout out areas, even running alongside Gorehounds or scouting areas from high above in the treetop canopy, staying concealed in their camouflaged chameleon skin and dense foliage.

Sasquatch are also assigned as Mountain Sentinels to defend and protect hidden Outposts and to comb the harsh climate to rescue comrades and toss foes over the edge, literally.

Few soldiers have been gifted to become Sasquatches and the ones that are, often sad to say, were once the badly disfigured, maimed or severely injured soldiers that have proven themselves immensely in the field, but have been none the less ostracized by haven society because of their unsettling war wounds. Saints & Engineers are simply so rare and extremely busy in most Great Houses that often many soldiers go without corrective cosmetic surgery for days or months at a time before going before one of the benevolent sacred beings. In some cases soldiers who aren’t “dying right away” may have to live with facial disfigurements, lacerations or other unsightly wounds the best they can or even go back into the field, for as long as they can and aren’t becoming infected. Many civilians shamefully don’t want to see the horrific reminders of the war that goes on the surface, nor do they prefer to be reminded of the high costs and sacrifices that are being made every day by those who place their life on the line. This cruel & selfish facet of humanity can be a sad reminder that even while locked in a war for survival against the oppressing Machine, WE still have so much growing to do in order to conquer ourselves. Many Philosophers have

asked what would humans do if they actually won the war against N.E.X.U.S and how would things be governed thereafter, and sadly such selfish and hurtful behaviors may continue to plague man leaving very little as an optimistic future.

Many might consider Sasquatches as simple furry versions of Biotics but nothing could possibly be far from the truth. Biotics are often criminals, mentally ill, rebels or unproven soldiers who are more experimental in design, often viewed as a form of salvaging humans to preserve a form of militia infantry and grunts, even having to mind wipe the humans before the process. Sasquatch however, retain all of their prized previous military knowledge and field expertise as it is invaluable wisdom and experience that the Resistance needs in the field, not another mindless or insane greener. Librarians & Warlords agreed that the time gained from having to avoid training or completely re-training a Splicer and the Bio-E capacity that is already developed makes a Sasquatch a rare soldier commodity. If anything Sasquatches would be closer compared to a Skinjob. However, unlike the stealth & assassin styled Skinjobs, Sasquatch are chosen warriors who have already proven field combative prowess and thus the Librarians decided that Sasquatches will receive devoted rewards for their loyalty and valor in the field and especially for surrendering their bodies to the Talents behind Biotechnology to further the cause of the Resistance.

First, these chosen warriors undergo an unforgettable process quite similar to that of the Skinjobs as their human skin is flayed from their bodies while still conscious as the nerve endings must be carefully separated and connected to live

nerve endings, and painkillers or anesthetics can damage this process. Once the new protective Sasquatch skin and outer fur coat is successfully grafted (lasting nearly 2-3 days of rigorous torture) the next series of physical enhancements are conducted. The next stage, the Warriors are imbued with all sorts of physical recovery, enhanced regeneration and morphological enhancements & powers to strengthen their combative prowess and mobility to survive in the rugged terrain without the need or requirement of Living Armor or Host Armor. The outcome is a specimen that could lure many to push others over to sign up for the Sasquatch program if it weren't for the painful or the very selective process. Sasquatch are beautiful titans of men, with long flowing scentless manes & tufts of hair with corded sculpted muscles that well define their stature and power. The face of a Sasquatch is not like that of a guerilla or orangutan as many might have suspected the Librarians to do, but in fact are quire sentient brewing with intelligent soulful eyes and a slight pronounced muzzle resembling a cross between an alluring Rhesus macaque, Tamarin (Emperor or Cotton Top), Olive male baboon and a slight predatory hint of a Snow leopard. The muzzle houses large powerful canine eyeteeth with the tips slightly revealed at the lip line. The upper bodies of the Sasquatch are well powered and robust exuding extreme amounts of core muscle and strength housed inside. The coat's coloration can range anywhere from blond, bright orange, crème, tan, amber, sable, to dark gray, silver, any shade of brown or solid black or pure Ivory when the Camouflage skin is not activated. Despite all the augmentations Sasquatch still retain their voice box and

capability of speech. They also have a Bio-Comm surgically implanted to where they can speak and communicate to others within a 6-mile radius.

Sasquatch also can utilize and emit an encrypted Beast Roar that can be boomed loudly like a roaring tiger or lion to communicate several worded messages (like a Whales song) across a 5-mile radius. When in combat Sasquatch have been known to release deep growls and roaring like some form of large big cat.

Once a Sasquatch has been reborn and awakened from the Engineer's recovery chamber, they are groomed and checked thoroughly by Geneticist to approve everything. The Sasquatch is then sent to train for several weeks to get accustomed to his new body. This specialized camp is often located in a Preserve & or an isolated mountain range where all the natural senses and abilities can be brought up to speed, honed and executed to meet the required standard (meaning the specs listed in the stats, nothing additional). Sasquatch get one Seasoned Officer to shadow for his training duration until the pup can prove that they have earned the respect of the Officer Sasquatch. Sometimes this is a special tribal hunt (melee weapons only) of a certain formidable alien predator species that will FULLY test & utilize all the required physical attributes of a Sasquatch, or is a feat of agility in climbing to the top of a tall tree or mountain that has treacherous forms of travel and numerous predators or machine patrols that pose a significant threat and to retrieve something back to the leader in a certain allotted time, etc. Once then, they return to the Great House to report for duty and may join any platoon(s) for operation assignments.

Some seasoned Dreadguards suspect this is just another ploy secretly conducted to goad more humans to cheerfully become experimental prototype guinea pigs and puppets for the Librarians causing them to keep a watchful eye on Sasquatch activities. Skinjobs have also taken notice of the well received response of Sasquatch over their more harder to look at appearance and wonder if they will soon be the obsolete models being replaced by the "furry boys." Some Skinjobs make it known that they disprove of jobs being assigned to Sasquatch over them and seek to always demonstrate the Skinjob superiority in the field, especially when it comes to stealth and close range combat. A few recent Sasquatch casualties have been suspected as foul play and to be caused by the hands of Skinjobs.

Alignment: Any, but typically good or selfish, as the warriors have grown much closer & compassionate to their comrades of the militia rather than the cruelty & unappreciative habits of the people they protect and die for. (30% are Principled, 20% are Scrupulous, 30% Unprincipled and 18% Anarchist.)

Attribute Requirements: First and foremost character has historically been either a severely wounded Archangel, Outrider, Packmaster, Roughneck or Skinjob to qualify for the program.

Dreadguards & Saints are hands off and Biotics are too much of a liability to risk the conversion, not to mention they often have insanity issues to boot. Scarecrows are hands off as the call of the Elixir means they will be limited to overall field time where as the Sasquatches are designed to last in the field for long isolated durations at a time. This is not to mention that the Scarecrow's regeneration abilities would fight the surgical conversion process.



With that being said: I.Q. 11, P.E. 14, and P.P. 12 or higher. A high P.S. is suggested, but not mandatory.

Attribute Bonuses (after being remade): +2D10 to P.S., +1D4 to P.P., +1D4 to P.E. and +1D10x10+25 to Speed attribute and can leap 50 feet (15.2 m) across after a short run (half from a dead stop), and 30 feet (9 m) high without a short run.

O.C.C. Bonuses: Has Splicer P.S. (strength), +1 attack per melee round, +3 on initiative, +4 to bestial automatic dodge (the act of dodging does not use up a melee attack, but one must still roll a dodge), +3 to save versus toxins, poisons and drugs, +20% to save versus coma and death.

Base S.D.C.: No Applicable, See MDC Skin & Fur and Enhanced Physical Strength & Body.

Sasquatch Powers: Below is a list of the Standard features and new Bio-E enhancements wont be allowed until level 3 unless the Sasquatch has done some exceptional feat that warrants it, but most Engineers wont push the physical limits any further until level 3 (GM's call). :

1. M.D.C Skin & Fur Coat: The Excruciating process of becoming a Sasquatch gives the character extremely temperature resistant and durable, bio-synthetic skin and fur with 2D6X10+60 M.D.C., and gets an additional 2D8 M.D.C. per level of experience, starting at level two. The Fur is well insulated with several thousands of hair follicles condensed into each inch of fur, like that of a river otter's and is also impervious to Mega Damage temperatures such as fire or extreme cold, (Does half damage and skin is literally dry within minutes once character emerges from water.) The fur sheds water very quickly making it difficult to track once the character gets

50 feet (15.2 m) away from the source of water and the fur is odorless.

2. Enhanced Physical Strength, Body & Elongated Arms: The human character is bio-engineered & augmented into a soldier creature with supernatural strength P.S., even as strong as most Splicers (which is the equivalent to Robotic strength. P.S.) The Sasquatch can carry up to 70 times his P.S. attribute number in pounds, can lift up to 100 times his P.S., and inflicts Mega-Damage with his bare hands, claws and feet in melee combat. The body muscle fibers and musculature as a whole has been augmented to allow a Sasquatch to run at an accelerated speed and can run through the densest jungles at half his maximum speed. Add +1D10x10+25 to Speed attribute and can leap 50 feet (15.2 m) across after a short run (half from a dead stop), and 30 feet (9 m) high without a short run. The arms of a Sasquatch have also been elongated and are long and massive with coiled muscle like a gorilla or large male baboon adding +5 to the Sasquatch's P.S. attribute and gives a 4 foot (1.5 m) reach advantage beyond a normal human's reach. The powerful long arms are excellent for grasping, lifting and climbing and add an additional +20% to the climbing skill.

The enhanced body also adds 2-3 feet to the height of the character and adds 3D8X10 pounds of muscle, bone, tissue and fur to the character's natural unarmored weight.

3. Righting Reflex: The Sasquatch automatically relaxes, rights itself and lands on its feet or in a way to minimize any damage the same as a cat. Like most felines, the Sasquatch morphology has a unique "vestibular apparatus" that allows the Sasquatch to orient himself in midair and land safely on all fours (hands and

feet), spreading and absorbing damage that would otherwise cause injury. This is also used to recover from falls and orient the Sasquatch to snag any nearby branches or availed ledges with ease in order to recover.

Bonus: +3 to roll with fall or knockdown impact (but not punches and kicks), and takes no damage from any fall less than 48 feet (14.6 m), automatically landing safely on all fours. The Sasquatch takes only half damage from any falls from a greater height up to 1000 feet (305 m) All other falls from a higher height do full damage.

4. Super-Healing: The Sasquatch bio-regenerates 1D6+2 M.D.C. per melee round and is +20% to save versus coma and death. Sasquatch have a high pain tolerance and threshold as their body releases endorphins to deduce the pain but they aren't totally insensitive to pain. Once a Sasquatch is down to zero M.D.C. or less, the character will collapse into unconsciousness (like any other character), but the Sasquatch will continue to regenerate and when back up to at least 3 M.D.C. above zero, the character regains consciousness and is ready for action within 1D4 seconds (one melee action).

5. Reinforced Exoskeleton: Sasquatch have exceptionally thick, extra hard and resilient alien exoskeleton and bones to carry all of their bulk and mass and are difficult to break.

Bonuses: +30 M.D.C. to the main body and +7 M.D.C. to all other locations.

Mega Damage: A head butt does +1D6 M.D., a running ram/body block does an extra +3D6 M.D., a Pounce Thruster Ram/Body Block does +1D6X10+15 M.D., and +2D6 M.D. bonus to punches, elbows and kicks from the Sasquatch. +1 to roll with punch, fall or impact.

6. Organic Pounce Thrusters: These smaller less powerful versions of the Organic Thrusters enable a being the size and weight of a Sasquatch to make great use of their propulsion ability with the bonus of silenced noise reduction when in use. Dual Pounce Thruster nozzles are mounted in the center of the shoulders (4 total) and two on each leg calf for hovering, underwater swimming and enhancing leaps, especially within in high terrain such as mountains of treetop canopy.

Flight Ability: 100 mph (160 km) with a maximum altitude of 200 feet (610 m).

Underwater: May be used underwater with a speed of 50 mph (80 km).

Bonuses when Flying: +1 initiative, +2 to dodge, and +2 to roll with fall or impact.

Bonuses when Leaping: +1 to strike, -2 to dodge (when boosted leap has been committed to a direction), only way to change direction is to bounce off of another structure, +50 feet (15.25 m) additional to leap distance, +100 feet (30.5 m) to height of leap. The M.D.C. of each nozzle is 2D4X10 M.D.C.

7. Chameleon Skin: The Color an fur pattern of the Sasquatch can change to adapt to any habitat situation, so that the coat can transform to look like rippling water, moving or stationary leaves, green grass and scrub, dirt rocks, a brick wall, concrete, metal, tree bark and similar natural earth patterns, colors and environments with exactly the right shades and reflections. (Anything that is worn over or covers the fur skin stands out on the otherwise concealed Sasquatch. (Standard Chameleon Skin limitations and detection table as written in Splicers sourcebook 2004 Pg 83.)

8. Enhanced Senses:

Special Sight: The eyes of a Sasquatch have a violet or indigo iris revealing

their enhanced abilities at play. The Eyes allow the Sasquatch to see into the thermal, infrared and ultraviolet spectrums of light and color. These eyes also provide similar vision to that of an eagle with stereoscopic capability, enabling the character to recognize a face or read a small signpost to a mile (1.6 km) away. The eyes also provide passive nightvision.

Range: 200 feet (610 m).

Special protective eyelid lens used originally for keeping out extreme cold and air pressures can be extracted to go across the pupils. In addition the lenses work in conjunction with long whisker like fur strands hidden among the mane to allow the Sasquatch to see and sense the flow of electricity in electrical wires and machines (including robots) and living creatures as well as natural electromagnetic energy. Sasquatches can use this sense to feel the presence of a machine, robot or creature behind a wall, rock ledge, in a white out, around the corner or hiding behind cover or under camouflage within a 20 foot (6.1 m) radius.

Special Scenting Ability: Due to the enhanced olfactory of the Sasquatch it is almost as keen as an adult bear.

(Essentially the same as the Scarecrow's scenting & tracking ability with double the range as written in Splicers sourcebook 2004, Pg 160.)

9. Gripping Hairs: placed along the pads of the feet and along the underneath of the padded hands are numerous small tentacle like hair fibers. These gripping hairs cling to most "rough" surfaces like trees, rock, concrete, wood, snow, etc., allowing the Sasquatch to scale such surfaces vertically or horizontally, even ceilings.

Limitations: climbing speed is one third the usual running speed and the

Sasquatch cannot carry more than a third of his usual amount when climbing or upside down.

Bonuses: +15% to Climbing Skill.

10. Retractable Claw Sabers: (4) long black retractable claw like sabers made of an alien bone DNA concoction capable of cutting through steel are sheathed in forearm housings that are concealed by long flowing hair. The 2'5" foot claw sabers are sharpened EVERY time they are unsheathed as they race against the inner sheath housings, sometimes creating sparks when they are extracted. The claws also regenerate 2D6+3 M.D.C. per melee round or (1D6x10 M.D.C. per minute) if broken.

Mega Damage: +2D6+6 M.D. in addition to Splicer P.S. punch damage. Claw Strike/Slash: 6D6+10 M.D. and a Power Claw Strike/Slash: 1D6X10+10 M.D., but counts as two melee attacks. Penalties: Even with alluring and somewhat "cuter" and majestic appearance, the Sasquatch is still a very large beastly looking titan sculpted in muscle and exuding serious power & strength, almost like a large "seemingly tame" Siberian tiger in a room on a leash, its still a TIGER and the fear and discomfort it exudes is similar to that of a Sasquatch. It instills a horror factor of 7 and reduces the M.A. by 1D4 points. The Character has truly sacrifice their humanity and cannot be restored. The character cannot use the skills of Impersonation, Seduction (some may still try with a -30%), Wardrobe, Picking Pockets, Pick Locks, and cannot adorn Host Armor. Worse, the Sasquatch's mind is not alone. There is a alien symbiote silently hissing and watching the activities of the Sasquatch and sometimes its alien like noises can be heard skittering inside the mind and

head of the Sasquatch. Sasquatch have a 25% chance of having violent nightmares when asleep and may lash out at anything within a 10-foot (3 m) radius until completely awakened. This is one of those issues that the characters wish they knew before they signed up to being converted at the hands of the Librarians' suggestions. Unlike insanities where the issue may stem from some psychological challenge or interpretation, this creature is very real and it has some twisted purpose that Librarians will eventually exploit in the future. Who knows what this alien creature really is and or what it is up to and why it was placed there in the first place. What has been noticed by the more seasoned Sasquatch is that the older they get, the more feral and battle raged they seem to become and the worse their nightmare frequency. Increase nightmare chances by 10% per level of experience and has a 30% likelihood of getting Delusional Alien, Feral, Animal like or Psychosis: Violet Rage at levels 5, 8 and 11. (See Splicers sourcebook Pg 148 for details on these insanities)

Special Note:

> Mane or Mantle (Sometimes these long flowing manes or baboon like mantles are upgraded to a Quill Mane by the more seasoned Sasquatch Warriors. The long flowing hair tufts on the forearms and lower legs may also be upgraded in the more seasoned Sasquatch). Also noted are the Apache, Cheyenne and Cherokee Sasquatch Special teams who also braid or adorn long flowing stallion horse like pony tails as a signature of their recognition and prowess. Nubians descendents may braid their hair or place them into long wild dreadlocks. Norse & Tibetan descendents have also been known to

braid their flowing hair into various forms of ponytails with the latter having more flowing ponytails.

Common Skills: WIP

O.C.C. Skill Program: WIP

Elective Skills: WIP

Secondary Skills: WIP

M.D.C. Living Armor: None.

Standard Equipment: WIP

Money: Has 4D4X100 credits worth of precious metals, relics or tradable goods as well as 3D8X100 in available credits and previous money before the conversion. As always money can be spent immediately on additional equipment or saved for later.

The Upside: WIP

The Downside: WIP

1. A new type of stealth: Cloak.
2. An alien form of teleportation (range 50-100 feet/ 15 to 30 m). So thats how they lose their pursuers. In fact, the eldest msot seasoned prototype Sasquatch officers are the ones with the ability to teleport and other Great House Librarians and Engineers are being designed to try & infiltrate the secret Sasquatch compounds to either:

A: Learn how they truly do it

B: Obtain a viable sample to take back to an outpost and get back to the Librarians to try & reverse engineer

...but for some reason it's trickier & far more difficult than it seems.

IN actuality, Sasquatch have let onto the Neo Sasquatch that they aren't teleporting at all, but in fact, when they are being pursued, one Sasquatch simply cloaks and another Sasquatch nearby receives a deep encrypted growl that is heard below human hearing capacity and it tells the Sasquatch certain key information (fur color, physical build, etc.) and that Sasquatch's cloak "if" receptive, replicates the fur pattern and almost near identical idenity of the

Sender. This misleads pursuers to thinking that the original Sasquatch actually teleported to get that far so quickly. All the while the other Sasquatch is cloaked and laying low until the coast is clear.

Such gimmickry tricks are a learned keystone of the Sasquatch tribes and must be discovered and learned. Others, especially Librarians suspect that it is this trick that is the deception and that in fact Sasquatch do have some hidden secret alien relic technology to teleport them short distances and are using some other alien device to link to it and are holding out. The Splicer Resistance must decode the truth one way or the other. What say you as I know true Teleportation as a new splicers power may open up floodgates that we don't want.

3. War Bone Gauntlets. Huge Weapons with an array of devices and weaponry built into large gauntlet like shields that are placed on each hand and arm. Such Gauntlets could house multiple serrated whips for climbing assistance and combat, navigation, Garrot, Quill launchers, explosive liquid gels that could be opened to purposely splatter onto targets or trail for a long range sabotage, Hologram projectors to scan a scanned in desiganted area to monitor hidden camera traps, etc.

4. Bio Spears. A huge natural wood & or bone looking heavy Spear polearm with biotechnology enhancements built inside to use as a melee weapon and or a med-long range discharge weapon or even as a large blow gun that hooks up to one of the Sasquatch's organic thruster ports for propulsion. A slight mucle twitch from the Sasquatch and a silent needle the size of a splintered baseball bat is launched at high velocity.

5. Hair Needles: These long hair strands are treated and braided into fine crafted needles and are able to be thrown at high velocity by Sasquatch, creating a deadly silent dart/needles/shuriken styled weapon. The needles can be laced with bio-toxins of any of the various biotech spores or gases.

6. Alien scent replication: Not the best bio-weapon to be proud of but the stinker does come in handy. This ability allows a Sasquatch to replicate a pungent gaseous odor that not only can make Warmounts or Host Armors vomit their contents, but it can be used to replicate signature scents of various alien predators. Such scents can be used to draw in and lure these creatures, thus setting traps for Splicers or robots alike. These scents could be a creature(s) in heat or a rival male species that is violating another male's territory during musk, etc. Or a scent could be used to deter predators as in the smell of a larger' predator's scent marking and territorial marking or the smell of death of a certain species to possibly instill fear within that same species if it's nearby. Or scents could be made to intoxicate, confuse or shake possible trackers such as Gorehounds, Scarecrows, etc..

7. A large & powerful Sasquatch Slingshot that can propel specialized explosive chig rounds that are grown and resemble large acorns. Other round types could include miniature virus immobilizers, or Grub nest eggs that can be thrown at opponents like a professional baseball pitcher's heater, but only we are talking Sasquatches and a much bigger solid ball :eek: , and upon contact the ball's burst and the grub go burrowing into their targets immediately.

8. A Glaive: A jagged frisby like bio-weapon that cuts down everything in its

thrown path, spinning at high velocity & silently and returns back to the signature scent of its rightful Sasquatch.

9. A powerful and very large Warhammer or Tomahawk to make great use of the core strength and power of the Sasquatch. Of course each could have its own biotech enhancement i.e. Lightning Discharge upon impact or Concussive force or even a Bio Expulsion Energy shockwave that fountains over the hit target

### **Stunt Man**

By Krispy

Alignment: Any, but typically good.

Attribute requirements: I.Q. 13, M.E. 11, P.E. 14

O.C.C. bonuses: +4d6 S.D.C., +4 to Roll with Impact, +4 to Pull Punch

O.C.C. Skills:

Lang./Lit: Native 98%

Pilot: Automobile 98% (No penalties for stunt driving)

Athletics

First aid (+5%)

TV & Video (+20%)

Hand to Hand: Basic (Can be upgraded to expert at the cost of two skills, Martial Arts for three)

Select one of the following Skill

Packages:

• Rigger: Specializes in refitting and building devices for use by other stunt men.

◦ Automotive Mechanics (+15%)

◦ Mechanical Engineering (+10%)

◦ Demolitions (+10%)

◦ Demolitions: Disposal (+10%)

• Stunt Double: Specializes in doing stunts in place of actors in action films

◦ Gymnastics (+15%)

◦ Acrobatics (+15%)

◦ Swimming (+10%)

◦ WP: 1 of choice (Typically knife or blunt but can be any)

O.C.C. Related Skills:

Select 5 skills from the list below.

Communications: Any (+10%)

Domestic: Any

Electrical: Stunt Man, Basic Only.

Riggers: Any (+10%)

Espionage: Any except sniper

Mechanical: Stunt Man, Basic Only.

Rigger: Any (+10%)

Medical: Paramedic only

Military: Demolitions (All),

Camouflage, Weapon Quality, and Parachuting Only (+5%)

Physical: Any (Stunt Double gets +10%)

Pilot: Basic: Any (Stunt Double gets +10%)

Pilot: Advanced: Any (Stunt Double gets +5%)

Rogue: None

Science: Chemistry: All, Math (All) only

Technical: Any

Wilderness: Any

Weapon Proficiencies: Any

Secondary Skills:

Select 3 skills at start from the list above. These skills start at level one proficiency and do not get the listed bonuses. Select 1 additional skill at levels 3,8,9, and 14.

Equipment:

Riggers get a vehicle, a modestly furnished apartment and \$4d6x100 in miscellaneous parts, 80% possess a firearm of some sort. Riggers also have limited access to explosives. \$2d6x100 in adventuring gear.

Stunt doubles get a nice, suburban house (fully furnished), a new vehicle (typically a truck), and 3d6x100 in adventuring gear. Stunt doubles usually have 1d6 weapons, both modern and ancient. All Stunt Men start with \$2d6x100 in cash.

## Swarm Lord

By Slappy

The Bio-Technology of the Resistance may sometimes seem alien and strange, but it was designed to mimic the inorganic technology of old. Organic rifles and melee weapons looked and worked like their mechanical equivalents, and Host Armor and War Mounts were modeled after the robot vehicles and power armor that the humans were comfortable with. It helped them quickly adapt to this bizarre new technology when the Nanobot Plague rendered their previous armaments useless. Subsequent generations that grew up with Bio-Technology saw it as perfectly normal, and the mechanical-like designs became standard templates used by all Great Houses throughout the Resistance. Some Librarians, however, have experimented with designs that take the idea of “living weaponry” to the next level.

One such design is known as Hive Armor. This bulky suit of armor is similar to standard Host Armor except it has a large insect hive mounted on its back. From this honey-combed mound, the suit can produce a seemingly endless supply of powerful Bio-Tech bugs called Hive Insects that the pilot directs as weapons. These living rounds possess a rudimentary intelligence that allows them to track down their prey like tiny cruise missiles. Each individual bug is capable of inflicting considerable damage for its small size, but the true power of this suit becomes apparent when the pilot unleashes their insects in large swarms. The devastating swarms released by even one suit of Hive Armor can ravage a small platoon of robots. These experimental suits of Host Armor are piloted by a special breed of warrior known as Swarm Lords. The hive can

produce hundreds of insects, but it is not large enough to house them all. This means that the majority of the bugs are constantly crawling all across the surface of the armor. This is the major reason why Hive Armor has only achieved limited popularity among the Resistance. Most humans cannot stand being near these suits, much less wear one. The writhing mass of insects covering the armor is a truly disturbing sight, and Hive Armor (like all Host Armor) passes all physical sensation experienced by the armor through to the pilot. This means that anyone wearing Hive Armor constantly feels as though hundreds of insects are crawling over every inch of his or her bare skin. Experiencing this sensation for even a few minutes can drive the most strong-willed person insane, so pilots need to adapt to the feeling before they can even hope to command Hive Insects.

Swarm Lords endure a tortuous six month training regiment in order to prepare them to don their Hive Armor. They spend every waking moment covered in insects. They begin their training handling just a few at a time, and then slowly add more and more bugs until they can sit naked in a pile of thousands of insects without thinking twice. In time, they not only learn to tolerate the feeling, they learn to love it. This is another reason why Swarm Lords are not very common among the Resistance. Most people simply find them creepy, which does not inspire many to follow in their footsteps. Of course, these same people will gladly fight at the side of these powerful warriors.

Swarm Lords can strengthen their armor with the standard Bio-Enhancements available for Host Armor, but the real power comes from the various types of

insects they grow within the hive on their back. Hive Armor can house multiple types of insects simultaneously. All the bugs recognize the other species as part of the same hive, and they all work together to protect their queen, the Hive Armor pilot. They patrol the area in search of danger (robots), attack any man or machine that threatens the armor, and destroy any target the pilot commands. The hive looks like a low profile turtle shell on younger suits, but as the armor matures, the hive grows into an enormous mound. It eventually grows so large that the Hive Armor must lean forward in order to support the weight. This hunch-backed stature slows the armor down somewhat, but most Swarm Lords gladly trade the decreased mobility for the increased payload of powerful Bio-Tech Hive Insects.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q.: 13, M.E.: 14, and P.S.: 14 or higher.

Attribute Bonuses: +1 to I.Q., +1D6 to M.E., and +2D4 to P.S.

O.C.C. Bonuses: +2 to save vs. insanity, and +6 to save vs. horror factor.

Base S.D.C.: 50, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Basic Military (+20%), Athletics (+10%), Bio-Technology (+10%), and Infantryman (+10%) or Man-Hunter (+10%).

Elective Skills: Select any one Wilderness Skill and three Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Any (+5%)

Medical: First Aid only.

Military: Any (+5%)

Physical: Any

Rogue: Gambling and Find Contraband only.

Science: Any (+5%)

Technical: Any

Transportation: Any, except Pilot Wing Packs.

Wilderness Survival: Any (+10%)

W.P.s: Any

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Swarm Lord Hive Armor: The Swarm Lord receives an experimental Host Armor design known as Hive Armor, the Bio-Tech equivalent of living power armor, brimming with weapons, Bio-Enhancements, and a special organic hive that continuously spawns powerful Bio-Tech insects. The Swarm Lord is genetically bonded to one specific Hive Armor.

Step One: Standard for Host Armor, except for the following changes: M.D.C. of the Hive is 2D6x10+30, speed and leaping ability is reduced by 15 percent, and weight is increased by 4D4x10 lbs.

Step Two: Determining Metabolism. Hive Armor is always a Lithovore. All aspects are identical for normal Host Armor, except that Hive Armor must consume twice the usual amount of minerals each day. This is necessary to sustain the various types of metal-eating insects that grow within the hive.

Step Three: Available Bio-Energy points for the Swarm Lord is M.E. attribute number, +P.E. attribute number, +1D4x10 points, plus an additional 20 points for the Lithovore metabolism. These Bio-E points can be used to



purchase Bio-Enhancements from any category except Ranged Bio-Weapons. In addition, the Swarm Lord starts with 5D4x10 Bio-E points that are used to purchase Hive Insects for the character's personal swarm. Each level of advancement, starting with level two, the Swarm Lord gets an additional 1D6 Bio-E to add to the capabilities of the actual Host Armor, and 4D10 Bio-E points to be used to strengthen the hive. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience.

If the Swarm Lord's Hive Armor is destroyed, another will be bonded to him. It will only have the most basic Bio-Enhancements, but it will have 5D4x10 Bio-E points available to purchase Hive Insects. Swarm Lords are just too rare, and the Resistance does not want to squander their training.

Step Four: Biological Enhancements, Weapons, and Hive Insects. Bio-E points allocated for Bio-Enhancements and Hive Insects must be spent separately. Selections can be made from any of the categories, except Ranged Bio-Weapons. The energies of the suit are dedicated to manufacturing Hive Insects, and trying to create ammunition for other Bio-Weapons proves to be just too much for the suit (and the pilot) to handle. Besides, Swarm Lords consider their Hive Insects to be far superior weapons to any Bio-Weapon available for "lesser" suits of Host Armor, so they do not see this as a limitation at all.

Special Hive Armor Bonuses: +6 on initiative and the pilot cannot be surprised from behind, +1 to strike and parry, and +5 to Horror Factor. The hundreds of insects crawling all across the Hive Armor also offer a limited amount of defensive protection. Area

effect weapons like rail gun bursts, grenades, and missiles as well as impact weapons like fists, clubs, and blades will have to first get through the thick layer of insects in order to damage the armor beneath. When these types of weapons strike the armor, the damage inflicted is only half. The other half of the damage is soaked up by the Hive Insects crawling on the surface. The bugs may blunt the effect, but they suffer the consequences. Every time this layer of bugs absorbs damage for the armor, a number of insects equal to one quarter of the total damage inflicted are killed. Precision weapons like lasers, particle beam blasts, and even single rail gun rounds may hit one or two bugs, but the majority of the damage will travel through to the armor. Flame thrower weapons inflict major damage to the Hive Insects. In this case, take the total amount of damage inflicted and divide it in half. One half of the amount damages the armor, and the other half represents how many insects were destroyed. In addition to physically shielding the armor, Hive Insects will also attack anything that threatens the Hive Armor. Any robot, drone, animal, or even human that attacks the Hive Armor in hand-to-hand combat will be assaulted by 2D4 Hive Insects every time the opponent successfully strikes the armor (just select the most abundant insect in the character's personal swarm in order to determine damage).

Hive Insect Generation: The organic hive constantly spawns new Hive Insects to replace bugs that die in combat or from old age. The amount of insects the hive can create is proportional to the total size of the character's personal swarm. For every 200 insects in the swarm, the hive can generate 2D6 new insects every 10 minutes.

Penalties: As the character adds more insects to his swarm, the organic hive mounted on the armor grows larger as well. For every 200 insects, add another 4D6 M.D.C. to the hive and 50 pounds to the weight of the armor. The increased weight decreases speed and leaping ability by 10 percent. For every 400 insects, the Swarm Lord suffers additional penalties of -2 to parry and dodge. Once the swarm reaches 800 insects, the hive becomes so heavy it forces the Hive Armor to hunch forward in order to support the weight. When the armor is forced to assume this posture, all penalties from increasing the size of the swarm are doubled. At this point, most Swarm Lords enhance their Hive Armor with Elongated Arms in order to keep the suit more stable (future penalties are not doubled, they increase at the standard rate).

Standard Equipment: Military fatigues, dress clothing, survival knife, utility belt, first-aid kit, Face Wrap, tinted goggles, hatchet for cutting wood, one light or heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, tent, knapsack, backpack, two water skins, two week supply of emergency food rations, and some personal items.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You control a massive army of hundreds of intelligent Bio-Tech weapons. Despite their size, these tiny little insects pack tremendous destructive power. They allow you to take on dozens of opponents single-handedly and prevail.

The Downside: Your hive may be strong, but it dramatically slows down

your Hive Armor. The buzzing insects constantly whirling around your armor also makes stealth impossible. For all the Hive Armor's strength, it is nearly worthless once all the Hive Insects are exhausted, so you need to be careful not to exhaust your Bio-Tech insects too quickly or you will be a sitting duck for the Machine. Furthermore, most people find the massive swarm of insects crawling across your armor creepy; the rest find it absolutely terrifying. Few people can tolerate being near you, but they generally make an exception in battle. Of course, after the day is won, they go right back to politely avoiding you.

#### Hive Insects

The true power of the Swarm Lord lies in his loyal army of Bio-Tech insects. There are eight types of Hive Insects that the character can choose from in order to build his personal swarm. The different species work together in perfect harmony and view each other as members of the same hive. This lets Swarm Lords add insects of every type to their swarm if they choose to do so. Each Bio-Tech insect is surprisingly powerful on its own, but their true power is revealed when they combine their attacks as large swarms. A single Swarm Lord can devastate a platoon of robots in minutes, but he must be careful not to exhaust his supply of insects too quickly. Most Hive Insects quickly die after attacking a target (or on impact), plus they were designed to have limited lifespans. Hive Insects only live for 48 hours before they die and dissolve into sludge. This is a safety measure built into their genetic code to ensure Hive Insects never grow out of control and threaten the environment. When they are nearing the end of their lives, the bugs

will crawl back into the hive so their remains can feed the rest of the swarm. This prevents the Swarm Lord from leaving a trail of dead bugs everywhere he goes, and it helps nourish the hive. The organic hive constantly spawns new insects to replace lost bugs, but this takes time.

Swarm Lords communicate with their insects through a neurological connection formed when the bugs' feet are in contact with the Hive Armor. Their simplistic and alien minds can only communicate basic ideas like danger is near or the direction of a target, but this is often more than enough. The hundreds of Hive Insects crawling all across the armor make it impossible for anyone to sneak up on a Swarm Lord, and they can send out scores of insects in all directions to scout out trouble. The bugs cannot communicate the type of threat or number of opponents, but they can lead their Swarm Lord master right to the target or warn him which direction to avoid. Another major limitation is that Hive Insects can only identify robotic adversaries. They cannot distinguish between Waste Crawlers and other humans from the Resistance, and they cannot tell the difference between loyal War Mounts and the deadly alien predators released by the Gaia personality. This significant limitation is why they will never replace Gorehounds or Black Talon War Hawks as scouts. Unless stated otherwise, all Hive Insects are roughly two-inches long and possess thick chitinous armor like a beetle or cockroach. Beneath their armored shells are four insect wings that allow them to fly at impressive speeds. Their compound eyes give them a good field of vision, but the range is average at best (although they can see into the

ultraviolet range). All Hive Insects are Lithovores which means they eat pure minerals and metallic alloys (of course, the Nanobot Plague quickly kills these bugs after they consume metal). They were designed to find the taste of metal delicious and the taste of organic material repulsive. Even if commanded to eat a living target, Hive Insects will only take small bites before the repellant taste forces them to break off their attack. This is another safety measure built into the insects to ensure they never become a danger to humans. Hive Insects mainly eat a mineral rich paste secreted within the hive or the remains of other Hive Insects that have died of old age. This is more than enough to sustain the entire hive indefinitely, so it is unnecessary for the bugs to seek additional food from external sources. The only time they consume anything else is when they are attacking robotic targets.

#### Rules for Swarm Attacks

Swarm Lords telepathically direct their insects through a neurological connection formed between the skin of their Hive Armor and the feet of their insects. This means that once the Hive Insects break contact with the armor, the pilot can no longer communicate with them in any way. The bugs will follow the last command issued by the Swarm Lord to the best of their ability, but if they cannot complete their mission, they will return to the hive for further instructions. Communicating with so many minds at once (even such simple and primitive minds) requires a great deal of concentration. The character must spend one melee action for every 20 Hive Insects that he issues a command. So if a Swarm Lord wanted to launch a swarm of 100 insects, it would

cost 5 melee attacks. The character can also choose to launch smaller swarms at multiple targets. In this case, each swarm also counts as one melee attack (even if all the swarms total less than 20 insects). Swarm attacks are nearly impossible to evade unless the target is able to move faster than the flight speed of the Hive Insects. If the target cannot travel faster than the swarm, then it can only dodge the attack if it rolls a natural 18 or higher. If the target is faster than the swarm, then the Swarm Lord must make a strike roll. Each swarm attack (no matter how large) only requires one roll to strike. Either the entire swarm reaches its target, or the entire swarm misses. However, if the swarm does initially miss its target, it will continue to track down its target until the insects finally succeed or the target retreats out of visual range (1200 feet). The target can continue to dodge the swarm, but the persistent little insects will never give up until their prey falls. Actually, they do not even stop when this happens. The Hive Insects will continue to attack the fallen robot until they expend all their energy and die or they finally succumb to the Nanobot Plague. The swarm has two attacks per melee as it continuously tries to track down its prey. The only bonuses that apply are the strike bonuses listed under each individual Hive Insect. If the target does escape, then the swarm will return to the hive for new instructions.

The only way to completely dodge a swarm attack is to either flee out of visual range (1200 feet) or destroy the swarm. Unfortunately, unless the target has a flame thrower or some other area effect weapon, this is a very difficult proposition. Firing into the swarm with a precision weapon like a laser only has a small chance of hitting more than a few

insects. Anyone attempting to do this must roll an 18 or higher (with strike bonuses). However, on a successful strike, the attacker only succeeds in destroying 1D4 insects (even if the swarm contained hundreds of bugs). To make a significant dent in a swarm requires a flame thrower or some other kind of area effect weapon. Grenades and missiles work if the swarm has landed on an object, but it is impossible (or at least extremely difficult) to strike the swarm with these types of weapons when they are airborne. When attacking the swarm with a flame thrower (or similar weapon), roll to strike as normal. The swarm will perform evasive maneuvers when it is assaulted by rolling to dodge the attack (include bonuses listed under each insect, high roll wins). The swarm cannot completely dodge an attack, but it can reduce the number of insects that are lost. On a successful strike, roll damage for that weapon as normal, but now this number represents how many insects were destroyed. If the swarm successfully dodges the attack, this just means that the number lost is only half. For example, an Incinerator Robot fires its plasma napalm launcher at an approaching swarm of 20 Locusts. It rolls a 14 which means the strike is successful. However, the swarm also rolls a 14 (with bonuses) which means the dodge was also successful (ties always go to the defender). The robot then rolls 3D6 to determine damage. It rolls a 12, which would normally mean 12 of the bugs are fried in midair, but since the swarm was able to evade the attack, only 6 of the insects are destroyed and the remaining 14 reach their target and begin to feast on the combat robot.

Obviously, swarms that have suffered losses will also lose some of their destructive potential. To calculate damage inflicted by a weakened swarm, roll damage as normal, and then reduce the damage by the equivalent ratio. The reduction ratios should be calculated by quarters (one quarter, half, and three quarters; always round down). Of course, if the swarm is reduced to a few insects, just use logic and calculate damage based on each individual bug.

### Types of Hive Insects

Swarm Lords generally have a mixture of all types of Hive Insects within their personal swarms. They are primarily designed for combat, but creative Swarm Lords have discovered many inventive uses for their bugs. Below is a list of all the different types of Hive Insects available to the Swarm Lord.

#### Locusts

Locusts were the first Hive Insects designed by the Librarians. These small armored beetles were modeled after the ravenous grubs used in Bore Cannons. The Librarians hoped to create flying versions of these powerful living rounds that were intelligent enough to seek out and destroy robotic adversaries on their own. They may require the direction of a Swarm Lord, but they are still incredibly effective weapons. These vicious bugs are like flying piranhas. They can consume several times their size in metal before they burst from overeating or are killed by the Nanobot Plague. Their destructive power makes them the preferred Hive Insects of most Swarm Lords.

M.D.C. of each Insect: 2 each.

Flight Speed: 80 mph.

Bonuses: +5 to strike and +3 to dodge.

Color: Light brown with dark green accents.

Mega-Damage from a Single Insect:

1D4 per melee round for 1D4 melees.

Additional Abilities: None.

Mega-Damage from a Swarm Attack:

- A swarm of 20 Locusts inflict 5D8 per melee round for 1D6 melees.

- A swarm of 40 Locusts inflict 8D8 per melee round for 1D6 melees.

- A swarm of 60 Locusts inflict 5D8+20 per melee round for 2D4 melees.

- A swarm of 80 Locusts inflict 6D8+30 per melee round for 2D4 melees.

- A swarm of 100 Locusts inflict 7D8+40 per melee round for 2D4 melees.

- Every additional 20 Locusts added to a swarm adds one additional melee round to the duration of damage.

Additional Swarm Effects: None.

Bio-E Cost: 35 points for every 50 Locusts.

Bio-Enhancements:

- Regurgitation: Locusts can be enhanced with a reflex that forces them to regurgitate periodically when they consume metallic alloys. This allows the voracious bugs to actually eat longer before they finally gorge to death.

Increase the duration that damage is inflicted by 50 percent. In other words, 1D4 melees becomes 1D4+2 melee rounds, 1D6 melees becomes 1D6+3 melee rounds, and 2D4 melees becomes 3D4 melees.

Bio-E Cost: 20 points for every 50 insects.

Prerequisite: None.

- Acidic Regurgitation: Once Locusts receive the Regurgitation Bio-Enhancement, they can be further modified so that when they do regurgitate, they disgorge a powerful acid. The acid is incredibly damaging to inorganic material, but nearly harmless

to humans (no damage at all, just mild skin irritation). This increases the damage done by a Locust (or Locust swarm) by 50 percent.

Bio-E Cost: 20 points for every 50 insects.

Prerequisite: Regurgitation.

- Enhanced Flight Speed: Locusts can receive larger, more powerful wings that allow them to achieve much greater flight speeds. Increase flight speed to 120 mph.

Bonuses: +1 to strike and +1 to dodge.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

### Fire Flies

These fat little bugs are about one inch longer than the average Hive Insect and nearly twice as fat. They can perform multiple functions, but their main role is to act as miniature, self-guided plasma grenades. Fire Flies are able to generate a small amount of super-heated plasma within their abdomens. They can douse or ignite their internal fires at will and can even control the intensity. When lit, this bright orange flame can illuminate a three-foot area around the bug. The internal plasma furnace also gives off a good deal of heat, but the heat resistant carapace that each fly possesses limits the amount of heat released. They feel warm to the touch, but they can still be safely handled by an unarmored human. Many Swarm Lords like to use Fire Flies to confound the Thermographic Optics used by the Machine. One Fire Fly appears as a three-foot wide blotch on a thermal imager that is roughly the same temperature as a human being, and multiple insects can create a heat screen that makes these advanced optics almost useless. While Fire Flies make excellent lanterns and radiators, their true purpose

is combat. Once these Hive Insects chase down and land on their prey, they overload their internal plasma furnaces and detonate. The tiny six-inch explosion from a lone bug inflicts decent damage, but when Fire Flies combine their power in swarms, they are utterly devastating.

M.D.C. of each Insect: 3 each.

Flight Speed: 60 mph.

Bonuses: +3 to strike and +3 to dodge.

Color: Black with bright orange highlights.

Mega-Damage from a Single Insect: 2D4

Additional Abilities: Each Fire Fly can light a three-foot area and can also radiate temperatures up to 120 degrees within the same three-foot area.

Resistant to heat and fire (takes half damage).

Mega-Damage from a Swarm Attack:

- A swarm of 20 Fire Flies inflict 6D10 to a 10-foot area

- A swarm of 40 Fire Flies inflict 8D10+10 to a 15-foot area

- A swarm of 60 Fire Flies inflict 10D10+20 to a 20-foot area

- A swarm of 80 Fire Flies inflict 10D10+50 to a 25-foot area

- A swarm of 100 Fire Flies inflict 10D10+100 to a 30-foot area

- Every additional 20 Fire Flies added to a swarm adds an additional 5 feet to the blast area.

Additional Swarm Effects: Every 20 Fire Flies creates a thermal “blind spot” that covers a 100-foot area. Robots relying on these sensors will be unable to accurately target the swarm (-4 to strike the swarm) or see anything beyond it.

The light from their internal plasma furnaces illuminates the same 100-foot area for every 20 Fire Flies. Swarms of Fire Flies are resistant to flame weapons

(only half the normal amount of insects are destroyed on a successful strike).

Bio-E Cost: 40 points for every 50 Fire Flies.

Bio-Enhancements:

- Increased Intensity: Fire Flies can have their internal plasma furnace Bio-Enhanced so that it burns much hotter.

Damage is increased by 50 percent, as is the area that the bugs can illuminate and heat. Each Fire Fly can now radiate temperatures up to 150 degrees.

Bio-E Cost: 30 points for every 50 insects.

Prerequisite: None.

- Enhanced Flight Speed: Fire Flies can receive larger, more powerful wings that allow them to achieve much greater flight speeds. Increase flight speed to 80 mph.

Bonuses: +1 to strike.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

### Lightning Bugs

Much like Fire Flies, Lightning Bugs are capable of generating intense energies within their abdomens. Unlike Fire Flies which create high-intensity plasma, Lightning Bugs generate a powerful electrical charge. Once they make contact with their target, they release this charge as a powerful blast that fries the delicate circuitry of the Machine's legions (along with the Lightning Bug). Most robots created by N.E.X.U.S. have multiple redundant systems and self-repair subroutines that quickly reroute or repair damaged systems, so these effects are only temporary. This electrical discharge does little damage compared to some other Hive Insects, but it is more than enough to temporarily stun most opponents. Lightning bugs are a faster than the average Hive Insect which

allows them to catch and stun difficult prey, so that the slower Hive Insects can take them down. Single insects can only stun smaller robots, but swarms of Lightning Bugs can combine their electrical attacks to overwhelm large targets (penalties and damage are identical for robotic and organic targets). Also much like Fire Flies, Lightning Bugs can generate a bright light that can illuminate a four-foot area.

M.D.C. of each Insect: 2 each.

Flight Speed: 140 mph.

Bonuses: +6 to strike and +5 to dodge.

Color: Bright blue with white highlights.

Mega-Damage from a Single Insect: 1 point, plus any target with 30 M.D.C. or less is stunned for 1D4 melees. Stunned targets are -1 attack per melee, -1 to strike, parry, and dodge, and reduce speed by 25 percent.

Additional Abilities: Each Lightning Bug can light a four-foot area. Resistant to electricity (takes half damage).

Mega-Damage from a Swarm Attack:

- A swarm of 20 Lightning Bugs inflict 3D4, plus any target with 180 M.D.C. or less is stunned for 1D4+1 melees.

Stunned targets are -1 attack per melee, -1 to strike, parry, and dodge, and reduce speed by 30 percent.

- A swarm of 40 Lightning Bugs inflict 5D4, plus any target with 250 M.D.C. or less is stunned for 1D4+2 melees.

Stunned targets are -1 attack per melee, -2 to strike, parry, and dodge, and reduce speed by 35 percent.

- A swarm of 60 Lightning Bugs inflict 4D8, plus any target with 400 M.D.C. or less is stunned for 1D6+1 melees.

Stunned targets are -2 attacks per melee, -2 to strike, parry, and dodge, and reduce speed by 40 percent.

- A swarm of 80 Lightning Bugs inflict 5D8, plus any target with 600 M.D.C. or less is stunned for 1D6+2 melees.

Stunned targets are -2 attacks per melee, -3 to strike, parry, and dodge, and reduce speed by 50 percent.

- A swarm of 100 Lightning Bugs inflict 6D8, plus any target with 900 M.D.C. or less is stunned for 2D4+2 melees.

Stunned targets are -3 attacks per melee, -3 to strike, parry, and dodge, and reduce speed by 60 percent.

- Every additional 20 Lightning Bugs added to a swarm means it is capable of affecting an additional 300 M.D.C. of the target.

Additional Swarm Effects: The light from their abdomens can illuminate a 150-foot area for every 20 Lightning Bugs. Swarms of Lightning Bugs are resistant to electrical weapons (only half the normal amount of insects are destroyed on a successful strike).

Bio-E Cost: 30 points for every 50 Lightning Bugs.

Bio-Enhancements:

- Ranged Discharge: Lightning Bugs can be Bio-Enhanced so that their powerful electrical discharge can be delivered at a distance. The range is limited to a few feet, but it makes it much more difficult for targets to evade their attacks.

Opponents are -4 to dodge the swarm.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

- High-Intensity Discharge: Lightning Bugs can be further Bio-Enhanced in order to dramatically increase the power of their electrical discharge. Damage, stun penalties, and duration are all doubled.

Bio-E Cost: 25 points for every 50 insects.

Prerequisite: Ranged Discharge.

- Enhanced Flight Speed: Lightning Bugs can receive larger, more powerful wings that allow them to achieve much

greater flight speeds. Increase flight speed to 200 mph.

Bonuses: +1 to strike and +1 to dodge.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

### Stingers

Stingers are shaped a little bit different than normal Hive Insects. The hard carapace covering the insect's back comes to a single hard point above its head. This razor sharp spike is actually a hollow tube that allows the Stinger to inject its target with a powerful organic acid. The acid is incredibly damaging to metallic alloys and inorganic materials, but is relatively harmless to living tissue (no damage, just mild skin irritation).

The acid acts like the insect's blood, so this complete disgorging of all the bug's vital fluids is always fatal. The acidic blood is also the reason why Stingers are more likely to inflict damage. Even if the target swats and kills scores of bugs before they can inject their stinger, their blood will still eat away at their prey.

M.D.C. of each Insect: 2 each.

Flight Speed: 70 mph.

Bonuses: +5 to strike and +3 to dodge.

Color: Bright yellow with black stripes like a hornet.

Mega-Damage from a Single Insect:

1D6 per melee round for 2 melees.

Additional Abilities: None.

Mega-Damage from a Swarm Attack:

- A swarm of 20 Stingers inflict 4D8+2 per melee round for 1D4+2 melees.

- A swarm of 40 Stingers inflict 6D8+6 per melee round for 1D4+2 melees.

- A swarm of 60 Stingers inflict 4D8+15 per melee round for 1D6+2 melees.

- A swarm of 80 Stingers inflict 5D8+25 per melee round for 1D6+2 melees.



- A swarm of 100 Stingers inflict 6D8+35 per melee round for 1D6+2 melees.

- Every additional 20 Stingers added to a swarm adds one additional melee round to the duration of damage.

Additional Swarm Effects: None.

Bio-E Cost: 30 points for every 50 Stingers.

Bio-Enhancements:

- High Frequency Stinger Blade: The sharp spike the Stingers use to inject their acid payload can be Bio-Enhanced with a high-frequency field. This allows the little bugs to stab the injection tube deeper into their target before they release their corrosive liquid. Increase damage inflicted by a Stinger (or a swarm of Stingers) by 50 percent.

Bio-E Cost: 20 points for every 50 insects.

Prerequisite: None.

- Enhanced Flight Speed: Stingers can receive larger, more powerful wings that allow them to achieve much greater flight speeds. Increase flight speed to 100 mph.

Bonuses: +1 to strike and +1 to dodge.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

### Weavers

Weavers look like two-inch long spiders with wings. Despite their small size, they can create a mega-damage webbing that is strong enough to hold the most powerful opponents. Their sole purpose is to quickly immobilize difficult prey so that it can be dealt with by allies. Just a handful of Weavers can incapacitate a human-sized target in seconds, and large swarms can even disable giant hunter/killer robots like Assault Slayers and Battle Tracks. Lone Weavers are nearly worthless, but swarms of them are

incredibly effective. On a successful strike, the swarm begins to wrap the target in super-strong webbing. Larger targets take longer to incapacitate, but once the Weavers begin, it is nearly impossible to stop them. The only way to interrupt the process is to quickly kill the insects with a flame thrower or similar weapon. Of course, this is more likely to destroy the target than free it.

These Hive Insects can also quickly weave barriers and seal shut doors, windows, or other access points.

Weavers do not perform suicidal attacks like most Hive Insects, but they have no idea when the job is done. They will dutifully continue to apply webbing, even to a fallen opponent, until they eventually die of old age or are individually recollected by the Swarm Lord.

M.D.C. of each Insect: 2 each.

Flight Speed: 70 mph.

Bonuses: +5 to strike and +3 to dodge.

Color: Light brown hair with black accents.

Mega-Damage from a Single Insect:

None. Can immobilize a target the size of a cat within 2D4 melee rounds. The webbing dissolves after 2D6 minutes, but Weavers continue to apply new webbing until they eventually die of old age (unless recollected by the Swarm Lord).

Additional Abilities: Can weave a trip wire that is strong enough to trip a target with a Robotic/Splicer P.S. of 20. The webbing can support 400 pounds and has 1 M.D.C. per 10 foot length.

Mega-Damage from a Swarm Attack:

Weavers cannot hurt their prey, but they can immobilize them. Targets with a P.S. less than those listed below will eventually be incapacitated at the end of the duration (no matter how much they struggle). Targets with a P.S. higher than

the listed amount will simply keep breaking new web strands as they are applied. They will never be immobilized, but the act of breaking free does distract the target which means it loses 2 attacks every melee round.

- A swarm of 20 Weavers can immobilize a target with a Robotic/Splicer P.S. of 25. It only takes one melee round for every 200 lbs. of the target. The webbing cocoon has 30 M.D.C.
- A swarm of 40 Weavers can immobilize a target with a Robotic/Splicer P.S. of 35. It only takes one melee round for every 400 lbs. of the target. The webbing cocoon has 50 M.D.C.
- A swarm of 60 Weavers can immobilize a target with a Robotic/Splicer P.S. of 45. It only takes one melee round for every 700 lbs. of the target. The webbing cocoon has 70 M.D.C.
- A swarm of 80 Weavers can immobilize a target with a Robotic/Splicer P.S. of 50. It only takes one melee round for every 1000 lbs. of the target. The webbing cocoon has 90 M.D.C.
- A swarm of 100 Weavers can immobilize a target with a Robotic/Splicer P.S. of 60. It only takes one melee round for every 2000 lbs. of the target. The webbing cocoon has 120 M.D.C.
- Every additional 20 Weavers added to a swarm means it is capable of affecting a target with an additional 5 points of Robotic/Splicer P.S., it increases the amount of weight that can be affected each melee round by 1000 pounds, and it also adds another 20 M.D.C. to the webbing cocoon.

Additional Swarm Effects: Twenty Weavers can seal an entryway shut in

only one minute. Every additional 20 insects added to the swarm decrease the time it takes by one melee round. It requires a Robotic/Splicer P.S. of 35 to break the seal or 20 M.D.C. to cut through. Every additional 20 insects increase the P.S. requirement by 5 and the M.D.C. of the seal by 10. For every 20 Weavers in a swarm, they can create a thin web wall that covers a 50-foot area and has 25 M.D.C.

Bio-E Cost: 25 points for every 50 Weavers.

Bio-Enhancements:

- Speed Weaving: Weavers can receive a Bio-Enhancement that allows them to expel their webbing faster. This means the time it takes to immobilize an opponent is reduced by half. For example, a swarm of 20 Weavers would be able to cocoon 400 lbs. every melee round.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

- Enhanced Flight Speed: Weavers can receive larger, more powerful wings that allow them to achieve much greater flight speeds. Increase flight speed to 100 mph.

Bonuses: +1 to strike and +1 to dodge.

Bio-E Cost: 10 points for every 50 insects.

Prerequisite: None.

### Impact Beetles

Impact Beetles are the pinnacle of Hive Insect bio-engineering. These hard-shelled beetles are able to manipulate their internal Bio-Energies in order to create powerful, if somewhat limited, effects. They can either use this energy to project a tiny one square-foot force field, or they can actually propel themselves at super sonic speeds like a living rail gun round. Their destructive

power is impressive, but most Swarm Lords prefer to use Impact Beetles for their defensive abilities. Individually, their tiny force fields can only deflect a few points of mega-damage, but swarms of Impact Beetles can create powerful defensive barriers. Impact Beetles are also much more versatile than standard Bio-Force Fields. They can crawl all across the Hive Armor to create a form fitting shield, or they can fly off the suit and create mobile walls or domes. Swarm Lords can even lend their bugs to other humans or Bio-Tech creations in order to provide them with a personal force field. However, most people are uncomfortable with Hive Insects crawling across their skin, and will often panic. Unless the recipients of the bugs roll a 14 or higher to save versus Horror Factor, they will panic and brush off the protective insects. Impact Beetles can also attack targets as swarms, but they project themselves so fast that it makes it difficult for more than a handful to coordinate their assault.

M.D.C. of each Insect: 2 each.  
Flight Speed: 60 mph, but can reach speeds of Mach 2 when they are attacking a target.  
Bonuses: +6 to strike and +2 to dodge.  
Color: Solid black.  
Mega-Damage from a Single Insect: 3D6. Maximum effective range is 1500 feet.  
Additional Abilities: Each beetle can project a flat, one square-foot force field up to two feet away. The force field has 4 points of M.D.C. and lasts for 3D4+10 minutes. Once the duration elapses, the beetle cannot reactivate a new field for 24 hours. If the field is destroyed in combat, the energy feedback kills the beetle.  
Mega-Damage from a Swarm Attack: Only small swarms of Impact Beetles

can attempt to strike a single target. A swarm of 10 Impact Beetles inflict 2D6x10, and a swarm of 20 Impact Beetles inflict 5D4x10. Maximum effective range is 1500 feet.

Additional Swarm Effects: Impact Beetles can combine their tiny Bio-Energy barriers into powerful force fields. Every beetle adds 4 points to the total M.D.C. of the energy field. Combat causes a massive energy feedback that kills the insects. One beetle is killed for every 4 points of M.D.C. depleted from the field. The beetles can form a force field of any shape. The size of the field is determined by the number of insects. Each bug can project a one square-foot barrier, so 20 Impact Beetles can create a 20 square-foot force field.

Bio-E Cost: 20 points for every 10 Impact Beetles.  
Bio-Enhancements:  
• Increased Accuracy: Impact Beetles can be Bio-Enhanced so that they can better track their prey at high speeds. Double maximum effective range.  
Bonuses: +2 to strike  
Bio-E Cost: 10 points for every 10 insects.  
Prerequisite: None.  
• Enhanced Projectile Speed: Impact Beetles can also be Bio-Enhanced so that their kinetic attack is much faster and thus, more powerful. Attack speed is increased to Mach 3 and damage is increased by 50 percent.  
Bio-E Cost: 10 points for every 10 insects.  
Prerequisite: None.

#### Stink Bugs

Basic Stink Bugs are not designed for combat, but rather their role is to help the Swarm Lord better direct the hive. Each insect is capable of spraying two distinct chemicals up to three feet away.

One chemical is a scent marker that helps other Hive Insects (and other Splicers) track down opponents even when they retreat out of visual range. All Hive Insects can track this scent up to half a mile away, and Gorehounds, War Mounts, and suits of Host Armor with Enhanced Senses can track the scent for two miles. This is mainly used when the Swarm Lord wants to ensure a particular opponent is dealt with, or when he wants to secretly follow a target to its home base. The other chemical the Stink Bug can release is called the “recall spray.” When this chemical is sprayed on any Hive Insect, it will immediately stop what it is doing and return to the hive. Each Hive Armor has its own unique recall scent, so there is never any confusion. This chemical is useful for recalling Weavers that have successfully immobilized an opponent and do not realize their job is done, but it is mainly used to order swarms to break off their attack. This can be done for many reasons, but most Swarm Lords do this when it becomes apparent their bugs are unable to catch their prey and are just wasting their time chasing it. Once the Stink Bugs deliver their “message,” they immediately return to the hive. They can spray each chemical three times per 24 hour period, so Swarm Lords generally keep it in reserve until absolutely necessary.

M.D.C. of each Insect: 2 each.

Flight Speed: 100 mph.

Bonuses: +2 to strike and +4 to dodge.

Color: Light green with yellow highlights.

Mega-Damage from a Single Insect: None.

Additional Abilities: Can spray a two-foot radius with either type of chemical. The recall spray will generally affect 1D4 insects. The recall chemical

dissipates after one melee round and the scent marker spray dissipates after 4D4 minutes.

Mega-Damage from a Swarm Attack: None.

Additional Swarm Effects: A swarm or 20 Stink Bugs can cover a 100-foot area with either type of chemical. In the case of the recall chemical, this area is large enough to affect 4D10 insects.

Bio-E Cost: 10 points for every 20 Stink Bugs.

Bio-Enhancements: Stink Bugs do not have to limit themselves to just two types of chemicals. By reducing the payload of their other chemical attacks, they can add one additional chemical spray. Stink Bugs with three different chemical sprays can use each type twice per 24 hour period.

- Paralysis Chemical (Minor): Stink Bugs can be enhanced with a chemical that can cause paralysis on contact. The chemical is absorbed through the skin, so gas masks and Face Wraps are ineffective. It only affects unarmored humans and other S.D.C. creatures. Anyone within the area of effect must make a roll to save vs. non-lethal poison of 14 or higher or else be completely paralyzed for 2D6 melee rounds. The chemical dissipates immediately after it is sprayed.

Bio-E Cost: 30 points for every 20 insects.

Prerequisite: None.

- Paralysis Chemical (Major): The Paralysis Chemical Bio-Enhancement can be further enhanced so that it will affect M.D.C. creatures and even Bio-Tech creations. Anyone within the area of effect must make a roll to save vs. non-lethal poison of 14 or higher or else be completely paralyzed for 2D6 melee rounds. Bio-Tech weapons and devices are also paralyzed by the spray and will

not function unless they save vs. non-lethal poison as well. Suits of Host Armor can be paralyzed, but the spray does not pass through to the pilot (although he will likely be trapped inside). The only creatures that are immune to the spray are the Stink Bugs, so they must be careful not to harm any of the other Hive Insects or the Hive Armor. The chemical dissipates immediately after it is sprayed.  
Bio-E Cost: 40 points for every 20 insects.

Prerequisite: Paralysis Chemical (Minor).

- **Burning Vapors:** This is the only enhancement that allows Stink Bugs to actually damage machines. The corrosive spray is destructive to inorganic material, but nearly harmless to living tissue (no damage, just mild skin irritation). The spray inflicts 2D6+3 M.D. every melee round for 1D4 melees. Multiple insects only increase the area affected, but not the damage. The chemical dissipates immediately after it is sprayed.

Bio-E Cost: 10 points for every 20 insects.

Prerequisite: None.

- **Stench Chemical:** This noxious chemical spray irritates the eyes and causes the victim to cough and gag. The spray only affects people that are not wearing a gas mask or some other type of environmental helmet. The spray dissipates after 2D6 melees. Any unshielded people or animals within the area of effect will be -4 to strike, parry, and dodge until they leave the toxic cloud.

Bio-E Cost: 10 points for every 20 insects.

Prerequisite: None.

- **Enhanced Flight Speed:** Stink Bugs can receive larger, more powerful wings that

allow them to achieve much greater flight speeds. Increase flight speed to 140 mph.

Bonuses: +1 to dodge.

Bio-E Cost: 2 points for every 20 insects.

Prerequisite: None.

### Spy Flies

All Hive Insects can be used as miniature spies and scouts, but none are better suited to the job than Spy Flies. These tiny bugs are half the size of a normal Hive Insect which makes them even harder to spot than usual, and they possess a mild version of Chameleon Skin that allows them to change colors to match the primary color in the background. Spy Flies are also incredibly fast. They can scout out trouble and deliver the news back to the hive faster than any other Hive Insect. In addition, all Spy Flies possess Enhanced Sight. They can see infrared spotlights used by the Machine and can spot the heat signatures of hidden robots, humans, and animals. Spy Flies are the only Hive Insects that are not released in coherent swarms. Once they leave the hive, they scatter in all directions to search for trouble. Once they spot a robot, they rush back to the hive to warn the Swarm Lord. They cannot communicate the exact nature of a threat, but they are still an excellent resource for sniffing out ambushes and concealments. Their sense of smell is also twice as acute as other Hive Insects. This means Spy Flies can still track the scent marker left by Stink Bugs even when the target moves out of range of the rest of the hive (one mile range).

M.D.C. of each Insect: 1 each.

Flight Speed: 180 mph.

Bonuses: +6 to dodge.

Color: Solid black, but they can change color at will.

Mega-Damage from a Single Insect: None.

Additional Abilities: Enhanced Sight, Enhanced Sense of Smell, and Chameleon Skin.

Mega-Damage from a Swarm Attack: None.

Additional Swarm Effects: Spy Flies provide their Swarm Lord master with the equivalent skills of Detect Ambush and Detect Concealment. 20 Spy Flies provide a base skill of 30% for each or a bonus of +15% to each skill if the Swarm Lord already possessed them. Every additional 20 Spy Flies released into the environment provides a bonus of +15% to both skills. In addition, every 20 Spy Flies scouring the area for trouble gives the Swarm Lord a bonus of +1 on initiative and every 40 Spy Flies provides a bonus of +1 to dodge.

Bio-E Cost: 10 points for every 20 Spy Flies.

Bio-Enhancements:

- **Electromagnetic Vision:** Spy Flies can be enhanced with Electromagnetic Vision. This allows the tiny insects to see robots through walls or around corners. In addition, it allows Spy Flies to detect Nex-Androids that are attempting to pass themselves off as human. Range is only five feet, so the Spy Fly usually has to land on the target in order to be sure.

Bio-E Cost: 10 points for every 20 insects.

Prerequisite: None.

- **Enhanced Flight Speed:** Spy Flies can receive larger, more powerful wings that allow them to achieve much greater flight speeds. Increase flight speed to 250 mph.

Bonuses: +1 to dodge.

Bio-E Cost: 2 points for every 20 insects.

Prerequisite: None.

Use the exp table slappy said that fits it uses Biotic & Packmaster exp talb METAMORPH & SWARMLORD

Level 1: 0,000 - 1,950

Level 2: 1,951 - 3,900

Level 3: 3,901 - 8,600

Level 4: 8,601 - 17,600

Level 5: 17,601 - 25,600

Level 6: 25,601 - 35,600

Level 7: 35,601 - 50,600

Level 8: 50,601 - 70,600

Level 9: 70,601 - 95,600

Level 10: 95,601 - 129,900

Level 11: 129,901 - 179,960

Level 12: 179,961 - 229,960

Level 13: 229,961 - 279,960

Level 14: 279,961 - 329,960

Level 15: 329,961 - 389,961

## **Sweeper**

By Slappy

Sweepers are the demolitions experts of the Resistance. Their main responsibility is to disarm bombs and land mines planted by the Machine and rival Great Houses, but their training also makes them expert saboteurs. They wear an experimental suit of Host Armor called Shellback Armor that gives them the tools to disarm or detonate nearly any type of explosive device, plus some of the thickest armor in the Resistance in case things go wrong. Sweepers are among the handful of people that know how to disarm Bio-Tech explosives, and they are the only humans (other than Technojackers) capable of dismantling bombs that use metallic components. For decades, the task of sniffing out bombs and land mines was the responsibility of Packmasters and the Gorehounds under their command.

While they were very effective at finding explosive devices, there was little they could do to actually disarm them. Conventional bombs set by rival Great Houses could be disarmed, but the majority of explosive devices were placed by the Machine's forces and it was nearly impossible for a human to safely touch them. These devices were primarily composed of metal, and the Nanoplague made most attempts to disarm them suicide. Really all Packmasters could do was mark them for other troops to avoid, or detonate them with Chigs and Squigs (which was not very helpful when they were trying to maintain a low profile). This all changed with the creation of the Sweepers. Their Shellback Armor gave them the tools to safely disarm any of the Machine's devices (in spite of the Nanoplague) and the protection to survive nearly any sized blast in case the pilot failed. The armor has dozens of eight-foot long retractable tentacles that the pilot uses to operate on explosive devices from a relatively safe distance. Plus as an extra precaution, the suit is able to create a containment field around the device by covering it in experimental Bio-Tech insects known as Impact Beetles. Sweepers are trained to work quickly in order to prevent a Nanoplague Response, but if it does happen, the tentacles are designed to take the brunt of the damage. The excessive amount of limbs allows the pilot to continue working even as the Nanoplague tears tentacle after tentacle apart. If all else fails and a device proves too difficult to disarm, Sweepers are also equipped with multiple types of explosive chemicals and Bio-Tech devices that they can use to detonate the bomb. Sweepers are also trained how to use their explosive payloads for maximum effect against the

Machine's robot minions and installations. Since members of the Resistance knew very little about the Machine's technology, the first batch of Sweepers we actually trained by Technojackers. Fortunately, since few humans could safely handle N.E.X.U.S. manufactured explosives, the Machine did not bother creating complicated devices, so it did not take long to educate the first Sweepers how to properly disarm them. Once they mastered this skill, their training quickly switched to understanding how to best utilize their explosive payloads against the Machine. The Sweepers have worked out better than anyone could have imagined. Their presence in the field has prevented hundreds of Splicers from falling victim to explosive booby traps, and their demolitions skills have allowed the Resistance to reap incredible destruction upon the Machine.

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q. and M.E.: 14 or higher.

Attribute Bonuses: +1D4 to I.Q., +2 to M.E., +1D6 to P.S., +1 to P.P, and +1D6 to P.E.

O.C.C. Bonuses: +4 to roll with impact, +2 to save vs. insanity, and +5 to save vs. horror factor.

Base S.D.C.: 30, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+10%), Saboteur (+20%), Guerilla Warfare (+20%), and Technical (+15%) or Construction (+15%).

Special Skills:

- Disarm Bio-Tech Explosives: Sweepers have been trained how to disarm Bio-Tech explosives like Migs and Trench Foot Mines. Usually, once

these devices have been set, even touching them will trigger the explosive. Shellback Armor is equipped with a special Bio-Toxin that is capable of paralyzing small Bio-Tech devices for 2D6 melee rounds. This gives the Sweeper enough time to surgically sever any of the devices triggering mechanisms. The skill roll determines if the Sweeper successfully cuts all triggers. On a failed roll, at least one trigger remains and the device immediately detonates once the effects of the Bio-Toxin wear off. Base Skill: 60%+3% per level of experience.

- Disarm Metallic Explosives: The Nanobot Plague makes touching metallic objects a dangerous and often deadly affair. Sweepers, however, are trained on how to disarm bombs that use metal components. Shellback Armor is designed to take the brunt of the damage from a Nanoplague Response, but sometimes despite their best efforts, the Nanobots actually trigger the device. Sweepers are trained how to prevent this from happening, but it is by no means one hundred percent. On a successful skill roll, the device is successfully disarmed. On a failed roll, a Nanoplague Response is triggered. Roll on the standard Nanoplague Response Table to see the effects, plus roll to see if the device itself is accidentally triggered (01-30% chance). Base Skill: 40%+3% per level of experience.

Elective Skills: Trap and Mine Construction (+20%) and select six Elective Skills from the following list at first level, plus one additional at levels 2, 4, 6, 8, 10, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+5%)

Espionage: Any

Medical: First Aid only.

Military: Any (+10%)

Physical: Any

Rogue: Any

Science: Any (+10%)

Technical: Any (+20%)

Transportation: Any

Wilderness Survival: Any (+5%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Shellback Host Armor: Sweepers receive an experimental Host Armor design known as Shellback Armor. The Sweeper is genetically bonded to one specific Shellback Armor.

Step One: See the specific details on Shellback Armor below.

Step Two: Determining Metabolism.

Shellback Armor is always a Lithovore.

Step Three: Available Bio-Energy points for the Sweeper is M.E. attribute number, +P.E. attribute number, +2D4x10+20 points, plus an additional 20 points for the Lithovore metabolism. Each level of advancement, starting with level two, the Sweeper gets an additional 5D4 Bio-E to add to the capabilities of his current Shellback Armor. These Bio-E points can be spent as soon as they are acquired or saved and combined with points from subsequent levels of experience.

If the Sweeper's Shellback Armor is destroyed, another will be bonded to him, but it will only have the most basic Bio-Enhancements. Further augmentation will only occur with each additional level of experience or as a reward for impeccable service.

Step Four: Biological Enhancements and Weapon Systems. Selections can be made from any of the categories, but



most Sweepers focus on Biological Defenses in order to give themselves better protection in the field and the unique Bio-Enhancements that are only available to Shellback Armor.

Standard Equipment: Military fatigues, a suit of non-organic body armor for back up or disguise, dress clothing, survival knife, utility belt, first aid kit, 2 Slap Patches, Face Wrap, tinted goggles, hatchet for cutting wood, one light Bio-Weapon and one heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items.

Handheld Weapon Bio-Enhancements: Sweepers receive 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2. Bio-E can be distributed between all the weapons in the character's personal armory or applied to one favorite item.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

The Upside: You are a walking explosives factory with the knowledge and skill to make the most of it. You can bring down nearly any obstacle, structure, or opponent with a few cleverly placed charges. Your skills at finding and disarming explosives make you a hero among your fellow soldiers, and they make sure to return the favor by watching your back in the field.

The Downside: You are a walking explosives factory, which does have its drawbacks in the middle of a war zone. When allowed to operate in peace, the bombs you place can inflict

unimaginable devastation upon the Machine, but it is rare that any human can find a moment of peace in the field. Your thick armor does protect you somewhat from the Machine's fury, but it also makes you a slow and easy target to hit. You may have the tools to disarm metallic bombs, but the Nanoplague makes your success rate far from perfect. You know how to work around these Nanobots, but no one knows how to completely stop them. You have taken more than your fair share of explosive blasts at point blank range, and it is always in the back of your mind that your Shellback Armor might not survive the next one.

#### Shellback Armor

Shellback Armor is a specialized suit of Host Armor specifically designed for demolitions and demolitions disposal. It gets its name from the thick turtle shell mounted on the back of the armor. This shell does provide the pilot with additional protection, but its main purpose is to shield the nearly one hundred pounds of explosive chemicals and Bio-Tech organisms that the suit continuously produces. The original intent of these explosives was to detonate bombs and mines when all attempts at disarmament failed, but Resistance leaders realized that the sheer amount of destructive power these suits carried made Sweepers ideal saboteurs and demolitionists as well.

The suit combines some of the latest breakthroughs in Bio-Technology with the thickest armor ever produced for a suit of Host Armor. This bulky armor allows the pilot to work around the problems posed by the Nanobot Plague while disarming bombs using metallic components, and the strength to survive nearly any sized blast in case he fails.

Mounted on each forearm of the suit are over a dozen eight foot long retractable tentacles that the Pilot uses to work on explosive devices from a relatively safe distance. Each tentacle is as articulate as the pilot's own fingers and many of them are tipped with useful tools that make the pilot's job even easier. The reason for the excessive number of tentacles is to give the pilot back up limbs to work with as the Nanoplague destroys them. As long as the Nanoplague does not actually trigger the device, a Pilot can continue to work uninterrupted as the Nanobots tear through tentacle after tentacle. Once the job is done, the incredible regenerative powers of these limbs quickly restore any damage done.

Before starting work on any explosive device, the pilot first covers it with strange Bio-Tech Insects known as Impact Beetles in order to create a containment field. This is a safety measure meant to absorb the bulk of the blast in case of failure. Each bug is capable of generating a small Bio-Force Field, and when they combine their strength, they can create a force field strong enough to contain almost any sized blast. The energy field hovers a few inches over the device, so even if the explosion completely destroys the containment field, the power of the blast is greatly diminished (the remaining M.D. that pierces the field is halved, as is the blast radius). Shellback Armor is the only other suit of armor capable of growing Bio-Tech Insects. These Impact Beetles are slightly different than the ones generated by Hive Armor. They are unable to propel themselves at sonic speeds and the force fields they create are much smaller in size (although much more powerful). They may not be as

versatile, but they are perfectly suited for the task of demolitions disposal.

Shellback Armor offers some of the best protection in the Resistance, but this increased shielding does come at the cost of decreased speed and mobility. They can run at a decent speed for their size, but the thick armor makes them somewhat ponderous and cumbersome in battle. This usually is not much of an issue since Sweepers rarely engage in frontline combat. Their role is to clear the field of enemy explosives or cover it with their own traps.

Class: Host Armor

Crew: One Sweeper

M.D.C. by Location:

- Arms (2): 3D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2); both arms have the same M.D.C.
- Hands (2): 2D6x10+20 M.D.C., +15 additional M.D.C. at levels five, ten, and fifteen; both hands have the same M.D.C.
- Retractable Tentacles (28): 70 M.D.C. each, +5 additional M.D.C. at levels five, ten, and fifteen
- Legs (2): 4D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2); both legs have the same M.D.C.
- Feet (2): 2D6x10+30 M.D.C., +20 additional M.D.C. at levels five, ten, and fifteen; both feet have the same M.D.C.
- Head: 2D6x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2)
- Main Body: 8D6x10+150 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2)
- Turtle Shell: 6D6x10+250 M.D.C., +10 additional M.D.C. per level of experience (starting at level 2), if the M.D.C. of the shell is depleted to zero, then there is a 70% chance that the

explosive payload will detonate, inflicting 6D6x10 M.D. to the main body of the armor and half damage to everything within a 40-foot radius. Note: The turtle shell can only be targeted with a called shot. However, it is a large target, so there are no penalties to strike.

Speed:

Running: 4D6+20 mph. The act of running does tire out the pilot, but at only 10% of the normal fatigue rate.

Leaping: Only 10 feet high or 15 feet across.

Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete. Digging tires out its pilot, but at half the usual fatigue rate. To dig down enough to adequately hide from enemies on the surface takes 3D6 minutes.

Swimming: 10 mph; swimming tires the pilot but at 10% the usual rate.

Underwater Depth: Shellback Armor can withstand pressure up to 1000 feet down.

Statistical Data:

Height: Approximately 2-3 feet is added to the height of the pilot.

Width: About 4 to 5 feet, based on the size of the pilot.

Length: About 3 to 4 feet, based on the size of the pilot.

Weight: Adds about 500 to 700 pounds to the weight of the pilot.

Cargo: Contained within the turtle shell on the suit's back is about 100 pounds of explosive chemicals and Bio-Tech Organisms.

Physical Strength: 4D6+15 – Splicer

P.S. is equal to Robotic Strength.

Production Cycle: Six month gestation, plus 6 months growth time.

Operational Lifetime: 2D10+50 year life span.

Trade Value: None, because each Shellback Armor is bonded to a specific

pilot and will not function for any other person.

Bio-Regeneration: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations except the retractable tentacles which regenerate at a rate of 1D6 M.D.C. per melee round.

Only the tentacles can be regrown once severed, all other locations require at least one point of M.D.C. in order to regenerate. However, an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: 7 for humans and other intelligent life forms; none against the machines.

Senses and Features:

- Advanced Sight: About equal to that of an eagle, able to recognize a face or read a small sign up to a mile away, passive nightvision (light amplification, range: 200 feet), polarization (to prevent blinding and reduce glare).

- Sound Amplifying Hearing: Able to hear a whisper 300 feet away.

- Enhanced Sense of Taste and Smell: Track by smell is possible at 50%+4% per level of experience, special bonus of +10% when attempting to detect or track explosive chemicals. The character can also recognize the distinct scents and smells of individuals and can detect when people experience extremes of emotions at 60%+2% per level of experience. Enhanced sense of taste gives the Sweeper the ability to recognize the exact components in anything the armor tastes at a skill of 50%+4% per level of experience, special bonus of +10% when tasting explosive chemicals.

- Can accurately sense magnetic north at all times.

- Project the pilot's voice at up to 80 decibels.

- The armor is shielded from damage from high intensity sounds, radiation, and normal heat, fire, and cold.
- Shellback Armor purifies the air before it is passed on to the pilot, removing all toxins, poisons, and impurities.
- Built-in gills to allow the pilot to breathe underwater for an unlimited amount of time.
- Bio-Comm
- Shellback Armor has instinct driven reflexes that are roughly the equivalent of a biological combat computer. These instinctual drives assess threats, plot available targets and route the relevant data directly to the pilot's mind as sort of enhanced reflex action. The armor is able to simultaneously track up to 18 targets and to identify as many as 4000 enemy images and sounds (bonuses are included below).
- Instinctive Skills: Dowsing 60%, Excavation/Mining 50%, Land Navigation 80%, and Masonry 60%.
- Seismic Sense: Able to detect miniscule vibrations in the ground, feeling earthquakes, thunder, explosions, and even the approach of heavy vehicles, robots, troop movement, and stampeding animals up to 12 miles away.
- Resistance to Physical Attacks: A layer of heavy tissue filled with impact resistant fluid cushions Shellback Armor from blunt attacks, falls, and explosive concussions (all inflict half damage).
- Emergency Explosive Payload Dump: If the turtle shell is ever breeched, the explosive chemicals and Bio-Tech creatures within become completely exposed to enemy fire. At this point it takes very little to set off a devastating chain reaction within the armor. The armor is capable of quickly expunging all explosive chemicals in an emergency with a simply mental command from the pilot. The turtle shell actually rips itself

open and spits the entire payload in one massive glob about 10 feet away. It is not quite far enough away to protect the armor in case this explosive glob is detonated, but it does give the pilot a small head start. Even the slightest spark will ignite this high-explosive concoction, so it is best to take cover. Detonating this explosive glob inflicts 4D6x10 to a 40-foot area. The pilot can perform an emergency payload dump at any time, but most will wait until the last possible second since it has pretty rough on the armor. The Shellback Armor is incapable of generating any new explosives for 36 hours while the turtle shell recovers from this incredibly damaging maneuver.

Feeding: Lithovore, the suit eats 60 to 90 pounds of minerals (stones, rocks, dirt, clay, etc.) a day.

Sleep Requirements: Shellback Armor requires 3D4 hours of sleep/rest/inactivity per day, during the day or night hours.

Combat Bonuses: +1 to strike, +5 to parry (mainly due to the retractable tentacles), -1 to dodge, +3 to entangle, +1 to disarm, and +4 to roll with punch. Demolitions Tools and Weapon

Systems:

1. Retractable Tentacles (28): A ring of fourteen small holes runs around each wrist of the armor. The pilot can extend an eight-foot long tentacle from each one of these holes. Each tentacle is incredibly articulate and when multiple tentacles are used together, it feels as natural to the pilot as using his own hands. Several of the tentacles on each arm are tipped with different tools to better help the pilot perform his duties. In order to safely work from a distance, one tentacle on each wrist has a standard eye mounted on the tip. Most Sweepers enhance these eyes with Macrovision,

but in the beginning they are just regular human eyes. Another pair of tentacles (one on each arm) is tipped with tiny bone spikes. They are shaped like a screwdriver head and can be used like a chisel to pry open bomb casings, or they can actually be used as screwdrivers. Another set of tentacles are tipped with razor sharp scalpels to allow the Sweeper to disarm Bio-Tech explosives, and a final set of tentacles are equipped with tiny pincers that can be used as tweezers for delicate procedures. The rest of the tentacles act as disposable fingers that can be torn apart be the Nanobot Plague and quickly replaced. They are designed to automatically detach if they are ever exposed to anything that would threaten the armor (like the Nanoplague Response that creates a metallic poison). Each Tentacle regenerates at a rate of 1D6 M.D. per melee round, and severed tentacles will completely regenerate within 1D4 hours. Primary Purpose: Demolitions Disposal Secondary Purpose: Defense Mega-Damage: Only the scalpels are capable of inflicting any damage, and each one only inflicts a measly 1 M.D. Rate of Fire: Equal to the number of attacks per melee. Effective Range: 8 feet.

2. Mini-Hive: Within the armor's turtle shell is a miniature hive that is capable of generating special Bio-Tech insects known as Impact Beetles. These powerful insects are used to create a containment field around explosive devices before the Sweeper begins working. Each bug is capable of generating a small four inch by four inch Bio-Force Field, and when dozens of these bugs combine their strength by overlapping their force fields, they can contain nearly any sized blast. The energy field hovers a few inches over the

device, so even if the explosion completely punches through the containment field, the power of the blast is greatly diminished (the remaining M.D. that pierces the field is halved, as is the blast radius). The insects sit on the device and project their force fields over their heads. This means they actually sit inside the containment field, so if the bomb detonates they are all instantly destroyed. However, the field actually remains a few milliseconds after their bugs' demise, which is more than enough time to absorb the brunt of the explosion.

The Sweeper decides how many Impact Beetles to use for the containment field and then releases them through a small opening in the turtle shell by a simple metal command. The armor transmits a mental image of the target to the insects, and once released, they speed directly to the target and activate their force fields as soon as they land. They can maintain their force fields for 4D6+10 minutes before they run out of energy and die. Even if the Sweeper finishes working before this time elapses, the Sweeper has no way to deactivate the bugs or recollect them. Note: Individual Impact Beetles will automatically shift or deactivate their force fields as necessary to allow the Shellback Armor's tentacles access through the containment field. These small openings do not reduce the overall protection of the field. Primary Purpose: Demolitions Containment Secondary Purpose: Defense M.D.C. of the Force Field: Each insect can create a tiny four inch by four inch force field with 10 M.D.C. Multiple insects can combine their strength for a more powerful containment field. Every Impact Beetle adds 10 M.D.C. to the force field.

Duration: The force field can be maintained for 4D6+10 minutes before the insect runs out of energy and dies.  
Rate of Fire: Requires one melee attack to release the Impact Beetles.  
Effective Range: Typically 10 feet, but Sweepers can direct the insects to a target up to 50 feet away.  
Payload: 10 Impact Beetles. One spent insect is regrown every 4D6 minutes. Additional Impact Beetles can be purchased at a cost of 5 Bio-E for each insect up to a maximum of 30 Impact Beetles.

3. Squig Generator: Shellback Armor is capable of growing the organic blasting caps known as Squigs within its enormous turtle shell. While not very powerful on their own, these detonators are the primary component of nearly every explosive device the Sweepers create. They are generated and stored within the turtle shell. When the pilot needs one, a simple mental command causes the suit to squeeze one Squig through the suit's internal ductwork where it emerges in the armor's palm. The pilot can determine which hand the Squig will appear in.

Primary Purpose: Demolitions  
Secondary Purpose: Demolitions  
Disposal

Mega-Damage: 1D4 M.D.  
Rate of Fire: Requires one melee action to summon a Squig.  
Payload: 24 Squigs. Shellback Armor can create one Squig every 12 hours to replace spent detonators. Additional Squigs can be purchased at a cost of 5 Bio-E for every 2 Squigs up to a maximum of 40 Squigs.

4. Tech Paralyzer Bio-Toxin: Mounted on the right forearm is a small tube that is capable of spraying a special Bio-Toxin known as Tech Paralyzer up to 10 feet away. It is a diluted version of the

same poison used by the Butchers. It was designed to only affect small Bio-Tech devices like Migs and Trench Foot Mines, but it can also be used to incapacitate Bio-Tech pistols, small melee weapons, and other small Bio-Tech devices (larger devices are completely unaffected no matter how many doses they are sprayed with). Any device sprayed with the chemical must make a roll to save vs. non-lethal poison of 16 or higher or else by completely paralyzed for 2D6 melee rounds. Sweepers are very adept at spotting the signs of a successfully paralyzed device, so they know when it is safe to operate.  
Primary Purpose: Demolitions  
Secondary Purpose: Defense  
Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 10 feet.  
Payload: 5 doses of Bio-Toxin. Spent blasts are regenerated 24 hours after they are used. Additional doses can be purchased at a cost of 5 Bio-E per dose up to a maximum of 20 doses.

Bio-Enhancements Only Available to Shellback Armor:

1. Primer Cord Generator: The left forearm of the armor can be equipped with a hollow tube capable of creating a special explosive rope known as primer cord. It is composed of a high-explosive chemical wrapped in an outer casing of Mega-Damage silk. It is processed within the armor's turtle shell and then squeezed through the forearm tube like toothpaste. It is completely dry by the time it is expelled from the armor. The Sweeper can choose what length he wants the suit to produce. No matter how long the primer cord is, the entire length detonates almost instantly. It is primarily used as a detonator to link multiple charges together across a distance, but it also packs pretty impressive destructive

power when wrapped around an object. Sweepers routinely wrap primer cord around multiple support beams in order to collapse buildings and other structures. The Mega-Damage silk surrounding the primer cord protects it from premature detonation and makes it difficult to cut, but it can still be detonated with a Squig. Every one foot length of cord has 1D4 M.D.C. Spent primer cord is regenerated within the turtle shell at a rate of 10 feet every 12 hours.

Primary Purpose: Demolitions

Secondary Purpose: Assault

Mega-Damage: 1D6 M.D. per five feet of primer cord, but the damage is drastically increased when wrapped around on object. If this case damage is 1D6 M.D. for every foot of primer cord wrapped around the object.

Rate of Fire: Requires one melee action to create 10 feet of primer cord, so creating 40 feet of cord would require 4 melee actions.

Bio-E Cost: 10 Bio-E for every 10 feet of primer cord up to a maximum payload of 100 feet.

2. Mig Generator: Shellback Armor can have up to two Mig Generators mounted on the underside of the turtle shell, just behind the hips. The Sweeper just reaches back and plucks them off. These Migs are somewhat different than the standard versions. They are not self sustaining, so once they are removed from the armor, they will dry up and die within 48 hours if not used. It takes 24 hours to grow a new Mig once one is removed.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D8x10 M.D., to a 12-foot radius.

Rate of Fire: Requires one melee action to remove a Mig from the armor.

Bio-E Cost: 20 Bio-E per Mig

Generator, up to a maximum of 2.

3. Agitation Mine Generator: The turtle shell can be Bio-Enhanced to create small baseball sized explosives known as Agitation Mines. The tiny mines are designed to detonate if they are disturbed in any way. Even the vibrations from heavy robots traveling too close to the mines can set them off. They are grown within the turtle shell and released through a small opening behind the left or right shoulder (pilot's choice). Each mine looks like a lumpy ball of mottled brown and tan colored flesh (to better help them blend in with the environment). To activate the mine, the wielder first squeezes a small nerve cluster on top of the mine. He then has four seconds to place the mine before it becomes active. Once activated, the slightest touch will detonate the mine. Even the Sweeper that created the mine cannot touch it without setting it off.

These mines are surprisingly powerful on their own, but they are primarily used as detonators to set off larger traps.

Sweepers love to use agitation mines in combination with primer cord wrapped around support beams to drop thousands of tons of debris on top of the enemy.

This is a great way to immobilize dangerous threats like Assault Slayers.

Primary Purpose: Demolitions

Secondary Purpose: Assault

Mega-Damage: 4D8 M.D., to an 6-foot radius.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: Can be thrown up to 200 feet.

Bio-E Cost: 8 Bio-E for every Agitation Mine up to a maximum of 20 mines.

4. High Explosive Putty Generator: Shellback Armor can be Bio-Enhanced to create a special high explosive putty.

It has the consistency of clay, and can be hand molded into any shape the pilot desires. It is generally used to create shaped-charges capable of punching through heavy armor. The putty is rather durable and will not explode if exposed to normal S.D.C. fire, explosives, or electricity. It can only be detonated by Mega-Damage fire, energy blasts, or explosives (like Squigs). The putty is generated and stored within the turtle shell. When the pilot needs some, a simple mental command causes the suit to squeeze one pound of putty through the suit's internal ductwork where it emerges in the armor's palm. The pilot can determine which hand the putty will appear in. Spent putty regenerates at a rate of 1 pound every 12 hours.  
 Primary Purpose: Demolitions  
 Secondary Purpose: Assault  
 Mega-Damage: 1D6x10 M.D., to a 10-foot radius. If the pilot takes the time to mold the putty into a shaped charge (which takes 2 melee actions), the damage from the charge is increased 50 percent. However, this does decrease the blast radius by 50 percent.  
 Rate of Fire: Requires one melee action to summon one pound of putty.  
 Bio-E Cost: 15 Bio-E for every pound of putty up to a maximum of 20 pounds.

### **Techwarrior**

By Hellbound

Tech warrior

During the beginning days of the plague it was the few technojackers that held the line against the machines while the rest of humanity licked their wounds and adapted. What was not common knowledge was the development of some technojackers into tech warriors and it was these few souls who held the line so humanity could rise again. These

skilled warriors are sought out by techlords and the few great houses that are aware they exist.

SDC 60+1d4x10 hit points PEx2 +3d4 per level

Bonuses

+1d4+2 IQ,PS,PP,ME,SPD

2 attacks 3initiative 3 perception rolls 2 strike parry dodge

Skills

Espionage(martial arts if freelancer, if trained by kingdom or great house gets assassin or commando)

, Saboteur, weapons training, one program of choice

Elective skills are the same as normal technojackers with the following changes

Medical add field surgery

Military add blind fighting

Abilities

Tech points IQ+MEx2 +1d4x10 + 1d6x10 per level

Nano Armor

Machine meld

Self regeneration

NOTE: techno warriors do not get jury rig Machine / tech combat awareness similar to cyber-knight but it is altered Level:

1. Completed occ training and all bonuses
2. Paired weapons the tech warrior gets wp shield, knife and sword. +1 to parry at 2,4,6,9,11,14 +1 to strike at 2,7,11,15 both for hand to hand and modern wps
3. Combat acrobatics ability to fight and strike even when moving and off balance, no penalty to strike when moving. Gets autododge
4. Tech combat awareness basic allows the tech warrior to focus on the machine and gets a sort of sixth sense when dealing with the machine and becomes aware of one opponent and all weapons systems from the opponent.



The warrior is aware of and able to react to all mechanical devices and weapon used by that particular opponent, including guns, vibro blades, neural mace, environmental body armor, power armor, cybernetics/bionics weapons and systems, computers, optics systems, sensors, robots, vehicles and other devices. Basically any machine with moving parts or that uses electricity or has a computer chip.

This allows the warrior to know the very instant a targeting computer or radar locks on, the moment he falls into the crosshairs of a gun, when a trigger is about to be pulled, when an energy cell charges to fire, or cybernetic muscle tenses or a turret begins to turn. More than that though, the warrior can actually feel the weapons and war machines as they come online or are drawn to be used against him. Its as if he can see them as clearly as the weapon being pointed in his face.

Bonuses

The warrior knows what his opponent is doing the same instant his opponent does it, enabling the warrior to react faster +3 initiative against attacks from modern guns and machines, +6 against artificial intelligence and computers the Warrior also gets a general +3 to strike parry and dodge.

The tech laden opponent is -3 to dodge/autododge and strike the warrior.

5. +4 autododge against technology. And any effects produced by a mechanical device.

6. Disrupt electronics The warrior either creates em waves or some other form of disruption that affects Sensors, optics, weapon systems, computers to either blink off and on provides mixed readings or faltering signals. This makes the electronics unreliable artificial intelligence and other robots act like

blind fighting when against this warrior. This power can be used to stealth or conceal the warrior for up to 5 minutes plus 2 minutes at levels 9,12,15 against human operators read cyber knight

7. +2 autododge against non tech does not affect #5 or 10

8. Advanced combat awareness basically like number 4 but applies to all opponents.

9. Hijack Robots/machine similar to machine control except the warrior takes total control of the robot infects it with a virus that programs the machine to fight alongside its new ally until it shuts itself down or it deletes the virus. The virus will last 2d6+3 minutes then fries the computer network at the end of the time frame. The machine can attempt to purge the virus before it runs its course once every 4 minutes. The machine needs 16 save or higher to purge the save gets a +1 to strength at levels 11 and 13. The warrior does not need to maintain contact with a hijacked robot and can give it orders by radio or verbally.

10. improved autododge +6 against tech +8 versus artificial intelligence and computers this replaces number 5 and does not add to it.

11. EMP wave or some other form of disruption very much like number 6 but instead of sensors it is designed to wipe out robots or any thing joined together by nanites. Basically it disrupts the nanites holding things together so they fall apart. Basically this ability will disrupt/destroy necrobots/borg with one shot. Equal to hand to hand attacks range 1,000ft no real damage to objects the make up the nanite construction.

12. +2 attacks

13. nanite communication treat like secure radio can send and receive

messages up to 200miles rarely used since very few people have this ability  
14.

#### 15. Creation of attack drone

standard equipment:

Non aligned tech warriors use the standard technojacker list.

Tech warrior from one of the kingdoms

Uniform, sunglasses, communication watch 1-25mile range scrambled, multi optic goggles(helmet in goggles)

Gets pulse laser rifle and pistol use what's in the book since I have long ago ditched PB weapons.

Techno armor until further time just use traix t-11 armor. When I have more time will write them up fully. Which can be enhanced even repaired by nano armor.

Data scanner consider it like a phase world portable scanner.

Enhanced Vibro sword +2 strike and parry 6d6+4damage  
1d4 regular knives

jeep or motorcycle electrical can be powered by a technojacker

food rations for 4 week supply 2-1liter canteens and 1-3liter water bladder.

Tent, bed roll, and some personal items

Skills and abilities of the different types of technojackers

Not sure if I want to start from scratch or work from basic profile

Technojackers are capable of enhancing themselves with and thru nanites. With the use of tech points which can be spent on abilities.

Tech points are determined by one of these ways:

$IQ+ME+PE+STR \times 2 + 1d4 \times 10 +$

$1d6 \times 10$  per level this would be used if starting from scratch and letting players pick all abilities from scratch

$IQ+ME \times 2 + 1d4 \times 10 + 1d6 \times 10$  per level will be used if using baseline as indicated in book or from several types of technojackers. Where each type

started with certain abilities free which would allow some to start with advanced abilities

SENSES enhancement

Vision 6 options per eye if you don't like what option you have replace it with another (you don't get the tech points back they are lost)

Anti dazzle protects eyes from bright lights from spotlights to solar flares and you can watch a solar eclipse with no problem tech cost 10pts

Thermograph tech cost 15pts

advanced thermo allows you to see thru walls tech cost 20pts Prerequisite:

Thermograph

Night vision/low light also known as starlight amplifies available low light to visible levels tech cost 10pts

IR tech cost 10pts

UV tech cost 10pts

Image enhancement high-resolution graphics capability allows user to enhance and refine images viewed.

When activated will increase perception by 2 and initiative by +3 allowing tecnojacker to pick up visual cues in greater detail.

Micro vision acts like palladiums normal macro vision eyes had to rename tech cost 15pts

Macro vision acts like a set of binoculars tech cost 10pts provides magnification from 1-6x cost additional 2 tech points per additional x1 power to a total of x100 power.

Target sight basic target sight of +1 to strike to both hand to hand and modern weapons tech cost of 15pts

Enhanced target +2 to strike tech cost 20pts Prerequisite: target sight

Advanced target predicts targets movement +3 to strike tech cost 30pts

Prerequisite: enhanced target sight

Total target allows P.P. bonus to be added to strike bonus + 1 strike and

reduces all targeting requirements by 1 attack/action. Tech cost 30pts  
Prerequisite: advanced target sight and machine meld  
Heads up display displays data from other devices within touch tech cost 10 add 1pt per foot of range to a 10ft max range  
Magnetic field detector  
Audio: 8 options total ears share abilities if you don't like what option you have replace it with another (you don't get the tech points back they are lost)  
Sound filtration system tech cost pts  
Amplified hearing tech cost pts  
Sound editing tech cost pts  
Echolocation tech cost pts  
Sound tracking tech cost pts  
Prerequisite:  
Radar tech cost pts  
Ground sensor tech cost pts  
Motion sensor tech cost pts  
Enhanced memory total recall tech cost pts  
Editic memory tech cost pts Prerequisite:  
Bio scanner tech cost pts  
PHYSICAL enhancement  
Str tech cost pts  
PE tech cost pts  
PP tech cost pts  
IQ tech cost pts  
ME tech cost pts  
SPD tech cost pts  
PB tech cost pts  
Flesh sculpt tech cost pts  
Flesh mimic tech cost pts  
Sdc increase tech cost pts  
Str to robotic increase strength to robotic when desired limited time tech cost pts  
Advanced version total tech cost pts  
Prerequisite:  
Enhanced reflex (autodoge) tech cost pts  
Cyber knight anti machine sense/combat training tech cost pts  
WEAPONS enhancement  
Claws

Spike launcher  
Whip  
Quill launcher  
Weapon mimic  
Hardpoints  
Electrical discharge  
Increased energy capacitors  
Mono wire/lash/whip  
Nano grenades Prerequisite:  
Nano probes Prerequisite:  
Sonic scream  
MISC enhancement  
Nanite storage just as it sound create pools of nanites in the body at key locations  
Increased Nanite storage just as it sound create pools of nanites in the body at key locations  
Increased nanobot armor thicker and stronger than basic on both levels  
Prerequisite:  
Improved nanobot armor thicker and stronger than basic on both levels  
Prerequisite:  
Improved machine meld stronger and longer than before can be total control and a bit more Prerequisite:  
Enhanced regeneration faster stronger than what the technojacker gets normally  
Prerequisite:  
Complete regeneration faster stronger than what the technojacker gets normally  
Prerequisite:  
Longevity enhancement much like immortality Prerequisite:  
Nano Repair an increased form of jury rig instead it actually repairs said item takes longer and requires skill/knowledge Prerequisite:  
Metal consumption/construction absorption of metals to be used in construction of items provided the character has skills or complete knowledge of item Prerequisite:  
Chameleon field  
Stealth field Prerequisite:

Radio  
 Basic  
 Scrambler  
 Wide band  
 Long range  
 ULF  
 Shielding  
 Toxins  
 Radiation  
 Heat  
 Cold  
 Fire  
 Pressure  
 Microwaves  
 Sonic  
 Acid  
 Skill theft steals one skill at a time from the machine that the robot was programmed with and stores it  
 Nano Replacement  
 Image projection projects an image for other to see (R2D2 from starwars for simple reference)  
 Holographic project a holographic image around the person projecting what ever image recorded or created  
 Transfer of healing nanites must remain in contact until complete. Allows character to lay hands on others while touch is maintained they can direct the nanites to heal the person once contact is broken the revert to normal programming and induce plague results. using  
 IQ+MEx2 +1d4x10 + 1d6x10 per level will be used if using baseline as indicated in book or from several types of technojackers. Where each type started with certain abilities free which would allow some to start with advanced abilities  
 Sensors  
 SENSES enhancement  
 Vision 6 options per eye if you don't like what option you have replace it with

another (you don't get the tech points back they are lost).  
 For palladium friendly ranges use bionics optic ranges. I do not so I deleted them from the post  
 Anti dazzle protects eyes from bright lights from spotlights to solar flares and you can watch a solar eclipse with no problem tech cost 5pts  
 Recorder acts like a camera and can record in 2 or 3D when combined with holo projector what the tj sees can be replayed for all to see or the tj melds with a tv. Tech cost 5pts  
 Thermograph tech cost 10pts  
 Advanced thermograph allows you to see thru walls. tech cost 20pts  
 Prerequisite: Thermograph  
 Night vision/low light also known as starlight amplifies available low light to visible levels tech cost 5pts  
 IR tech cost 5pts  
 UV tech cost 5pts  
 Image enhancement high-resolution graphics capability allows user to enhance and refine images viewed. When activated will increase perception by 2 and initiative by +3 allowing tecnojacker to pick up visual cues in greater detail. Tech cost 10pt  
 Micro vision acts like palladiums normal macro vision eyes had to rename tech cost 5pts  
 Macro vision acts like a set of binoculars tech cost 10pts provides magnification from 1-6x cost additional 2 tech points per additional x1 power to a total of x100 power.  
 Target sight basic target sight of +1 to strike to both hand to hand and modern weapons tech cost of 10pts  
 Enhanced target +2 to strike to both hand to hand and modern weapons tech cost 15pts Prerequisite: target sight and replaces it

Advanced target predicts targets movement +3 to strike tech cost 15pts  
Prerequisite: enhanced target sight and replaces it

Total target allows P.P. bonus to be added to strike bonus + 1 strike and reduces all targeting requirements by 1 attack/action. Tech cost 20pts

Prerequisite: advanced target sight and machine meld. No it is not an error this does not replace advanced target but does require it.

Heads up display. Displays data from other devices within touch tech. Great for displaying info from data pads or leaving cameras around the corner to watch your back so long as you don't walk further away than your range. cost 10 add 1pt per foot of range to a 10ft max range

Magnetic field detector can sense large mass of metal(100lbs or greater) within 100m and railguns and ant-grav units up to 1000m when in use. Tech pts cost 15

Advanced magnetic resonator requirements Magnetic field detectors can be used to map metal structures and detect large deposits of magnetic ore.

Range 2000ft Prerequisite Magnetic field detector. Tech pts cost 15

Radiation sensor sees radiation different colors for different types of radiation and brightness for strength tech cost 5pts working on audio sensors will post when ready.

### **Terror Knight**

By the Baron of Chaos

In the weird world of Splicer, there are not just War mounts and killer machines around. There are also alien creatures crawling around. Most of these are just animals, powerful and with unnatural abilities, but still animals. But there are others that are quite more smarter. Like

the terror masks. These are actually huge flat insect like beings, whose shell oddly resemble humanoid faces. Sometime monstrous and sometimes very nice looking. But despite the look these alien creature are symbiote that need to bond with other life forms in order to survive. Before entering in symbiosis, the Terror masks just lay in hibernation until a viable host come close, generally a S.D.C. being. In this status they look like odd white porcelain mask, but when the host is close enough, roughly 10ft range, the mask jump grabbing the face of the victim and digging a series of organic tendrils trough the mouth, the nose and skull.

Needless to say the process is both painful and shocking. The host cannot rebel, because the symbiote release a paralysis toxin in his bloodstream.

Slowly, the mask start spreading inside the host body, changing it, modifying it for its own purpose. A parallel neural system grow, muscle fiber are reinforced, bones are strengthened ,internal organs are covered with a thin net of M.D.C. reinforcement muscle and new ones grow, skin harden and become paler, the entire chemistry of the body is changed; in a word, the body mutate. At the same time the Symbiote start instructing its host, one could say brainwashing it trough prizes and punishment method, with the end result of the host being more cooperative. Oddly enough after a while, with little talking and many pleasure center stimulation, the host are actually very happy of the symbiosis. And they don't even discovered the improvement their body had undergone.

Of course nothing is for nothing, is a law of nature.

The Symbiote do need its host for a reason: survival. The host is the feeding

carried. The “mouth” through the Terror mask could feed of its nutriment: energy, bio-energy to be more precise.

So a life of bio-vampirism start for the Terror knight(so called for their ability to create bio-energy sword), constantly preying upon other humans, although the symbiote do prefer the life energy of splicer bio-tech, war mounts and host armor especially.

The Terror knight are often viewed as wicked monsters; some of them are slightly wild and their feeding habit is frightening to extreme, for them any piece of bio-technology is just a tasty lunch! This and the fact that the mask symbiote seem to be a natural enemy of the gene-pool, well they are not going to receive a warm welcome in human sanctuaries. Despite this, most Terror Knight tend to fight for humankind against machines legion, for nothing else to save their food resource . So they live as exiled, away from the human refuge, vagabonding from one place to another, hiding in the darkness and fighting to survive in this damned world.

Alignment: The Mask symbiote does have anarchist alignment, the owner can be of any alignment

Attribute requirements: apparently none, but the symbiote is particular picky on its host PE 12, ME 14 or more. An high PS is helpful is not mandatory but help  
Attribute Bonuses: +3d6 to P.S.

( Splicer/Robotic), +1d4 P.P. (min 17), +1d6 to P.E., age one year each 10, +6d6 Spd

O.C.C. bonuses: +1 attack per melee, +8 on initiative, +1 to strike, +3 parry and dodge, +3 to pull punch, +3 roll with impact, can survive falls from 100ft, +4 save vs. HF

Terror Knight O.C.C. power

Symbiote stat:

I.Q. 12+2d6, M.E. 20, M.A. 3d6

M.D.C.: 1d8x10 (this is added to head M.D.C.) regenerate 1d6 per melee

Has complete control over its host biology

Has 360% perception and increase host awareness of eventual dangers, they cannot be taken by surprise(bonus were added to O.C.C. bonus above)

Appearance: choose one

Skull/demonic like: HF 12 , reduce PB by 25%

Featureless/hockey mask: HF 10, reduce PB by 2d4

Angelic/kabuki mask: HF 8, add 1d6 to PB

Physical transformation: as note above the Mask symbiote completely transform the body of its host, turning it into something more the human .

- Splicer Strength: as noted in attribute bonus

- Supernatural endurance: M.D.C. 2d4x10+PE , fatigue 20 times less than normal human, can remain alert for two days(48 hours) with no ill effect, need only 5 hours of rest each day, is impervious disease, +4 to save vs. poison and toxins, +20% save vs. coma death, impervious to heat and cold, hold breathe for PE+10 minutes, does not register pain and stop only when drop at -50 M.D.C +10 per level

- Enhanced reflex and agility: the symbiote parallel neural system and new muscles allow faster reactions and agility plus add +15% to Acrobatics, Climbing and Gymnastic

- Enhanced Speed: +6d6 to Spd and leap 12ft high and 20ft across from a dead stop, double with a running start

- Regenerative Trance: The Terror Knight , or better his symbiote, can place himself in a regenerative coma, he appear dead even to most advanced sensors and unnatural senses. In this coma he is +6 to save vs. poison/ toxins

and heal all damage suffered at rate of 1d4x10 per minute. Severed limbs and organs regrow in 1d4 hours, even heart and part of brain to 60% of its mass, can be regrow these ones taking 2d6+2 hours each.

- Bio modification: The symbiote, in addition to above, utterly modify its host answering to some subconscious desires of him. The host get 3d10+30 Bio-E point worth of Biological Enhancements

Energy Vampirism: The Terror Knight no more need to feed or drink, he just need of feed upon bio-energy.

The feeding attack done with physical contact, a hug, a kiss or the classical choking grip; inflict 2d6x10 points of damage directly to Hit Points to SDC beings, Mega damage to M.D.C. living being . This drain of life force left the victim, if he survive, weakened for 2d4 hours, minutes for M.D.C. beings, has no initiative , -4 to combat bonuses, and reduce skill performance, attack per melee, P.S and Speed by 75%, plus tires twice as quickly

The Terror knight need 2d4x10 hit point/ M.D.C. worth of bio energy per week plus an additional 2d6 per level (the older the more the energy need), is impervious and could feed upon bio-energy blast

Non bio-energy can substituted, like the energy cell of a robot(robot drained do no suffer damage but only the side effects and lose 2d6 years from their power system operational life) or an energy clip, but makes him nausea and weak (-3 on initiative, -1 attack per melee and reduce speed by 20%)

Gorging: Feeding more than 60 hit point in less than 4 minutes cause the Terror knight to become supercharged. This effect is temporary lasting only one hour and to avoid indigestion can be repeated

only 6 time each day. After the end of the supercharge the Terror knight is weak for 3 hours: reduce P.S. by 10 points and reduce initiative and speed by half

Bonus from supercharged status

Add 1d4+1 to P.S. which becomes supernatural for the duration of supercharge

Triple Speed

Add 5d6 points to M.D.C.(can replenish lost M.D.C.)

+2 to initiative

+2 attack per melee

+10% to save vs. coma/death

Bio-Energy Sword: Actually can take any shape, a sword, a machete, an energy 7inch long claws, whatever shape fit Terror knight personality. Also the color change greatly. This sword, made from bio-energy is a very effective weapon, and can also shot energy bolt from the tip. At the third level they discover how to channel the sword into any natural weapon they could possess(Serrated whip, claws, horns) combining the damage

Damage: 3d8+PE +2 per level of experience, energy bolts does 2d8+PE megadamage

Range: 500ft for the energy bolt

Bonus: +1 initiative, +3 to strike and disarm

Duration: 5 minutes + PE, plus one minute at level 3, 5, 7, 10 and 15, more than this make the Terror Knight Hungry(hmmmm nothing beat Scarecrow's energy after a fierce battle!!)

Payload: Unlimited, but shooting more than 20 blast per minute weaken the Terror knight and make him hungry. No penalty if shooting and feeding at same time.

Bio-Energy Shield: Another use of bio energy, a Knight styled energy shield

appearing at Terror Knight hand great for parrying physical blows, and is useful for bashing too  
M.D.C: PEx5 take damage only if targeted , not if parrying  
Duration: 2 minutes per 5 point of PE +1 minute at level 3, 6, 9 and 15  
Bonus:+3 to parry

Energy Tracking: once feed on someone else energy they can track the energy trail at 78% , range 600ft

Common Skill: Standard

O.C.C. Skill Programs:

Hunter/Trapper(+20%), Weapons Training(+10%) , Outdoorsman(+20%) and one skill program of choice (often martial artist or assassination)

Elective Skills: Select 5 Skill from the following list at first level. Plus select other two Elective skills at levels 2, 5, 7, 9, and 13. all new skills start at level one proficiency.

Communications: Bartering, Sign Language and Language only (+10%)

Domestic: Any

Espionage: Any(+15%), except Disguise and Impersonation

Medical : First Aid and Toxicology only

Military : Blind Fighting and Trap

Construction only

Physical : Any

Rogue: Any(+10%)

Science: None

Technical : Any

Transportation : Any except Host Armor Combat, Wing Pack and War Mount

Combat

Wilderness : Any(+15%)

W.P.s : Any except WP. Armor and Siege Weapons

Secondary Skills: The character get to select 4 secondary skills at level one plus one at level 6, 9, 12 and 15. These are additional area of knowledge starting without any O.C.C. bonus

M.D.C. Living Body armor: none  
Standard Equipment: The Terror knight has very little needs, so their equipment is minimal, being unwelcome presence in human refuge limit their chance to acquire additional stuff too. Most of their owning is what is scavenged from their victims or built by themselves. This include 1d4 set of clothes, one suit of ceramic armor, two melee bio-weapon of choice(1d10+10 bio-e each), a crossbow with 2d4 vibro-quarrels and does have 50% chance to have a riding horse as mount

Money: 2d6x10 credits in precious stones and valuable stuff. As usual this money can be stored or spent for additional stuff

The Upside: Being a Terror Knight is the best thing you could experience, you are the ultimate predator and everyone else is prey. But best of all is the knowledge that your friend carries, and a new open perception of the world around you. You know that you exist as a balance element to the Librarians and Engineers, whose actions you always watch, carefully.

The Downside: You're feared, a lot. Dreadguards have orders to kill you if you come too close to Human underground sanctuaries. So you've always acted between shadows. And worst of all you know that they are somehow right, because you can't help seeing other living beings as a tasty lunch. This not counting that your symbiote sometimes is really annoying constantly talking in your head!

## **Trailblazers**

by Guy LeDouche

Based on a concept by Todd Yoho  
With the Machine rearranging continents and landscapes on a regular basis, it can be extremely easy to lose one's way.



Landscapes are changed, the flow of rivers can be shifted, and familiar landmarks destroyed or relocated. It is in this capacity that the Trailblazers came to be and earned their namesake. A combination of scout, trapper, frontiersman and explorer, Trailblazers are men and women who prefer to spend their time in the untamed wilderness. They are no strangers to harsh conditions and they are ever the tougher for it. The years of life in the outdoors means many are powerfully built, conditioned to harsh climates and environments, and all around tough as nails. They live their lives to the fullest, as they recognize that each day is a struggle to survive. They thrive on challenge and while not as refined as some, they are by no means primitive or backwards. They consider themselves to be one with the land and are stealthy, cunning, resourceful and self-reliant. A Trailblazer can be a native to the wilderness, a member of a Great House or hail from a Retro-Village. Regardless of their origins, Trailblazers feel an irresistible pull to the wilderness and all are hardened experts at hunting, trapping, wildlife, and living off the land.

As their name suggests, Trailblazers know all the paths through the wilderness, and know their home regions with astonishing familiarity. Like the Deliveryman, a Trailblazer is often the only means of communication for wilderness people, Great Houses, and out of the way villages. Even when not carrying “official” communications, Trailblazers are always willing to share news, rumors, and recent events, as well as being good at storytelling. All these attributes, combined with the in-depth knowledge of the landscape and its denizens, makes the Trailblazers welcome visitors almost anywhere.

A Trailblazer’s true strength lies in their knowledge of the landscape. Many Trailblazers stick to one particular region; though that region may span hundreds of miles. Others are constantly on the move, roaming from one territory to the next. No matter their habits, all Trailblazers are highly skilled cartographers and their services are desperately sought after by Great Houses, communities, military units, and anyone in need of accurate regional maps or knowledge. Trailblazers regularly lead groups or individuals from place to place, easily working through woods or swamps that would otherwise seem impossible to navigate. The ability to safely lead people through the dangerous wilds to an appointed destination is a rare one, making the Trailblazers important people. Payments for a Trailblazer’s service usually come in the form of tradable goods, supplies, or special services. These may include new clothes, nutrients for bio-equipment, healing, and so on. However, pay is usually fair because many Trailblazers take their reward in the company of people, a hot meal, and the knowledge that they did a good thing for someone. Despite their desire to live in the wild, many Trailblazers are “people persons” and skilled storytellers or musicians. Still, no matter how much they like the company of people from time to time, Trailblazers will always feel the need to return to the wilderness and continue their explorations. Unfortunately, the Trailblazer’s skills also bring them unwanted attention as they are often the targets of Waste Crawlers, bandits, spies, and raiders from other Houses who have need of the Trailblazer’s special regional knowledge. Often, they will force the Trailblazer into service or don’t want their enemies/intended victims to have

the resources at their fingertips. However, due to their tremendous knowledge, Trailblazers are rarely killed by other humans, even the vile Waste Crawlers (though they can certainly expect to be roughed up.)

Alignment: Any, but lean towards Principled, Scrupulous, and Unprincipled.

Attribute Requirements: I.Q.: 9, M.A.: 9, M.E.: 11, and P.E.: 12 or higher. A high P.S. and P.P. are helpful, but not required.

O.C.C. Bonuses: Add a bonus of +1D4x10 to the characters physical S.D.C., +1D4 to the M.E., P.S. and P.E. attribute, +1D6+6 to Spd attribute, +1 on initiative, +2 roll with impact, +3 to save vs. pain, poison and disease, +10% to save vs. Coma & Death, +1 to save vs. Horror Factor at levels 2, 4, 6, 9, 12, and 15.

Base S.D.C.: 40, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Survivalist (+25%), Cowboy (+15%), Reconnaissance/Scout (+20%) or Naturalist/Nomad (+25%) and either Man Hunter (+15%) or Hunter/Trapper (+20%)

Elective Skills: Select any one Domestic skill (+15%) and Wilderness skill (+20%) and seven other skills from the following list at first level. Select another three additional skills at level 3 and one at levels 4, 6, 8, 11, and 14. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Detect Ambush, Detect Concealment, Escape Artist, and Intelligence only (+5%)

Medical: First Aid (+10%), Animal Husbandry (+10%), and Holistic

Medicine (+15%), but the latter counts as two skill selections.

Military: Trap Construction and Trap & Mine Detection only (+10%)

Physical: Any, except Acrobatics (+10% where applicable).

Rogue: Card Shark and Seduction only.

Science: Advanced Math, Anthropology, Biology, and Botany only.

Technical: Any (+10% to Lore, Languages, and Rope skills only)

Transportation: Any, except Host Armor Combat, Pilot Wingpack, and War Mount Combat.

Wilderness Survival: Any (+20%)

W.P.s: Any except Heavy and Heavy Bio-Weapons.

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 4, 7, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Special Trailblazer Skills:

1. Regional Land Navigation

(exclusive): This is specific knowledge about one particular region that the Trailblazer frequents; the character knows the area like the back of their hand. It can be a character's home range, an adopted stretch of territory, or favorite region for hunting and exploring. The Trailblazer's extensive knowledge of the area enables them to find hiding places, more easily spot ambushes, travel at maximum speed when on the run without leaving much of a trail behind for others to follow (or leave a super-obvious one if he desires to lead them on), or do general scouting without missing a vital detail, while covering twice as much ground as those in pursuit. Bonuses: When in their home region, the Trailblazer is truly one with the land. They receive a bonus of +25% to Detect Ambush, +30% to Camouflage

skill to conceal himself, a vehicle or inanimate objects, but only +10% to Camouflage himself and others. In addition, the character applies an additional bonus of +10% to Land Navigation, Tracking, (people, animals, and robots) and Prowling. Note that these bonuses apply only when the character is in their home region. Range: Regional knowledge is centered on one specific landmark, such as a particular lake, river, mountain peak, valley, Great House, Retro-Village, Boneyard, ruin, etc. The home range extends for a radius of  $1D6 \times 10 + 60$  miles (112 to 192 km) around that landmark. Add  $1D4 \times 10$  miles (16 to 64 km) for each level of experience the Trailblazer has remained predominantly in the region. No increase if they have been traveling or adventuring beyond that territory.

2. Direction Sense: Trailblazers rarely get lost and often claim to “sense” the correct direction to take. Through a combination of natural instinct and subconscious recognition of signs and indicators others would miss, Trailblazers very rarely wander aimlessly. If in unknown territory, a Trailblazer can make a check every 15 minutes to make sure they are on the right trail. Base Skill:  $60\% + 3\%$  per level.

3. Regional Environmental Awareness (exclusive): The Trailblazer knows their home territory better than anyone and this gives them a strong connection with their environment. They are survivors completely in tune with the language of the wilderness. For Trailblazers, this isn't any superpower, but rather a heightened sense of awareness and ability to read the warning signs around them. The following abilities and bonuses apply ONLY when in the Trailblazers home region. They are

completely negated when outside of the home area.

Heightened Sense of Hearing:

Range:  $150\text{ft.} + 10\text{ft.}$  per level of experience radius

Estimate distance:  $45 + 5\%$  per level of experience

Estimate speed and direction:  $30\% + 5\%$  per level of experience

Recognize voices and other sounds:  $35\% + 5\%$  per level of experience

Heightened Sense of Smell:

Range:  $100\text{ ft.} + 10\text{ft.}$  per level of experience radius

Recognize specific odors:  $40\% + 5\%$  per level of experience

Alert and Ready: Extremely difficult to surprise, as the character is likely to detect the smell or noise of a person, vehicle, gun or machine/robot before it reaches them.

Bonuses: +2 on initiative, +1 to dodge, +1 disarm, +5% to Detect Concealment, +10% to Detect Ambush.

4. Cross Country Pacing: Trailblazers are well known for pacing themselves for cross-country travel. This not only includes pacing their physical exertion and speed, but also pacing their food and water intake, enabling them to cover great distances on foot or horseback, at a pace that can be maintained for days.

This skill, combined with Regional Land Navigation, also enables them to accurately predict how long a trip will take (for them alone or with others in tow-the latter always taking twice as long) within  $2D6 \times 10$  minutes,  $6D6$  hours if unfamiliar with the area. On foot, this skill enables the character to move at full running speed cross country for a time equal to his P.E. $\times 5$  in minutes without overexerting themselves.

This makes the Trailblazer an excellent messenger between parties with no other form of communication. While no

substitute for bio-comms or Deliverymen, the Trailblazer is able to cut across country easily, avoiding roads, trails, and other well trafficked areas in favor of little known hunting trails, waterways, and shortcuts. (Note: Trailblazers never reveal their most secret and favorite routes to clients or strangers unless it is an absolute emergency.) These folks come and go without anyone knowing how, when, or where they've been. Once a Trailblazer travels out of sight, they seem to simply vanish into the wilderness.

Base Skill: 35%+5% per level of experience

5. Trail Blaze: Not only can the Trailblazer navigate the wilderness, but they can cut and mark trails for others to follow. Base Skill: 40%+5% per level of experience. A failed roll means the trail cannot be followed by others as intended.

6. Cartography: The specialized art of mapmaking and map reading, cartography is one of the most important skills that a Trailblazer learns.

Trailblazers can produce highly accurate maps with a wide variety of tools, including ink and paper, navigational plotting, and even advanced memory files for Liberians. Cartography also includes a basic understanding of geology, estimation of distances, and the gauging of altitude, distance, depths, etc. Trailblazers are able to make extremely accurate land and underwater maps, including topography, prevailing winds or currents, terrain type and other pertinent geographic information. This also includes the ability to accurately read and interpret a map, adding +10% to Navigation skills when a map is present. Cartography also includes the rudiments of mathematics. A Trailblazer with the Cartography skill has the

equivalent of the Basic Math skill (if they do not have it already) at a fixed base of 50%, plus any applicable bonus for an exceptional I.Q. attribute. If the Basic Math skill is already known, Cartography grants a +5% bonus. Base Skill: 45%+5% per level of experience. A successful roll means the map is not only accurate and easy to use, but elegant and aesthetically pleasing. A failed roll indicates that some details were wrong, other details have been left out, and the scale and specified locations are off by 1D10 miles.

7. Special Expertise: A Trailblazer always has some distinguishing feature or ability that makes them stand out from others. When the character is created, the player must choose one of the following benefits:

- Bio-Tech "Knack": The character just seems to have a talent for getting the most out of bio-tech. Any bio-tech items (weapons, armor, etc.) have an additional 4D8 M.D.C. and can last an additional 1D4 days between nutrient baths.

- Gunman: A dead eye shot with bows, crossbows, throwing weapons, pistols or rifles of all kinds (choose at creation.) The character either gets an extra melee attack when using their particular weapon, suffers no penalties when shooting while moving (i.e. running, riding, etc.) and is +1 to strike in all modes of attack (Aim, Burst, or Wild). If the G.M. allows it, the character can use the Gunfighter's W.P. Paired Weapon: Revolvers, W.P. Sharpshooting: Revolvers and Rifles, and Quick Draw Initiative as described on page 91 of Rifts New West or the Quick-Draw and Throwing Initiative, and Paired Weapons on page 38 of Rifts Spirit West.

- **Horseman:** The character is a masterful rider with the Horsemanship: Cowboy skill. In addition, the character is +2 on initiative and +1 to dodge when riding a horse or similar animal.

- **Fast:** The character has amazing reflexes and is speedy in all things. Add +3 to initiative, +1 to P.P. and +3D6 to Spd.

- **Charmer:** Famous for a glib tongue, a sense of humor, or simply a smooth talker, the character has natural charisma. Add 1D6 to P.B. and M.A., plus gets the Seduction skill (+15%) and +5% to Disguise and Impersonation skills if applicable.

**Living Armor:** The Trailblazer O.C.C. does not get the powerful Host Armor, preferring to travel light and fast. Each Trailblazer has a customized suit of Living Body armor, usually Dragon Scale or Chitinous (player's choice) with the following modifications:

+1D6x10+15 to the Main Body, +3D8 to the arms, +3D10 to the Legs. In addition, the Trailblazer does not suffer any movement penalty in the armor.

The Trailblazer also gets 3D20+20 Bio-E points worth of enhancements of choice, but is limited to the categories of Eyes & Vision, Other Sensory Features, Biological Defenses, Offensive Bio-Weapons, Ranged Bio-Weapons, and Ranged Weapon Upgrades. Each level, the Trailblazer gets an additional 2D6+8 Bio-E for additional enhancements of choice.

**War Mount:** Trailblazers do not receive a personal War Mount and prefer to operate without them. However, Trailblazers do have a fondness for Gore Hounds and Mega Horses and may have one or both as a traveling companion. These War Mounts start out standard without any upgrades.

**Standard Equipment:** They are likely to carry map making and survey equipment in a protected, hard case. Writing implements include six pieces of white chalk, two pieces of charcoal, a ceramic pen with 24 refills, 1D6 pens or markers of various colors, a sketchbook, and 6D6 sheets of loose paper. Other items include traveling clothes (typically camouflage fatigues or other hunting clothes), set of dress clothes, one pair of moccasins or similar hiking footwear, a pair of gloves, 2D4 heavy cloth sacks, 1D4 waterproof sacks, small hammer/mallet, 120 feet of rope, survival knife, utility belt, first-aid kit, 1D6 Slap Patches, Face Wrap, Extractor, tinted goggles, hatchet for cutting wood, tent, knapsack, backpack, two water skins, emergency food rations (two weeks supply), and some personal items. **Weapons:** The Trailblazer starts with two Bio-Weapons of choice (light or heavy), as well as one weapon for each W.P. with appropriate ammunition. Trailblazers prefer precision long-range weapons with many favoring modified Light Cell Laser Rifles. Bows and specialty arrows are also favorite items. As Trailblazers often operate in the wilderness for weeks or months at a time, most of them have an Extractor organism to supply the bio-equipments nutrients.

**Money:** Has 2D6x100 credits in precious metals, relics or trade items, as well as 6D6x10 in available credits. Money can be spent now on additional equipment or saved for later.

**The Upside:** Your stealth skills are impressive, but your knowledge of the outdoors and ability to survive in the wild are unparalleled in the Resistance. You can slip past both robots and Splicers with ease, and disappear without a trace. No one knows more

about the surface than you; you know every short cut and hiding spot there is. You can lead the Resistance right past the Machine, and you take pride in helping anyway you can. In addition, you enjoy a certain “hands off” status, even among the vile Waste Crawlers. The Downside: You can handle yourself well enough in a fight, but you’re not really meant for heavy combat. Without a little assistance, you wouldn’t last long in a sustained fight. Most of the time, you are on your own, and will sometimes go days or weeks without ever seeing another human being.

### **Transcended**

By Ectoplasmic Bidet

Alignment: Any.

Attributes: I.Q. 3D6+3, M.E. 3D6+6, M.A. 3D6, P.S. 3D6+15(Supernatural), P.P. 3D6+3, P.E. 3D6+6, P.B. 3D6+3, Spd. 3D6+30

Size & Weight: Varies greatly. As per standard human size and weight, but Bio-Evolution frequently changes this dramatically.

S.D.C. & H.P.: As per human standard(before initial Metamorphosis)

M.D.C.: 1D6x10 +P.E. attribute number, plus 1D6 M.D.C. per additional level of experience.

P.P.E.: 1D4x10

Average Lifespan: 120 +1D6x10 years.

Life expectancy may be enhanced through Bio-Evolution(+1D4+4 years per 1 Bio-E expended).

Natural Abilities: Bio-Evolution(see below), Supernatural Physical Strength, Regenerate 1D6 M.D.C. per melee round, Fatigue at 10% the standard rate of a normal human, Require only four hours of sleep per 24 hour period(Sleep may be postponed up to 72 hours without ill effect)

### **Bio-Evolution:**

1. Metamorphosis: Sometime after entering puberty(13 +1D4 years old), the Transcended sloughs off mere humanity to become something more. They transform into M.D.C. beings, their physical and mental abilities greatly expand(represented in the attribute bonuses listed above), and a number of other changes take place(Transcended become supernaturally strong and resilient, rapidly regenerate damage, etc).

2. Bio-Evolution: The Transcended begins with 3D6x10 +P.E. attribute number Bio-E to effect their personal evolution. At each new level of experience, starting at level two, the Transcended gains an additional 1D4x10 Bio-E for further modification. Bio-Evolution in some ways resembles a caterpillar's transformation into a butterfly, with the Transcended excreting a silk-like substance from their pores that forms an ultra tough cocoon(2D4x10 M.D.C.) after entering into a self-induced trance state. While in the trance, which lasts several days(1D4+2), the Transcended's consciousness is focused entirely on the difficult task of recoding their DNA. The trance cannot be willfully ended prematurely, but if the cocoon is destroyed the evolution attempt is ruined. Bio-E is not permanently expended by the interruption, but the Transcended suffers potentially fatal damage(1D4x10 +1 M.D. per Bio-E to be spent). Another attempt cannot be made for 1D4 weeks. A successful Bio-Evolution attempt is physically taxing, leaving the Transcended weakened(reduce melee attacks & bonuses for all combat actions by 50% and skill performance by -30% for 1D4 hours per 1 Bio-E expended) and

ravenously hungry(must consume three times more food than normal for at least three days).

### 3. Genetic Template Assimilation:

Transcended can modify themselves with any bio-enhancement they gained access to through Bio-X's influence, but cannot create new enhancements on their own. To avoid becoming biologically obsolete as new bio-enhancements are developed, a Transcended is able to assimilate the DNA of Splicer bio-tech devices, permanently adding relevant genetic information to their own genome. This can be done by ingestion of a small sample(as little as an ounce will do) of fresh flesh or blood from any creature with new bio-enhancements(assimilating all new enhancements) or intravenous injection of a prepared DNA solution similar to that used to pass newly created bio-enhancements from a Librarian to an Engineer. Once assimilated, the templates for bio-enhancements are passed on to Transcended offspring.

Combat: Varies with HtH skill selection.

R.C.C. Bonuses: +2 attack per melees, +1 initiative, +2 strike, parry, & dodge, +1 pull punch, +3 roll with punch, fall, or impact, +10% to save vs coma & death.

Magic Powers: None. Magic is an unknown discipline on the Splicers' home planet. In the event that a Transcended is exposed to magic and chooses to learn the mystic arts, their ability to Bio-Evolve is severely limited by the excessive levels of P.P.E. that come to reside within a magic user's body. Magic wielding Transcended receive only 1D6 Bio-E per additional level of experience.

Psionic Powers: None. Psychic ability does not naturally occur within the human populace of the Splicers' world

and the potential to develop such powers has forever been lost to the Transcended and their progeny.

Vulnerabilities/Penalties: None.

Skill Programs: As per education level, plus "Common" skills.

Secondary Skills: As per education level, plus two additional Secondary Skills at levels 3, 6, 9, 12, & 15. Secondary Skills are additional areas of knowledge starting without any special O.C.C.

bonuses.

When everyone is special, no one is...

No one is certain who created the Bio-X virus. The ancient Great Houses, those few still remaining, often engage in heated debate(and the occasional firefight), eager to claim credit for Bio-X and its role in the survival of Humanity against the Machine. Centuries have passed and the truth is likely to remain forever lost. What is known, however, is the manner in which Bio-X first augmented the human race. Taking advantage of the vast amount of available storage space built into the human genome, in the form of so-called "junk" DNA, Bio-X was engineered to replace this useless evolutionary detritus with the genetic template to all known Splicer bio-enhancements and to create a biological mechanism for the person to make use of this new DNA in a constructive way. A benign retro virus with no discernible side effects, Bio-X had infected the entirety of the human race before anyone suspected its existence well over a decade later.

Only when the first generation of Transcended children began to mature, and their instinctive ability to "Bio-Evolve" became apparent, did anyone realize what had been done. Bio-Evolution, now an everyday facet of life, signaled a sudden and drastic shift in the Resistance power structures of the time.

The position of Warlord with its absolute authority became untenable and Librarians & Engineers lost a great deal of their importance, as everyone, no matter their allegiance or creed, became capable of bio-enhancing themselves nearly at will. Bio-X could not be cured because its work had already been done. The DNA of every human had been rewritten. Eliminating the virus would be useless since the alterations would be naturally passed on to future generations through procreation. Bio-X did not just herald the birth of a new species of humanity, it ushered in a concept long lost with the advent of the Machine; democracy(yeah, it's cheesy).

### **PROTEUS AMPHIBIOUS PACKMASTER**

By Kevarin

Alignment: Any, but typically good or selfish.

Attribute Requirements: I.Q. 12, P.S. 10, P.P. 13 and P.E. 10 or higher And a love of animals is helpful

Attribute Bonuses:+2 to I.Q. +1D4 to P.S. and P.E., +1D6 to P.P. and Spd attributes.

O.C.C. Bonuses: +1 to parry and dodge, +2 to roll with punch, fall or impact, and +4 to save vs.

Horror Factor. and the Proteus has a Bio-Comm. unit inserted inside the skull (standard type),

enabling him to. communicate with both human and Sea Dragon operatives.

Base S.D.C.: 40, plus any from Physical skills. Common Skills: Standard +5%.

O.C.C. Skill Programs: Communications (+ 15%), Reconnaissance/Scout(+25%), Support Man (+20%)

Veterinary(+15%) and one Skill Program of choice (except for

Assassination, Medical Doctor or Host Pilot).

Elective Skills: Select five Elective Skills from the following list at first level, plus another one Elective Skill at levels 2, 5, 9 and 13. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any.

Espionage: Detect Ambush, Detect Concealment, Intelligence, Sniper or Wilderness Survival only.

Medical: First Aid only (+5%).

Military: Any (+10%).

Physical: Any, except Boxing, Kick Boxing or Wrestling.

Rogue: Card Shark, Find Contraband, Seduction or Streetwise only.

Science: Basic and Advanced Mathematics only (+4%).

Technical: Any (+5%).

Transportation: Any, except Host Armor Combat, War Mount Combat.

Wilderness: Any.

W.P.s: Any.

Secondary Skills: The character gets to select four Secondary Skills initially.

These are additional areas of knowledge, starting without any special O.C.C. bonuses. The character may select one more Secondary Skill at levels 3, 6, 9, 12 and 15.

Sea Dragons: The Proteus begins with two Sea Dragons at level one, and one additional Sea Dragon at levels

3, 6, 9 and 12. Each Sea Dragon can be Bio-Enhanced any way the character wants and they have 6D6+30

Bio-E available for each Sea Dragon plus gains another 1D 10+20 Bio-E per level of experience to spend on one or more of his Sea Dragons for additional enhancement. Slain Sea Dragons are replaced with the basic



animal with 6D6+10 Bio-E for enhancements.

**Proteus Personal Thruster Pack:** The Proteus is issued a specially designed under water thruster pack as his personal combat vehicle that automatically gets Sonar. This thruster pack is smaller and not as powerful as a normal thruster pack and although it can propel the Proteus through the water at a good speed ( 25 mph) it doesn't have the power for full flight.

Out of the water the best the pack can do is a thruster assisted leap

doubling the Proteus's jumping distance.

Speed Bonus: +10 mph at level one, plus 1D6+6 mph per level of advancement.

Combat Bonuses when using the Personal Thruster Pack: +1 additional attack/action per melee round at levels 1, 4, 8 and 12; +2 to initiative, +2 to strike and parry, +4 to dodge and disarm, and +3 to roll with impact, punch or fall. These bonuses only apply when the Proteus is in water.

**M.D.C. Living Body Armor:** A suit of personalized "living body armor" with 5D10+40 Bio-E for additional enhancements

of choice and/or Extra M.D.C. (2D6+18 M.D.C. per 10 Bio-E). Note: The Proteus typically uses Heavy Hide, or Dragon Scale

Heavy armor, but may select one of the other armors instead (see Equipment section for complete stats).

**Additional Bio-E :** The Proteus gets an additional 15 Bio-E points per level of experience that can be spent on enhancements on there Living Body Armor.

**Standard Equipment:** Military fatigues, an extra suit of non- organic M.D.C. armor (pick one from the Equipment section),

a couple of sets of dress clothing, survival knife, utility belt, first-aid kit, a Face Wrap (gas mask), tinted goggles, hatchet for cutting wood, one weapon for each W.P. with any needed ammunition (1D6x10), and a spare

Thruster pack

for transportation and combat (standard features; no enhancements), tent, knapsack, backpack, two water skins, emergency food rations (two week supply) and some personal items.

**Money:** Has a trade item, salvaged artifacts or precious metals that will garner 2D6x 100 credits as well as 2D6x 100

credits in cash. As always, money can be spent immediately on additional equipment or saved.

## SEA DRAGON

**Class:** Amphibious Troop Support, War Mount

**Crew:** Typically none, but can carry one human size rider if necessary.

**M.D.C. by Location:**

- \*Front Legs (2): 175 each
- \*Hind Legs (2): 175 each
- \*Clawed Feet (4): 80 each
- Tail: 200.
- \*\*Head: 150\*
- \*\*Neck: 175\*
- \*\*\*Main Body: 350\*

\* A single asterisk indicates a difficult to hit target and attackers must aim and make a "Called Shot" to hit it, and even then is -3 to strike.

\*\* Destroying the head or neck kills the Sea Dragon. Period.

\*\*\* Depleting the M.D.C. Of the main body kills the Sea Dragon.

**Speed:**

**Running:** the Sea Dragons legs are not really designed for running but it can run at a maximum

speed of 60 mph. But normal cruising speed is around 45 mph. The act of running tires the Sea Dragon faster than Swimming and it can only maintain its max speed for 2 hours before tiring and need 2D6 x10+60 minutes of rest before running again. The Sea Dragon can run at cursing speeds for up to 6 hours before tiring and needing to rest for 1D6 +60 minutes before running again.

Leaping: 10 ft high or 10 ft across.

Digging: 10 mph through sand or dirt. 8 mph through clay, rock or stone. Digging does not tire out the Sea Dragon and it can dig an adequate hole to bury itself in 1D4 melees.

Swimming: The Sea Dragon has a small gill thruster system built in to its body and its tail is laterally compressed to increase its surface area to aid in swimming. It has a max underwater speed of 30 mph and a max surface speed of 50 mph. Maximum depth is 400ft and does not need to surface to breath.

Flying: Not Possible .

Statistical Data:

Height: 3-4 feet at the shoulders can raise its body and head to a max of 5-6 ft .

Width: 3-4 feet.

Length: 7-8 feet with a 6-foot long tail.

Weight: 500-700 lbs.

Cargo: Can carry 500 lbs on its back or pull 1000 lbs. Additional weight decreases the Sea Dragons speed. An extra 500 lbs. decreases speed by 50%, and any additional weight greater than 1500 lbs. makes movement totally impossible.

Physical Strength: 1D4+20, supernatural

Production Cycle: 7 month gestation period plus 1 year growth cycle.

Operational Lifetime: 30 year life span.

Bio-Regeneration Rate: 2D6 per hour to the main body and 1D6 per hour to all other locations.

Horror Factor: 12 but 16 for a group of four or more against humans, no H.F. For machines

Feeding: The Sea Dragon is a Carnivore. It needs to eat 20 to 40 pounds of animal matter a day, and may gorge on up to 60 pounds at one time. After gorging, the Sea Dragon can go 2D4 days without feeding and without suffering any ill effects.

Color: The scales on its body can range from a sandy brown color to black .

Sleep Requirements: As an artificially created organism, the Sea Dragon only requires 4 hours of sleep per day.

Senses and Features: Standard for a War Mount, with the exceptions of #1 Neurological Link and Controls, #4 Self – Destruct Mechanism and #6 union of Man and Beast ( gets numbers 2, 3,& 5).

Other data: ( for individual animals): Almost all Sea Dragon are “unmanned” and are not used as War Mount, but as an amphibious attack animal, usually under the control of a Proteus. They usually are directed by the Proteus and are deployed in units of 2-7 animals. And are normally used for scouting, ambushing enemy forces, and supporting ground and sea operations. Without their designated Proteus, a Sea Dragon will follow strong commands from another Proteus, but all others only have a 1-25% chance to get them to listen to their commands (+20% if a Packmaster)

Alignment: Any: Sea Dragons tend to have strong personalities, but the majority 75% fall into the good or selfish category and are friendly and protective of humans.

Attributes: I.Q.: 1D6+6, M.E.: 1D6+8, M.A.: 2D6+10, P.S.: 21-34, P.P.: 2D6+10, P.E.: 2D6+12, P.B.: 2D4+10, Spd.: 60 mph on the ground, 50 mph on the water.

Number of Attacks per Melee: Five

Combat Bonuses: +4 on initiative, +4 to strike in hand to hand combat, +4 to parry, +4 to dodge, +4 to automatic dodge, +6 to dodge while Swimming, +6 to roll with punch, +3 to pull punch, +2 to disarm, pin/incapacitate on a natural 18-20, and impervious to horror factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Track by Scent 65%, Detect Ambush 70%, Detect Concealment 65%, and understands the Native Language of the Great House that created it and one other common language at 70%.

Combat Capabilities:

Bite: 3D6 M.D.

Restrained Claw Strike: 1D6 S.D.C.

Claw Strike: 4D6 M.D.

Power Claw Strike: 4D8 M.D., but counts as two attacks

Dual Claw Strike: 1D4x10 M.D., counts as one melee attack if done while swimming, counts as two melee attacks if done on the ground,(the Sea Dragon rears up on its hind legs and strikes with its claws).

Tail strike: 3D6 M.D.

Sea Dragons Bio-Weapon Systems: Standard Sea Dragon come equipped with Medium-Size Claws on its front and hind legs, and Bio-Comms. Those bonded to a Proteus can be further modified as described under the Proteus O.C.C.

## Traveler Charlatan

By Krispy

"Old men and far travelers may lie with authority."

Quick witted and highly charismatic, Charlatans are known by many names: con artist, hustler, confidence man, thief, and grifter being the most common. Like the Traveler Merchant, all Charlatans are masters of sleight-of-hand and persuasion and it's said they can even convince (or trick) the dead into giving up their secrets. Regardless of alignment or world view, all Charlatans learn to think on their feet and use words carefully and to their advantage (even the most good hearted are masterful liars.)

A good Charlatan is a cat-burglar, pick-pocket, con-man and actor, all rolled into one. Individual Charlatans are as varied as the Traveler Clan themselves: some are slimy little weasels, some mean looking punks, while others are suave and debonair or seductive beauties. Regardless of how the Charlatan may look or act, timid or bold, crude or sophisticated, cocky or seductive, male or female, all are masters of their craft. A Charlatans arsenal is vast and includes concealed weapons, disguises, forgeries, misdirection, subterfuge, secret accomplices, and their wits.

Although infamous for taking risks in everything, most Charlatans like to play the odds — which is the safer way to go. Whenever possible, they will secretly stack the odds in their favor, making their accomplishments look more impressive than they may really be. This applies to all things, including their dealings with people. Thus, Charlatans often investigate and research their opponents and get a feel for their personalities, quirks, likes and dislikes. This gives the huckster an edge, because

he or she can then recognize the meanings of certain responses, emotions and the likelihood of violence. It also tells the Charlatan just how far he can push his luck against his opponent(s). Some old tricks in stacking the odds in one's favor include polite and cheerful conversation, flattery, and a cheerful disposition even when losing. Charlatans are also fond of a tried and true strategy: alcohol.

Most people, particularly men with something to prove, refuse to acknowledge that alcohol impairs their abilities. In fact, most will insist a little "buzz" is harmless. But to these sharp eyed characters, nothing could be further from the truth. Consequently, most Charlatans nurse their drinks after the first two, or even switch tea or apple juice for bourbon and other types of booze, while they encourage others to drink, often buying rounds for everybody. Hustlers will frequently use a secret partner or friend to send coded signals or perform a variety of other tricks and scams.

When a Traveler camp's supplies run low and all members are broke, it is the Charlatan who begs, borrows, and steals for survival. A typical Charlatan worldview has been born not only of necessity, but a love for life on the edge. Just as the Red Liners seek the thrill of combat, Charlatans seek the psychological high of using their cunning and wits to get the better of people.

Note: Charlatans often enlist the aid of a "sidekick," helper or partner to cheat and to serve as a general assistant. This lackey is usually a fellow Charlatan or apprentice who pretends to be either an affable fellow or an innocent bystander. While keeping an eye on the mark, the sidekick will often puff on a cigarette or

cigar to send up Indian-like smoke signals, folds the arms in different positions, use innocent looking hand signals (scratches his nose or eyebrow, etc.), hums a tune or sings a song, or plays snatches of songs on a musical instrument, and so forth, ALL as coded signals to send information to the Charlatan. In games of chance or cons, the sidekick might also sit in on a few rounds in which the Charlatan deliberately allows the sidekick a series of wins before he calls it a night with his winnings (this also throws suspicion off the Hustler because he has lost those hands too, not that he wagered an excessive amount).

Special OCC Abilities:

1. Hustling: The Charlatan is well practiced in manipulating games of chance including, but not limited to, cards, dice, pool, and the classic shell game. All Charlatans have been rigorously trained in rigging these games of chance and have the touch (and nerve) of a surgeon and the speed of a viper. The hands are trained to notice and feel variations and marks that indicate certain cards, weighted dice, etc. As for speed, the character can easily stack a deck, palm key cards or other small items, and deal from the top, middle and bottom of the deck with lightning speed. These characters can usually make dice dance and put whatever cards they want wherever they wanted them. This skill offers the following bonuses:

- Recognize marked cards, loaded dice, or similar cheats at -10%.
- +2 extra melee actions per round involving the palming, concealment, dice throwing, stacking and dealing of cards or similar acts.

A failed roll means the character has fumbled the trick, missed (or misread) one of his secret markings, or was too

obvious and is caught cheating! Base Skill: 24% +4% per level of experience. Add +4% if the character also has the Palming Skill.

2. Confidence Man/Woman: It's been said that a good Charlatan can make even a dead man give up their secrets. While this may not be true, all Charlatans are excellent performers and can normally talk their way out of most situations. Charlatans are consummate liars who can meld truth and facts with lies and fiction so masterfully that all but the most suspicious person will likely be won over. Base Skill: 35%+5% per level

3. Quick-Draw Initiative: Handguns or Throwing Knives (special; pick one): This is a special P.P. bonus exclusive to the Charlatan: +1 to initiative for every two P.P. points above 14 (maximum P.P. 30; for a max. bonus of +7). This means a Charlatan with a P.P. of 24 is +4 on initiative (plus any other initiative bonuses from skills) whenever he uses that particular type of weapon. Note: The full bonus applies only to the use of handguns or throwing knives; the player must pick one. This bonus does not apply to any other type of weapon. In the case of knives, the Charlatan can use his quick hands and keen eyes to inflict either normal damage or double damage by going for a vital spot (called shot).

4. Tolerance to Alcohol: Can drink twice as much as the average person before feeling any ill effects.

5. Always alert: A master at taking advantage of others, a Charlatan is always on their guard for the slightest hint of deception or trickery. Anyone engaging in a game of chance against these characters will have any appropriate skill rolls reduced by -10%. Likewise, pick pockets and those trying to palm or conceal something from the Charlatan are also -10% to do so.

6. Other O.C.C. Bonuses: +1D4 to M.A., +1 to P.P., +1D6 to Speed, +1 to P.P., +2D6+6 to S.D.C., +4 on initiative when palming, picking a pocket, or cheating, otherwise +2 on combat initiative. +1 to disarm on a "called" shot (the intent to disarm must be announced), +2 to pull punch. +1 to save vs. horror factor at levels 3, 5, 6, 7, 9, 11,13 and 15.

Player Character & G.M. Notes: A known Charlatan is usually regarded as a troublemaker or, at best, a good natured rogue. However, their money and daring are usually welcome at most gambling establishments. These characters make great scoundrels, con artists and villains, as well as likeable rogue player characters.

Alignment Limitations: Unprincipled, anarchist or any evil. A Charlatan cannot be of a good alignment.

Attribute Requirements: I.Q. 10, M.A. 12, M.E. 10, P.P. 12 or higher.

O.C.C. Skills:

Speaks American and The Cant at 90%

Speaks one language of choice (+20%)

Literacy: American 97%

Concealment (+15%)

Math: Basic 98%

Pick Pockets (+15%)

Disguise (+20%)

Escape Artist (+15%)

Cardsharp (+20%)

Seduction (+12%)

Palming (+20%)

Streetwise (+10%)

Piloting Skill: One of choice (+10%)

Horsemanship: General (+20%)

Play Musical Instrument: one of choice (+10%)

Dance (+15%)

Find Contraband (+14%)

Prowl (+10%)

W.P. Revolver

W.P. Energy Pistol

W.P.: Choice of two (any)

Hand to Hand: Basic to start, but can be changed to Expert for the cost of one O.C.C. Related skill or two skills to pick Martial Arts (or Assassin if evil).

O.C.C. Related Skills: Select five other skills from any of the available skill categories. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any except Bio-Comms (+5%)

Domestic: Any (+5%, +15% to sing and play instruments)

Espionage: Any

Medical: First Aid only (+5%)

Military: None

Physical: Any, excluding Acrobatics, Wrestling and Gymnastics.

Rogue: Any (+10%, particularly Card Sharp and Seduction)

Science: None

Technical: Any (+10%; languages +15%)

Transportation: Any except Host Armor Combat, Pilot Wing Packs, and War Mount Combat.

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character also gets to select three Secondary Skills from the list, excluding those marked "None," at level one and one additional skill at levels 4, 7, 10 and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

Standard Equipment: Light to medium M.D.C. body armor of choice, mirrored sunglasses, quality set of traveling clothes, at least one set of "special clothing" with numerous hidden pockets, set of fancy "business" clothes, pen flashlight, notepad and pens or markers, "game" materials (playing cards, marked cards, loaded dice, etc.) pocket

magnifying glass, portable tool kit (for palming and escaping), a dozen quality cigars (whether the character smokes or not; they make nice gifts and bribes), a bottle of fine bourbon, a bourbon bottle (with the label) filled with tea (the same color as the real thing), cigarette lighter, pocket mirror, a pair of handcuffs, 50 ft (15.2 m) of lightweight rope, utility belt, knapsack, backpack or saddlebags, air filter, and canteen.

Weapons include straight-edge razor (2D4 S.D.C. damage), 1 or 2 folding pocket knives (easy to hide in a boot or palm and conceal), a small pistol (also easy to conceal), a conventional "obvious" weapon, energy pistol of choice, one additional weapon of choice, 1D4+1 additional E-clips/ammo clips for each of the weapons, five smoke grenades and six flares (for distractions).

Vehicle: A small car, hovercycle or land buggy are the character's choices for a vehicle (pick one).

Money: Starts with 4D4x100 in credits and 2D4x100 in trade goods (most of it stolen). The Charlatan enjoys the good life and tends to spend money quickly and freely on life's many pleasures and extravagan

### **Traveler Merchant**

By Krispy

"Everyone lives by selling something."

The Traveler Merchant is an adventurer who survives as a wheeler and dealer, buyer and seller of goods and services. The Merchant typically acts as the Traveler clans legitimate business agent — they negotiate the price, terms and services of a deal. In the alternative or in addition to representing a clan or group, most Traveler Merchants will buy and sell anything they think they can make a profit at: Animal furs (teeth, bones or

anything else), drinking water, fuel, batteries, soap, fabrics, even computers, medical supplies and vehicles, body armor, weapons, ammunition, tools, information and so on. While most of these savvy and sweet-talking Merchants will gladly represent and sell the services of others (anything from fighters, heroes, mechanics and other professionals, to prostitutes, assassins, professional card dealers/gamblers/cardsharps, and other disreputable occupations), most hate to get personally involved in physical labor or fighting themselves. They consider themselves "idea men" and "people persons" and detest getting down and dirty in the trenches.

Whether the Traveler Merchant is honest, an outright crook, or somewhere in between, these affable opportunists are part of the lifeline between the Traveler clans and the "outside" world. Unlike their close counterparts, the Charlatan, Merchants represent the "legitimate" face of the Traveler community. Without their cunning, wile, scheming, and willingness to take a chance (sometimes insane gambles), many Clans and settlements would dry up and blow away. Not only do they help supply communities, but they also encourage communications and interrelations between different people and places that can help a House or Retro-Village mature, grow and build alliances. Love or hate them, they help fill a necessary function in the savage wilderness.

The typical Merchant is an intelligent, friendly and diplomatic character. Most are very affable, open and honest (to a point). The majority dress very well, because image is important, and many will make and lose a fortune many times in their lives, while others are small-time dreamers and schemers always searching

for that one big break that will make them rich, but somehow they never seem to find it. Rich or poor, most Merchants enjoy what they do, never stop wheeling and dealing, and see what they do as a step towards bringing civilization back once more. Many are well educated (by Splicer standards), and know a little about survival in the wilderness. But their most important attribute is they know a lot of people. And the most skilled and charismatic have made a lot of friends and connections, often in high places.

Special O.C.C. Abilities & Bonuses:

1. Evaluate the Value of Goods: This ability is used to evaluate the value of objects, wares and products. Not just their dollar value, but their general level of quality, craftsmanship, artistry, age (if perishable) and any other general appraisals the player may wish his character to make. Base Skill: 50% +4% per level.

2. Gemology: Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. Base Skill: 25% +5% per level of experience.

3. Contacts: Every time a Merchant visits a community and makes a purchase or sale, he is making some contact with people. While the majority are nothing more than customers and passersby, he develops a closer, stronger relationship with some. These can include artisans, craftsmen, other merchants, arms dealers, adventurers, heroes, criminals, farmers and ranchers, and civil leaders. For instance, a

Merchant, upon visiting another clan, Great House or other community, is likely to be able to dig up someone dealt with in the past, and vice versa. Those with whom he has struck a good business relationship or friendship he can call upon for favors, and vice versa. This can get the character not only information, gossip and leads on good deals, but illegal and special things like forged documents, disguises, stolen goods (sold/fenced to him for cheap), access to a safe house, free or inexpensive supplies, discreet associates, criminal connections and so on. Whenever a Merchant visits his trading partners or people who owe him a favor, he has a 15% chance, +4% per level of experience (and +4% per every five M.A. points above 18), of finding someone useful to increase his dealings, help him out, or dig up valuable information.

4. Special Bonuses: +1D6 to M.A., +1D4 to P.B., +1 on initiative, +1 to roll with punch, fall or impact.

Alignment: Any, but often Unprincipled or Anarchist.

O.C.C. Requirements: I.Q. and M.A. of 10 or higher. A high P.B., P.E. and P.P. are also helpful but not a requirement.

O.C.C. Skills:

Speaks English and The Cant at 92%

Literate in English (+15%)

Basic Mathematics (+20%)

Radio: Basic (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Pilot: Two of choice (+10%)

Find Contraband (+20%)

Streetwise (+6%)

Cardsharp (+12%)

Recognize Weapon Quality (+15%)

General Repair and Maintenance (+10%)

Law (+15%)

Lore: Two of Choice.

W.P. Two of choice.

Hand to Hand: Basic to start, but can upgrade to Expert at the cost of three O.C.C. Related skills; no other Hand to Hand combat is available.

O.C.C. Related Skills: Select seven other skills of choice, plus two additional skills at levels 3, 6, 9 and 12. New skills start at the first level of proficiency.

Communication: Any (+5%)

Domestic: Any (+10%)

Espionage: Disguise, Escape Artist and Intelligence only

Mechanical: Basic and Automotive only (+5%)

Medical: Brewing and First Aid only (+10%)

Military: None

Physical: Any except Boxing, Wrestling and Acrobatics

Pilot: Any (+10%), except Robot Elite and military vehicles

Pilot Related: Any

Rogue: Any

Science: Any (+5%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Carpentry and Boat Building only

Secondary Skills: Also select four Secondary Skills from the previous list. They are limited as above, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

Standard Equipment: An M.D.C. flak vest (easy to conceal) and one light suit of M.D.C. armor or any type of homespun armor, one weapon for each W.P., an S.D.C. knife (1D6 damage), a pair of scissors, a pair of sunglasses, a lighter, a wristwatch, a mini-pocket fan, CD recorder, language translator, flashlight, note pad, 1D6 pens or



markers, air filter, suitcase, satchel or briefcase (with 10 M.D.C.), backpack, bedroll, and personal items. His clothing will be designed for travelling but he'll also have one suit of excellent quality for important meetings and formal occasions. The Merchant will have a collection of give-away-items to impress potential clients, including things like bubble gum, candy, fruit, moonshine or beer, cigarettes, refillable pens, markers, beads, and other very inexpensive odds and ends.

Vehicle: Starts with a modest vehicle, typically a jeep, pickup truck or hover car. Note: Will usually be part of a larger Traveler group. NPCs are likely to have 2-8 assistants.

Money: 2D6x1000 credits in saleable/tradable stock. This may be anything from food, seeds or skins to electronics, fuel, M.D. weapons, clothing or medicine. The character also starts with 1D6x1000 in credits. An NPC will have twice as much.

### **The Wildlings**

By Guy Ledouche

#### **THE WILDLINGS OF NOON DAY GORGE**

"I've been on the surface now for almost 2 years and I am still stunned by myriad of life that surrounds us. In an environment torn apart by war it's a enough of a miracle that anything survives. Our planet has been devastated by nuclear weapons, nanomachines still infest the atmosphere, and the residue of countless chemicals and biological horrors can still be seen. Despite this, or maybe because of it, life has not only survived, but it's thrived! And in multitudes to boggle the mind.

Of all the life forms I've seen since leaving The Bastion, the beings of the

Noon Day Gorge are surely some of the strangest. Called "Wildlings" by the few people who know the area, the creatures of the Gorge are unlike any we've ever recorded. Possessed of a surprising level of ferocity and sentience, clearly capable of thought and reason, these creatures could become fearsome opponents. Until now, I've not once regretted my decision to leave The Bastion for the surface world. I was certain that humanity would eventually triumph over the Machine and one day reclaim the planet as our own. But our recent disastrous excursion into the Noon Day Gorge has shaken my resolve. For all my knowledge, I cannot begin to fathom how such life came about. I suspect the hand of a Splicer group or even the Machine itself. The chances of this type of life occurring naturally are next to impossible.

The inhabitants are as savage as they are bizarre, and far more numerous than we could have known. I only hope they are content to remain in the Gorge. If they ever rose up in force, I don't know that they could be stopped."

-From the journals of Dr. R.J Blair, Genetics Research and Testing, Bastion Outpost #3113

Nestled within the lush, forested rises of the Caroline Hills, the Noon Day Gorge is the largest of the many valleys located in the range. Located a few days journey from the ruins of the ancient city of Carlotta, the Noon Day Gorge encompasses almost a million acres.

With elevations ranging from 6,000 feet at Lone Bald Mountain to 1,200 feet along the Wasee River, the Gorge and its surrounding areas are a heavily forested vast wilderness.

So named because direct sunlight only reaches the valley floor during midday hours, the Noon Day Gorge and its river

are the heart of this area, formed at the base of a timeworn hydroelectric dam. Water is routed to the river through two massive circular tubes, from the upstream side of the dam. The water originates from the bottom of Noon Day Lake; as a result, the Noon Day River remains cool and brisk, with an average temperature of 50 degrees year-round. Flowing downhill for several miles, the river has numerous stretches of whitewater rapids as it flows toward the Fontana Lake. Along with the main river, the entire area is crisscrossed with numerous small streams, creeks, waterfalls, and old growth forest areas. This vast wilderness is filled with a variety of plant and animal life: several hundred species of birds reside year-round or migrate through in the spring. The entire gorge is abundant with wildflowers and wildlife, including a variety of bear, deer, elk, and wolves. With a constant year round temperature, the Noon Day River itself is a perfect habitat for trout and other game fish, providing a steady food supply for many predators in the area. Untouched by the Machine (with the exceptional fly over by various N.E.X.U.S. forces) the few humans known to make their home in these immense woodlands are able to carve out a relatively easy existence. Those in the Resistance who are aware of the Gorge guess it is a Machine Preserve, though none know for sure. In another time and place, the Gorge would be a nature lover's dream. While home to wildlife and a scant number of humans, the true inhabitants of the Gorge are beings the Resistance has dubbed "Wildlings." Also known as "Plant People" and "Green Men", Wildlings appear to be intelligent, living, animate vegetation. Seemingly composed of grass, leaves, fungus and

other materials, the Wildlings are the true inhabitants and rulers of the Noon Day Gorge.

Wildlings come in all shapes, sizes, and structures: leaves, vines, bark, fungus and any other matter resembling plants or leaves form a Wildlings body. Some have the general shape of bipedal humanoids with two arms, two legs, and a head, but many others have multiple vine-like or tentacle-like limbs. Some may have only large lumps for heads, others may sport fully developed heads with appendages resembling eyes, nose, mouths, and even ears. The organs of a Wildling are truly bizarre and have no real counterpart in mammalian life forms. Wildlings frequently have abilities as powerful as many bio-weapons, ranging from explosive seed pods to acidic sap.

Unlike animals or humans, Wildlings rarely need to eat in an animal sense. Though the occasional Wildling has carnivorous tendencies, the vast majority of Wildlings "feed" simply on sunlight and water. All Wildlings possess some level of intelligence, though it is near impossible to gauge or measure. The mind and intelligence of a Wildling is far removed from humanity; they are completely alien in nature and their inhuman mind-set has made them seem all the more frightening and monstrous. Wildlings seem to function on instinct as much intellect. All Wildlings demonstrate intelligence and cunning, but even this differs dramatically from one "species" to another, with Wildlings exhibiting advanced strategies and tactics such as coordinated attacks, feints, ambushes, and even large troop operations. They instinctively seem to select the best strategy or tactic for the situation and act swiftly.

Wildlings are ferocious fighters and extremely territorial. However, Wildlings are by no means stupid and will use a variety of tactics in combat, from massive swarming attacks to “hit and run” feints. If outmatched, a Wildling will retreat, however, they will always return, and usually in with more of their kind. When fighting Wildlings, words are meaningless. There is no room for explanations, negotiations, or apologies; these words fall on deaf ears. Wildlings do not communicate with other life; if they have any understanding of words or languages, they do not show it. While they are obviously able to communicate in some form or fashion, no one has ever observed a Wildling speaking or discovered any evidence of a written language. Despite this, Wildlings are highly evolved intelligent social beings. The few humans who make their home in the Gorge have reported Wildlings that use tools and implements. Others tell of ritualistic gatherings of Wildlings and some witness accounts speak of actual communities of Wildlings. While Wildlings tolerate small groups of humans (usually no more than 8-12), large groups or groups that create a disturbance will be attacked without provocation. While a lone individual, pairs, or other small groups can usually move about undisturbed, this is only true if the interlopers are quiet, keep a low profile, and keep moving. Travelers through Wildling territory must be careful to keep their disruption of the environment to a minimum; Wildlings are as protective over plants and animals as they are of their own territories. While a small group may be able to kill an occasional animal or start a small fire, anything further will bring an immediate and deadly response. The few humans that call the Gorge home

behave much like the Native Americans of legend; taking only what they need from the environment. Large groups, even peaceful ones, seem to be immediately considered “invaders” and elicit unprovoked attacks from Wildlings.

Thus far, Wildlings are only known to exist in the Noon Day Gorge. They seem to have no desire for conquest and none have been reported outside of the Gorge. However, as alien and as territorial as Wildlings are, those that know of their existence feel it’s only a matter of time before they begin to leave the Gorge and explore the outside world.

#### Standard Wildling Features And Abilities

All Wildlings have the following common features:

- Plant Class: All Wildlings are descended from a general class of plant and not a specific species. Despite its evolution, a Wildling will still bear some resemblance to its Plant Class. Each Plant Class offers its own set of bonuses abilities.

Brush: Descended from some nondescript or common weed, bush, grass or other familiar plant, this type of Wildling is the most common.

Resembling regular, ordinary plants more so than other Wildlings, Brush Wildlings gain a +15% to Prowl rolls. Brush Wildlings are hardy and adaptable and roll 4D6+10 for P.E. Starting M.D.C. is the P.E. attribute with an additional 95+2D4x10.

Blooming: Descended from any number of flowering plants, Blooming Wildlings are attractive, radiant, and eye catching, even by human standards. All Blooming Wildlings add +1D6 to M.A. and +3D4 to P.B. scores. Starting M.D.C. is the P.E. attribute with an additional 65+2D4x10.

**Succulent:** Descended from cacti or similar plant. Succulent Wildlings need only a quarter of the water as other Wildlings and automatically receive the “Thorns” enhancement. Starting M.D.C. is the P.E. attribute with an additional 80+2D4x10.

**Lichen:** Descended from lichen, algae, or even fungus. Lichen Wildlings do not need sunlight to grow, but do require regular contact with soil. Lichen Wildlings are tough, spongy, and fibrous, giving them an immunity to regular fire and heat. M.D. fire and heat (including plasma) inflict ½ damage against Lichen Wildlings. Additionally, their minds are so alien, even compared to other Wildlings, they receive a +3 to their M.E. attribute and are immune to any type of mind control. Starting M.D.C. is the P.E. attribute with an additional 170+2D4x10

**Tree:** Descended from any tree plant. Tree Wildlings are massive and strong, roll 5D6+4 for both P.S. and P.E. Additionally, both P.S. and P.E. are considered Supernatural. Automatically gains the “Heavyweight” enhancement. Starting M.D.C. is the P.E. attribute with an additional 400+2D4x10, starting height is 5 feet +1D6 feet, add 1D4x100 to starting weight.

**Vine:** Descended from ivy, kudzu, black-eyed susan, or similar. Vine Wildlings are flexible and nimble, rolling 4D6+4 for P.P. and automatically receive the “Vines” enhancement. Starting M.D.C. is the P.E. attribute with an additional 100+2D4x10.

•**Plant Body:** Regardless of Plant Class, a Wildling’s body gives it several abilities:  
**Resistance to Pain:** Weapons inflict normal damage but Wildlings are only about half as sensitive to pain as mammals. Wildlings are impervious to any drugs or toxins designed to hurt or

affect animal life. However, they are vulnerable to defoliating chemicals and are -5 to save vs. gases, sprays, and other chemical attacks designed to kill vegetation.

**Resistance to Cold:** Wildlings take no damage from cold down to freezing temperatures. Temperatures colder than that or M.D.C. or magical cold inflicts ½ damage.

**Resilience:** Wildlings can be extremely difficult to kill. While exposed to sunlight, even with cloud cover, all Wildlings heal 6D6 M.D.C. per half hour and can regrow any lost body parts. Deprived of sufficient sunlight healing is reduced to 1D6 M.D. per half hour. Reducing a Wildling to zero M.D.C. does not truly kill it. When M.D.C. is depleted, a Wildling will fall over, appearing dead. However, it is merely immobilized; seemingly dead until it bio-regenerates and walks again a half-hour later. To be truly destroyed, a Wildling must be burnt to a cinder, exposed to some sort of chemical defoliant, or otherwise destroyed completely. To be destroyed completely, a Wildling must suffer mega-damage equal to its P.E. past zero.

**Hibernation:** Provided there is sufficient sunlight and a base amount of nutrients and water, Wildlings can go into a hibernation state. This deathlike state can be maintained for 60 days+10 per level of experience. While in this state, the Wildling is unaware of what’s happening around it except for within the ground and the plants immediately surrounding it. People can pass by, battles fought, etc. and the Wildling can remain oblivious. During hibernation, healing continues as normal. It takes a Wildling 1D6x10 minutes to come completely out of the hibernation state.

Conditional Invisibility: Even advanced sensor systems cannot differentiate between ordinary plants and these plant life forms, making Wildlings invisible to sensors. Furthermore, they do not register on heat sensors or infrared. Unless moving, they are also invisible to mechanical detection when hiding among other plants and are extremely difficult to see with the naked eye (considered to have Prowl at 55%+5% per level of experience.)

•Variable Size: Wildlings vary greatly in size, shape, and form. Some could pass as human from a distance; others are simply a great mass of vines and teeth. Regardless of their shapes, all Wildlings continue to grow throughout their entire lives. A Wildling's starting height is based on its P.E. attribute. A Wildling has roughly 2 feet of height for every 5 points of P.E. For every year's growth or level gained, a Wildling adds a +1 to its P.E. and an additional 1D8 to its M.D.C. A Wildling continues to grow as long as it lives or gains levels (or both.)

•Natural Senses: A Wildling has natural senses equivalent to the Antennae ability, Enhanced Hearing, (both located in the Splicers Main Book, pg. 80) and Seismic Sense ability (Splicer Main Book, pg. 83).

•Nourishment: Wildlings do not normally require feeding in the same sense as an animal or human. The only substantive food most Wildlings need is a small supply of water (roughly 18-20 oz. per day), a small amount of soil, and exposure to sunlight. Though soil is required, a few grams or inches is all that's need for the Wildling to "root". Sunlight is the most important. For Wildlings, at least two hours of strong sunlight are needed every day to maintain good health; four to six hours in cloudy or even overcast conditions. At

night or otherwise locked away from the sun; Wildlings can only operate at peak efficiency for two hours plus one hour for every level. Beyond that, performance is greatly impaired: attacks per melee, combat bonuses, and speed are all halved. Wildlings can survive up to four days plus one day per level without any sunlight. After that, they must go into hibernation to conserve energy. If unable to hibernate, Wildlings will enter a "coma" and die after 1D6+6 days of total darkness. Note that even heavily overcast skies are sufficient to keep them alive.

Affinity with Plant Life: Wildlings are naturals at agriculture and raising plants. They are superior farmers with a feel for the amount of water, type of soil, need for sunlight, and other conditions that affect plant growth. All Wildlings have the instinctive equivalent of Botany, Gardening, and Identify Plants at 80% +1% per level. Wildlings can also sense the condition of soil or down to its exact chemical composition, as well as the condition and needs of plants. Wildlings can determine if there is any blight, disease, insect or animal infestation, insufficient water, suffering from toxins/poisons, and so on.

Wildling R.C.C. and NPC Base Attributes:

The following are the base attributes for all Wildlings. All attributes are modified based on the Plant Class and any applicable mutations (listed below.)

GM/Player Note: Not recommended as a player character. Wildlings are like unpredictable forces of nature; they think and behave completely differently from humans or other forms of life. If one is allowed as a player character, it would most likely be some rare aberration or total outcast. If used as a player character, the character should

have trouble understanding much about humans; the needs and actions of humanity would be quite confusing and difficult (if not impossible) to fathom. Moreover, it will have no understanding (and likely will not develop any) of human society or laws. These beings are so different from humans that it may be impossible to fully understand or relate to them. Any player character should behave in a limited alien way, often coming across as confused, distracted, and savage.

Alignments: Anarchist or miscreant

Attributes: I.Q. 2D6+2, M.A. 2D6+2, M.E. 3D6+2, P.S. 3D6+10 (considered Splicer Strength), P.P. 3D6+2, P.E. 3D6+10, P.B. 1D6+2, Spd: 4D6

Base S.D.C.: Not applicable, see MDC.

Horror Factor: 10, 15 if a group of 3 or more attack at once.

Height: Varies, average 5 feet tall.

Weight: varies according to size; most Wildlings weigh 200 plus 4D6x10 pounds

Average Life Span: Unknown

Wildlings Powers and Abilities: Detailed above in "Standard Abilities" and below in "Enhancements".

Average Level of Experience: 1D4+1, player characters use the same experience table as the Biotic.

R.C.C Skills: Preserve Plants & Fruits, Preserve Foods, Astronomy, and Camouflage at 70%+2% per level of experience. The character also has the instinctive equivalents of Land navigation (+15%), concealment (+6%), wilderness survival (+20%), detect concealment (+5%), identify plants (+20%), fish (+10%), track animals (+20%), Track Humanoids (+10%), Skin & Prepare Animal (and Humanoid) Hides (+10%), General Athletics, and Wrestling.

R.C.C. Related Skills: At first level the character can select two "other" skills. One additional skill can be selected at levels 4, 8, and 11.

Communications: Sign Language (+20%) only

Domestic: Any (+10%) NOTE: Though the character may be talented, singing, music or similar art forms will always be of a very alien and inhuman quality.

Espionage: Detect Ambush and Concealment only.

Medical: Brewing and Holistic Medicine only (+5%)

Military: Trap Construction (Basic traps only, +5%) and Trap & Mine Detection only.

Physical: Any except Acrobatics, Boxing, Fencing, Juggling, Kickboxing and Hand to Hand Combat (+10% where applicable)

Rogue: Imitate Voices and Sounds only (limited to animal/bird or other natural sounds)

Science: None

Technical: Art, Breed Dogs, Excavation, Leather Working, and Rope Works only (+10% for all)

W.P.: Battle Axe, Bio-Weapons (melee weapons only), Blunt, Knife, Net, Pole Arm, Spear, and Staff only.

Wilderness: Any (+5%)

COMBAT: Attacks per Melee: 4 at first level and an additional attack at levels 4, 7, 9, 12, and 15.

Bonuses (in addition to any attribute or enhancement bonuses): +2 on initiative, +3 to strike, +3 to parry, +2 to dodge, +3 to roll with punch, fall or impact, Critical Strike from behind/surprise attack, body flip, pin/incapacitate on a roll of 17-20 (must announce that this is the character's intention), Critical Strike on unmodified 19 or 20. Further bonuses are gained as per the "Hand to Hand

Combat Basic” except for the Attacks per Melee (noted above.)

Basic Equipment: Has little need for the tools or weapons of humans.

Habitat: Wildlings are currently only known to inhabit the Noon Day Sun Gorge.

### WILDLING ENHANCEMENTS

All Wildlings have some level of mutation or enhancement. Each Wildling begins with 1D6+3 enhancements. These may be chosen randomly or the GM may pick the preferred enhancement.

Wildlings continue to develop enhancements as they grow; each level of experience or year of growth the Wildling may add an additional enhancement. GM’s may add or substitute to the enhancements below as they see fit.

Acidic Sap: The Wildling’s thick, sap-like bodily fluids are made of a highly alkaline and corrosive substance. The sap is harmless to other Wildlings and plants, but significant damage to metals, humans, and animals. Effects: The sticky sap-like fluid inflicts 3D8 M.D. per melee round to any being or object it comes into contact with. The sap burns for one minute (4 melee rounds) before becoming inert or until washed off with copious amounts of water.

Acid Spray: The Wildling is able to secrete a potent acidic spray to burn enemies in close proximity. Effects: The spray does 3D8 M.D. per melee round to any non-plant substance it comes into contact with. The acid continues to burn for 1D8 melee rounds or until washed off with copious amounts of water. The Wildling is able to spray up to six times per hour, with a range of 30 feet.

Adaptive Defense: The Wildling’s cellular and bodily structures are

extremely “elastic”, allowing it to adapt and become resistant to various attacks that it encounters. Examples include developing flame resistant bark and leaves or toughened fibers to resist physical attacks.

When a Wildling suffers damage from an attack, it must decide whether or not to begin the process of adapting to the attack suffered. The adaption process is time consuming, taking 2D6+3 days to complete per adaptation. The Wildling is able to reduce this time by one day for every 2 levels of experience. The Wildling may engage in other activities during this time; the adaption process doesn’t require any effort on the Wildling’s part. Once the process is complete, a Wildling will only suffer half damage when face with that particular attack type again. A Wildling can have a total of three immunities at any given time. It may “shed” an immunity to adapt to new attacks whenever it chooses.

The Wildling may adapt to any of the following attack types: Cold, Electricity, Heat, Kinetic Energy (includes cutting, piercing and similar), Lasers, and Physical (includes blunt, crushing, explosives and similar).

Bullet Seeds: The Wildling has 1D6x10+5 small, pointed seed pods growing on its body. Each pod contains a small, pressurized gas bladder at the base of the thorn-like seed. The Wildling can launch the seed with tremendous force and velocity. Effects: Each seed inflicts 3D8+3 M.D. The Wildling can launch one seed at a time, up to 150ft., each counting as one melee attack. It takes roughly twenty minutes for the Wildling to grow replacement seeds.

Carnivorous: The Wildling can live off of soil and sunlight but now requires a small amount of meat to complete its

diet. The Wildling must consume 25 to 40 lbs. of meat per week. To facilitate its new diet, the Wildling grows a “mouth” somewhere on its body. The mouth inflicts 3D8 M.D. per bite. This enhancement may be taken multiple times with a corresponding mouth developing anywhere on the body. Each selection increases the amount of meat needed by 5lbs.

Electrical Generation: The Wildling able to generate and release powerful electrical discharges. Effects: The electrical blast inflicts 4D12 M.D., either by touch or a range of 30 feet. Any humans or other biological creatures who survive the damage must roll to save vs. stun attack (15 or higher, with any bonuses from P.E.) or they lose initiative, two attacks per round and are -4 on all combat actions for 2D4 melee rounds. Electrical attacks on Host Armor inflict the M.D. to the armor plus 2D6 S.D.C. or Hit Point damage to the pilot inside. The pilot does not suffer any additional penalties.

Explosive Seed Pods: The Wildling can generate and “fire” large nut-like seeds that explode on impact. Effects: Each seed inflicts 3D8 M.D. with a blast radius of roughly 10 feet. The Wildling can launch one seed at a time, up to 150ft., each counting as one melee attack. The seeds grow back within minutes of release, offering a virtual unlimited supply. Taking this enhancement twice will increase damage to 5D8 M.D., increase the blast radius to 20 feet, and increasing range to 300ft.

Gas Bladder: The Wildling is able to synthesize helium or similar lighter than air gases in an inflatable bladder. The bladder can expand to twice the size of the Wildling and allows it to float in the air like a hot air balloon. It takes a full minute to fill the bladder completely.

The Wildling is able to control its altitude by releasing or filling the bladder as required. The Wildling rises at a rate of roughly 3 feet per melee round. Much like the balloon, it cannot control the direction it floats and simply drifts on wind currents.

Giant: The Wildling is a literal giant, towering over others of his kind. The Wildling is 10 feet +1D6 feet tall and weighs an additional 1D6x50 lbs. for each foot over 10 feet. The Wildling strength is considered Supernatural and adds an additional 3D4+3 to P.S. M.D.C. is increased by an additional 4D6x10 M.D.C. The Wildling’s Spd. attribute is doubled and it receives +2 to strike and parry. However, the Wildling may only have a maximum Dodge bonus of +4 due to its size.

Gliding: The Wildling’s body has some structure that allows it to glide on air currents. Typical speed is 10mph. but may increase up to 50mph if riding a strong enough wind. The Wildling requires a strong wind or jumping from at least 30 feet to glide. The Wildling can only glide in roughly the same direction as the wind. Maximum altitude is limited to 10,00ft. Bonuses: +1 to dodge and +1 to roll with fall or impact while in flight.

Heavyweight: The Wildling is a large and thick, able to absorb and deliver tremendous damage. Despite the mass, the Wildling still moves with surprising speed and agility. Effects: Add 2D4x20 pounds to the character’s weight, +10 damage to punches, kicks, head butts, or other physical attacks, +1 to P.E. attribute, and +1D8x10+10 to M.D.C. but reduce Spd. Attribute by 20%.

Husk: The Wildling’s physical structure is extremely dense and tough, allowing it to withstand greater physical damage. Effects: Adds 30 pounds to the



Wildling's weight and increases M.D.C. by 50 points. This enhancement may be chosen multiple times.

**Imitate Natural Sounds:** The Wildling is able to imitate any natural sounds heard in the last 24 hours. These could include the sound raindrops, the calling of birds or animals, and even human voices. The Wildling's chance of success is 55% +5% per level of experience. Note that while the Wildling can imitate a voice, it doesn't actually speak the language. It's only capable of imitating the exact words spoken by the voices.

**Massive Mouth:** The Wildling's mouth is truly monstrous, able to deliver bites that inflict tremendous damage and can easily tear through steel, armor, or sever an entire limb. The Wildling's mouth can easily support its own weight plus carrying capacity above the ground, hanging only by teeth. The Wildling must have the "Carnivorous" enhancement (above) before it can choose this enhancement. **Effects:** The Wildling's bite is considered Supernatural and inflicts damage accordingly. Additionally, the massive mouth adds an extra +3D8 M.D. to bite damage and receives an additional +3 to strike. However, this is not a "standard" bonus to strike. For the purposes of dice rolls, these are Natural Bonuses to Strike, meaning that now a die roll of 18, 19, or 20 on a 20-sided die, before other bonuses to strike are applied, actually counts as a Natural 20!

**Massive Limbs:** The Wildling's arms, legs, vines or other limbs are now larger and longer than normal. Massive arms or tentacles can reach an additional five feet and add five points to P.S. Massive legs add three feet to height and +10 mph to running speed.

**Multiple Limbs:** The Wildling has 2D4 extra limbs. For Wildlings, these could

be extra arms, legs, vines, or any combination thereof. For each pair of "arms", the Wildling adds one melee attack and +1 to parry, disarm, and entangle. Each pair of "legs" adds +10 mph to running speed and +10% to overall balance. Additional vines follow the guidelines of the "Vines" enhancement, listed below.

**Poison Thorns:** The Wildling's "Thorns" enhancement (see below) is now coated in poisonous droplets. The poison is constantly secreted but dries out quickly when separated from the body. Anyone making strong contact with the Wildling (striking, wrestling, etc.) now receives the same poison effects described in the "Poison Sap" enhancement below. The damage inflicted by the "Thorns" enhancement remains the same. The Wildling must have the "Thorns" enhancement before choosing this one.

**Poison Sap:** The Wildling's thick, sap-like bodily fluids are now extremely toxic to organic beings. Anytime the Wildling is injured in combat, it exudes this sap from the wound. The sap is poisonous upon contact with organic skin, even the hide of Host Armors or War Mounts. The sap remains toxic until it hardens into a harmless resin. **Effects:** Anyone coming into contact with the sap, even from a light touch, must roll to save vs. non-lethal poison (a roll of 16 or higher.) The toxin is potent enough to affect Host Armors and War Mounts. A successful save means the victim feels nothing more than a slight tingle. A failed roll means the victim suddenly feels nauseous, feverish, and stricken with severe stomach cramps, nausea, and vomiting. For the next 2D4 rounds the victim is -2 melee attacks, no initiative (last to go in any turn), -2 to strike, parry, and dodge, -25% to perform skills

and Spd. is reduced by 30%. Additional contact adds an additional 2D4 rounds to the duration.

**Razor Leaves:** Similar to the “Thorns” enhancement, except the Wildling now sports dangerous, serrated leaves along its body. These leaves inflict 2D4 M.D. to anyone attempting to grapple with the Wildling. Anyone striking the Wildling will still inflict damage but takes 1D6 M.D. in return. **Bonuses:** Add +15 M.D.C., +1D6 M.D. to normal punch/kick damage, +1D6 entanglement damage, and +1 to roll with punch, fall or impact. If combined with the “Squeeze Vines” enhancement below, the razor leaves rip like teeth on a chainsaw, inflicting jagged, ugly wounds. Damage for an entanglement attack of this type is 4D8 M.D. per squeeze and requires twice as long to heal.

**Rooting:** The Wildling is able to “root” itself into the ground. This takes three melee actions to accomplish and must be done on open ground (not concrete, stone, metal, etc.) Once anchored, the Wildling is nearly immovable, but can still attack and use any abilities. Moving the Wildling requires Supernatural P.S. greater than the Wildling’s own P.S. Twice the Wildling’s P.S. attribute are needed to move it with Robotic or Splicer P.S.

**Screech:** The Wildling is able to emit an ear-piercing screech that hurts the ears and impairs all those who hear it. This enhancement requires the “Imitate Sounds” enhancement listed above. **Effects:** The screech inflicts 2D4 M.D. the first round and each subsequent round the Wildling continues to screech. To maintain the screech, the Wildling uses up half of its attacks. The screech affects all non-Wildlings within a 20 foot radius. Additionally, all victims are

-15% to perform skills (-30% to perform skills that involve balance), -2 on initiative and -2 on all combat rolls.

Radar or sonar type abilities are seriously disrupted; reduce range and related skills and abilities by -50%. Characters with any type of Advanced or Heightened Hearing suffer double damage and are temporarily deafened (1D4+2 melee rounds) by these attacks unless they have some sort of hearing protection to block or muffle the sound. A deafened individual suffers an additional -2 on initiative, -4 on combat rolls, has difficulty communicating, and frequently trips and falls while running. **Sensory Enhancement:** The Wildling has some sort of enhanced sense, roughly equivalent to Host Armor. The Wildling may choose any sense from the “Eyes & Vision Enhancement” category (pg. 77) or “Other Sensory Enhancements” category (pg. 79). This selection may be chosen multiple times.

**Spore Generation:** The Wildling is able to generate and expel a number of spores from its body. The Wildling may only generate one type of spore to begin with, but additional types can added each time this enhancement is chosen. The Wildling can release the spores as an area effect mist around itself and a 12 ft. diameter or it can be squirted at a particular target up to 25 feet. All gases can be neutralized with copious amounts of water. **Effects:** Each spray counts as a one melee attack. The Wildling can generate enough gas for up to ten attacks every 24 hours. All victims must save vs. non-lethal poison at 16 or higher. **NOTE:** Host Armors or others with a keen sense of smell suffer double the penalties noted. The following types of gases are available:

**Burning:** An airborne corrosive inflicting 2D6 M.D. and continues to burn, inflicting an additional 2D6 M.D. for 1D4+1 melee rounds. Organic opponents additionally suffer severe eye irritation and blurred vision; victim loses initiative and is -4 on combat rolls for 2D4 melee rounds. Characters with any enhanced sight or super vision have the range of their ability reduced by half.

**Euphoria:** Victims are stricken with a euphoric happiness and sense of joy, even in life and death situations. Victims will often giggle and laugh throughout the experience. Victims cannot shout or speak clearly, Prowl is impossible, skill performance is -40%, lose initiative, -2 to combat rolls and Spd. is reduced by 30% for 1D4+1 rounds.

**Poison:** A concentrated chemical that inflicts 4D6 M.D. for every melee round the victim is exposed. For characters in Host or Living Armor, the pilot takes an additional 1D6 damage direct to S.D.C. or Hit Points. In addition to physical damage, the victim(s) feels sick and weak, reduce Spd. by 20%, P.S. by 1D6+2 points (reduce damage accordingly) and is -1 on all combat rolls. Exposure lasts while in the cloud or spray and an additional 1D6+1 rounds afterwards. Victims must roll to save every round. A successful save means no additional damage, but the penalties persist.

**Scent Marker:** Used for identification, warning, and tracking by covering a person, thing, or area with a distinctive scent. Only the sprayer or beings with enhanced smell can detect the marker. The chemical marker can be smelled up to 2 miles away and adds a +20% bonus to track for the sprayer and +12% for others who can detect the scent.

**Sleep:** The gas causes organic beings to fall asleep within 1D4 melee rounds and

remain asleep for 3D6 minutes. Victims may be awoken with smelling salts or similar or by violent physical shaking. Even after awaking, victims remain groggy and -5 to strike, parry, and dodge for the duration of the Sleep effect.

**Stench:** A horrifyingly noxious fume and irritant that causes violent coughing, gagging, and eyes to water. Victims are -4 on all combat rolls and lose two melee actions/attacks as long as they stay in the area of effect and for one melee round after exiting it. Characters with any enhanced sight or super vision have the range of their ability reduced by half.

**Squeeze Vines:** The Wildling has an additional 2D4 vines, along with any other limbs it possess. These vines are thicker and while they can grasp objects, they are unable to perform fine manipulation. The vines can constrict and squeeze with tremendous force. These snake-like vines are able to perform the same combat maneuvers as the “Serpentine Body” detailed in the Splicers main book, pg. 91. If multiple vines are being used, each vine adds the equivalent of five points to the Wildling’s P.S. score for determining Crush/Squeeze damage or pulling victims free. Each vine has 1D6x10+10 M.D.C.

**Stink Weed:** The Wildling is covered by fine vines with small, bulb-like clusters covering their body. Up to two clusters can be opened at will each melee round. This action counts as one melee attack, regardless of the number of clusters opened. Opening these clusters releases a repugnant, sickly sweet odor.

Smashing or cutting attacks have a 45% chance per attack of opening a cluster, with the same effects. Effects: Any organic non-Wildling within 10 feet must roll to save vs. non-lethal poison

(16 or higher.) Characters with any type enhanced smell suffer a -6 penalty to the this roll. A failed roll means the victim feels nauseous and begins retching and gagging. The victim is -3 on initiative, -1 on all combat rolls, and -10% on skill performance due to the terrible smell. Opening two clusters doubles the range and penalties. The smell lasts one minute per level of the Wildling and radiates around it like a flower. A successful save means the character is still -1 on initiative and -5% on skill performance.

**Thorns:** The Wildling is covered in extremely durable, sharp spines roughly 6 to 9 inches long. These thorns inflict 3D6 M.D. to anyone attempting to grapple with the Wildling. Anyone striking the Wildling will still inflict damage but takes 1D6 M.D. in return. **Effects:** Add +30 M.D.C., +1D6 M.D. to normal punch/kick damage, +1D6 damage for entangling attacks, and +1 to roll with punch, fall or impact.

**Vines:** The Wildling has 2D4 fine vines in addition to any other limbs it may possess. The vines are 1D6+3 feet long and grasp objects and perform other fine manipulations. Each vine has a P.S. of 10 and can be used to strike or entangle objects or victims. **Effects:** +1 to parry, +2 to entangle and pin, +5% to Gymnastics and Climb. For every four vines the Wildling acquires, it gets one additional melee attack/action and an additional +2 to entangle and pin. The vines have an M.D.C. of 1D4x10+10

## Section 2: Host Armour

### Anthropovore Host Armor

By Clockpunk

These kinds of Host Armors are commonly met with a loathing mixture of hatred and fear, for they derive sustenance through absorbing spliced genetic material – they are cannibalistic. This particular metabolism, it is rumored, was created specifically for inter-House wars and conflicts, and so present a constant threat to all other defenses which a community may have in place, especially to those that did not grow that particular Host Armor.

**Feeding:** The Anthropovore Host Armor requires a minimum of 10 pounds of spliced matter per day, be it biologically created weapons, discarded host armors or anything else created by gene pools. If it gorges itself on 30 to 60 pounds in one feeding, it can survive for 2D4 days without further sustenance without ill-effects.

**Sleep Requirements:** The Host Armor requires 2+1D6 hours of rest per day, as it is within the dormant state that its digestive enzymes are fully active and able to break down the organic matter consumed.

**Color of Host Armor:** Typically solid dark colors, such a brown, green or black, with markings of a single other much more striking color, akin to the red ‘hourglass’ of black widow spiders.

**Special Senses:** Anthropovore Host Armors are able to sense spliced material, be it other Host Armors, grown organic weapons or genetically modified creatures, within their line of sight.

These will appear to the wearer through the Host Armor’s default visual senses as rough glowing outlines bathed in a blood red glow, and will thus be unable to discern specific details of what

exactly it is without utilizing over means of visual identification.

Bonus Bio-E points: 40 additional Bio-E points. Rumors claim that such suits can absorb the effects of any spliced weapons/beasts they consume, but this is untrue.

Bite Damage: 3D6 M.D. vs. organic material, 2D6 M.D. vs. synthetics; the teeth are tailored to chew through bone and genetically modified flesh rather than pierce metals and other materials.

Bonuses: These Host Armors are especially efficient when combating other splicers, as their unique composition affords them a deal of protection from similarly developed materials. Any direct attack from such weapons deal only one-third their usual amount of damage against the Host Armor, which will indeed attempt to consume any such creations which it comes into contact with. +3 to parry against such Bio-Tech and Enhancements, +1 melee attack vs. other Host Armors. This also provides a psychological advantage against other splicers, as they fear for the well-being of their own precious suits of Host Armor which results in a Horror Factor of 12 against those who recognize it for what it truly is (until then it only gets the standard value of 7 in this field).

Penalties: Anthropovre Host Armor users are not able to directly handle any external bio-tech that was not grown by the same engineer as itself at all without beginning to exude digestive enzymes which begin breaking the bio-tech down almost immediately. Spliced matter of any form is fair game, even creations from the same Gene-Pool can be used to satiate the hunger of these Host Armors, but they will always go for outside sources first, and not consume any

spliced payload formed by its own Bio-Enhancements.

### **Bio-Trooper Host Armor**

By Snake eyes

Class: Host Armor

Crew: One.

Level: One

Total Bio-E Used: 190

Bio-E Remaining: 20

Base M.D.C. By Location:

Hands (2): 60

Arms (2): 125

Legs (2): 180

Feet (2): 80

Head: 110

Main Body: 250

Speed:

Running: 90 mph.

Leaping: 20 feet high or 40 feet across from a standing position

Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.

Swimming: 30 mph

Underwater Depth: 700 feet down

Flying: Not possible

Statistical Data:

Height, Width and Length: Standard

Weight: Adds 300 lbs. to the weight of the pilot.

Cargo: None, other than what the character can carry

Physical Strength: 32 Splicer P.S.

Production Cycle: Standard

Lifetime: 40 years

Horror Factor: Standard

Bio-Regeneration: Enhanced

Senses and Features: Standard for all Host Armors,

Plus, Armored Eyes (10 M.D.C. each), Radar (6 mile),

Seismic Sense, Bio-Force Field (150 M.D.C.),

Quick Clotting Blood,

Penalties: None

Feeding/Metabolism: Omnivore/see Splicers pg. 74  
Sleep Requirements: requires 1D6 hours of sleep/rest/  
inactivity per day, during nighttime hours  
Combat Bonuses: +2 on initiative, +1 to strike, +2 to parry, +1 to dodge, +1 to pull punch, +2 to roll with fall.  
Basic Instincts: Dowsing 50%, Identify Plants & Fruits 60%,  
Land Navigation 60%, Prowl 40%,  
Track Animals 40%,  
Wilderness Survival 50%.  
Bio-Weapon Systems:  
Organic Rockets  
Mega-Damage: 5D10 each  
Range: One mile  
Payload: Four (4) per shoulder  
Spore Discharger (2)  
Mega-Damage: 4D8 M.D. with a ten foot blast radius  
Range: 300 feet  
Bonus: +1 to strike  
Hand to Hand Combat:  
Head-Butt: 1D6  
Body Block: 1D6  
Punch: 1D6 M.D.  
Kick: 2D8 M.D.

### **Bio-Trooper II Host Armor**

By Snake eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 195  
Bio-E Remaining: 15  
Base M.D.C. By Location:  
Hands (2): 60 each  
Arms (2): 120 each  
Legs (2): 170 each  
Feet (2): 60 each  
Head: 120  
Main Body: 260  
Heat Cannon: 130

Spore Discharger: 60 each  
Speed:  
Running:  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: 200 mph (alt. 25,000 feet)  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 300 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 33  
Production Cycle: Standard  
Lifetime: 45 years  
Horror Factor: Standard  
Bio-Regeneration: Basic  
Senses and Features: Standard for all Host Armors  
Plus, Armored Eyes (M.D.C. 10 each),  
Radar, Sonar,  
Bio-Force Field (150 M.D.C.), Quick Clotting Blood,  
Organic Thrusters (M.D.C. 140/30),  
Heat Resistance  
Penalties: None  
Feeding/Metabolism: Omnivore (see Splicers pg. 74)  
Sleep Requirements: requires 1D6 hours of sleep/rest/  
Inactivity per day during nighttime hours  
Combat Bonuses: +1 APM, +3/+4 on initiative, +2/+3 to strike, +3 to parry, +2/+4 to dodge, +1 to pull punch, +2/+4 to roll with fall,  
Basic instincts provide Dowsing 50%,  
Identify Plants & Fruits 60%,  
Land Navigation 60%, Prowl 40%,  
Track Animals 40%,  
Wilderness Survival 50%  
Bio-Weapon Systems:

Heat Projector Cannon (1-left shoulder)  
Damage: 5D8 M.D. (light blast), 1D8x10+10 (heavy blast)  
Range: 1800 feet (549 m)  
Payload: Effectively Unlimited  
Spore Discharger (2-right arm)  
Damage: 4D8 M.D. (10 foot splash/blast radius)  
Range: 300 feet (91.4 m)  
Payload: Effectively Unlimited (spores are generated on demand)  
Bonus: +1 to strike  
Hand to Hand Combat:  
Head-Butt: 1D6 M.D.  
Body Block: 1D6 M.D.  
Punch: 1D6 M.D.  
Kick: 2D8 M.D.

### **Centaur Host Armor**

By Snake eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 176  
Bio-E Remaining: 29 (to be used on ranged weapons, etc.)  
Base M.D.C. By Location:  
Hands (2): 60 each  
Arms (2): 120 each  
Legs (4): 140 each  
Feet (4-hooved): 40 each  
Head: 130  
Main Body (upper): 270  
Lower Body: 170  
Speed:  
Running: 170 mph  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: Not possible  
Statistical Data:

Height, Width and Length: Standard  
Weight: Adds 500 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 32, Splicer P.S.  
Production Cycle: Standard  
Lifetime: 45 years  
Horror Factor: Standard  
Bio-Regeneration: Super  
Senses and Features: Standard for all Host Armors, plus  
Armored Eyes, Nightvision (normal range), Resistance to Lasers, Resistance to Kinetic Energy/Attacks, Resistance to Physical Attacks, Claws (small-non-retractable), Super Light Cells (2x forehead)  
Quick Clotting Blood, as well as basic instincts of Dowsing 50%, Identify Plants and Fruits 60%, Land Navigation 60%, Prowl 40%, Track Animals 40% and Wilderness Survival 50%  
Penalties: None, as long it gets enough food  
Feeding/Metabolism: Omnivore  
Sleep Requirements: The suit requires 1D6 hours of sleep/rest/inactivity per day, generally during nighttime hours.  
Combat Bonuses: Bite does 1D8 M.D., +2 initiative, +1 to strike, +2 to parry, +2 to dodge, +1 to pull punch and +2 to roll with fall.  
Bio-Weapon Systems:  
Hand to Hand Combat:  
Head-Butt: 1D6  
Body Block: 2D6  
Clawed Punch: 2D6+3 M.D.  
Kick: 4D6+4 M.D.

### **DAEMON CLASS "HYBRID" HOST ARMOR**

By Snake eyes

Background: The new Daemon Host Armor, developed by House DarkHaven, is used specifically by the Hells Angels aerial troops. This new armor was designed by a high-ranking Geneticist as a request by the commander of the Hells Angels when she nearly lost her life in an attack by a group of renegade Technojackers along with their small army of 'bots.

This new lightweight Host Armor is a form-fitting suit that is a combination of Host Armor and "Living" body armor that is lighter weight and gives the pilot added protection on par with the Chitinous "Living" armor without the movement penalties. Another interesting feature is that like true Host Armor, this suit can be continually "upgraded" plus the armor does not bond with the pilot, so anyone can use/wear it. So far, only the Hells Angels senior officers have this new armor, though more are being made for the rest of the troops, but until then they have to rely on the standard Archangel garb. The look of the armor unnerving, it is solid black with a pair of large leathery bat-like wings sprouting from the back, the legs resemble the hind legs of an animal such as a goat or bull, including hoofed feet, the head also has a demonic look along with a mouth full of sharp teeth (the mouth is just for show), the head usually has pair of horns, if not more.

Class: Hybrid Host Armor

Crew: One Human Pilot

Base M.D.C. by Location:

Arms (2): 2D4x10+40 each

Hands (2): 25 each

Legs (2): 2D4x10+50 each

Feet (2): 40 each

Head: 1D6x10+50

Main Body: 2D8x10+80

Armored Eyes (2): 10 each

Speed:

Running: 55 mph

Leaping: Can leap up to 15 feet high, or 30 feet (12.2 m) across

Flying: 220 mph

Swimming: Triples the normal swimming speed

Underwater Depth: The Host Armor can withstand

pressure up to 150 feet down

Statistical Data:

Height: add a few inches to the height of the pilot

Width: add a few inches to the pilot

Length: Adds a few inches to the pilot

Weight: +80 lbs. added to the pilot's weight

Cargo: None, other than what can be strapped to the

Host Armor or carried

Physical Strength: 20 (Splicer/Robotic Strength)

Operational Lifetime: 25 year life span

Bio-Regeneration: 6D6 M.D.C. per minute

(or 6D6x10 M.D.C. per hour) for the main body,

2D6 M.D.C. per minute for all other locations.

Horror Factor: 9 for humans and other intelligent life forms;

none against the machines.

Senses & Features: The Host Armor has all common Host

Armor features, plus, Radar, Resistance to Heat, Resistance

to Kinetic Energy/Attacks, Resistance to Lasers, Elongated

Running Legs, Hoofed Feet, Medium Claws, Horns (medium)

NO METABOLISM: Unlike a true Host Armor, this suit has no metabolism to feed itself, though it could

be considered Photosynthetic

Hand to Hand Combat: Rather than use ranged weapons,



the pilot may engage in hand to hand combat:

Restrained Punch: 2D6+5 S.D.

Full Strength Punch: 1D6+4 M.D.

Power Punch: 2D6 M.D.

Kick: 1D4 M.D.

Leap Kick: 2D4 M.D.

## **DeLong**

By Boxee

House DeLong is a small hidden+growing house. They live deep underground, They have plenty of food and are one of the few houses that train their children to be more than just warriors, they have school k-8, anything else is learned through teachers or rearing. They have dug a large square field about 500'x800' as an open range for livestock.

House DeLong started like many houses as a series of natural caves. The early years were rough they learned to avoid the machines minions. They managed to get a Seedling and rather than plant it right away they had their engineers study it. The Seedling was as many splicer products are alien in origin.

While not able to recreate the Seedling the engineer was able to learn how to create a new creature, like a saint it requires a human host. An elder of the house Abner DeLong agreed to become the new creature as long as his wife, Winnifred, was allowed to become a saint, both were advanced in years, in their mid seventies and wanted to be useful to their house.

Abner stepped into the genepool and emerged with his lower body replaced by tentacles, like an octopi.

He was able to direct the Seedling and was even able to create cuttings from it like you can with some trees, thus creating more Seedlings as time went on. The cutting process is not a sure thing

one in ten times the cutting dies. The ones that survive can be planted in another community. The process takes years, usually 3-10 years (roll a d8+2) to nurse a cutting to the point it can be moved.

Abner had instructed the Seedling the house started with to tunnel down into the bedrock before branching out like a tree. He had insisted the house remain hidden until they were able to start a new Seedling in a separate location to keep the house safe from not only the machines but also raiding by other houses.

House DeLong started its second Seedling a few years ago and have a second location set up 20 miles from their first Seedling.

House DeLong is very secretive they only allow outsiders into the second seedling base and only into the antechamber to the complex. Since they have started their scouting of the surface they have made contact with three other houses and a small group of techno-jackers. The techno-jackers are lead by Leon Ross a charismatic man that keeps his "family" in an old para-military bunker near a small "Ghost Town". When Leon needs to talk to house DeLong he leaves an old wooden baseball bat leaning against a petrified tree stump.

Leon respects the houses privacy and has never tried to find their base of operations.

House DeLong produces only Lithovore, Parasitic, Thermosynthetic, and Vampiric Host Armors. About a third of all their host armors are winged. They have very few Archangels, and Outriders this is balanced to a degree by the flying host armors. They have a higher than normal percentage of Saints to ease the pressure of Parasitic and Vampiric Host

Armors. Biotics are more common as the house will not allow members to be cast out, so punishment for crimes are much steeper than usual. Often the choice is Biotic or execution, about a third choose to become Biotics.

About a third of the population is non-combatant. They are mostly children as few make it in to old age. Some of the elders that wish to keep serving the house are, depending on the houses needs at the moment are offered a choice of Biotic, Saint, Scarecrow, or Skinjob. The community is large and growing, the house has over 40,000 members. Even so they are living better than many other families. This is mostly due to their access to the Seedlings they are able to create, and their ability to direct the growth of the seedlings as they desire. The living area is spread out over many miles, and is maze like to those not raised in the house. A defense that has yet to be tested in battle.

I did mention total size is 40,000 with a third non-combatants. I am still working on the percentages. The main part of the house is about a mile down into bedrock, the secondary part is closer to the surface it connects into several natural caverns and very old sewer systems. The part of the house a mile down recycles and draws air and water through vents. the vents are monitored and have filters to keep out metal particles and vermin. It is worth noting the lower and upper house are not directly connected, you need to travel above ground. The house is very secretive, and are almost paranoid about leading outside forces to the main house a mile down.

House Delong is a small hidden but growing house. They live deep underground, They have plenty of food and are one of the few houses that train their children to be more than just

warriors, they have school k-8, anything else is learned through teachers or reading. They have dug several fields underground about 500'x800' as an open range for livestock. Livestock varies chickens, sheep, cows, and pigs. The "fields" are mixed grass and custom created mushrooms, the grains are grown in separate areas. Each field has an artificial stream running through the area. Some fields have open access to connecting fields. The fields are kept separated from living areas by stone stairways. There are lifts if they need to move the animals to other areas through the tunnel systems. The cows were taken into the tunnels as newborns, the first ones were hand fed milk.

Other livestock we might find repulsive are toobers that taste like cooked meats. The other are grubs, they taste like crab meats. The grubs eat bugs and rotting meats, people like to spice and bbq with them.

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The main part of the house is about a mile down into bedrock, the secondary part is closer to the surface it connects

into several natural caverns and very old sewer systems. The part of the house a mile down recycles and draws air and water through vents. the vents are monitored and have filters to keep out metal particles and vermin. It is worth noting the lower and upper house are not directly connected, you need to travel above ground. The house is very secretive, and are almost paranoid about leading outside forces to the main house a mile down.

House DeLong started like many houses as a series of natural caves. The early yeas were rough they learned to avoid the machines minions. They managed to get a Seedling and rather than plant it right away they had their engineers study it. The Seedling was as many splicer products are alien in origin. While not able to recreate the Seedling the engineer was able to learn how to create a new creature, like a saint it requires a human host. An elder of the house, Abner DeLong agreed to become the new creature as long as his wife, Winnifred, was allowed to become a saint, both were advanced in years, in their mid seventies and wanted to be useful to their house. Abner stepped into the genepool and emerged with his lower body replaced by tentacles, like an octopi.

He was able to direct the Seedling and was even able to create cuttings from it like you can with some trees, thus creating more Seedlings as time went on. The cutting process is not a sure thing nine in ten times the cutting dies. The ones that survive can be planted in another community. The process takes years, usually 3-10 years (roll a d8+2) to nurse a cutting to the point it can be moved.

Abner had instructed the Seedling the house started with to tunnel down into

the bedrock before branching out like a tree. He had insisted the house remain hidden until they were able to start a new Seedling in a seperate location to keep the house safe from not only the machining but also from raiding by other houses.

House DeLong started its second Seedling a few years ago and have a second location set up 20 miles from their first Seedling.

House DeLong is very secretive they only allow outsiders into the second seedling base and then only into the antechamber to the complex. Since they have started their scouting of the surface they have made contact with three other houses and a small group of techno-jackers. The techno-jackers are lead by Leon Ross a charismatic man that keeps his "family" in an old para-military bunker near a small "Ghost Town". When Leon needs to talk to house DeLong he leaves an old wooden baseball bat leaning against a petrified tree stump. Leon respects the houses privacy and has never tried to find their base of operations.

House DeLong produces only Lithovore, Parasitic, Thermosynthetic, and Vampiric Host Armors. About a third of all their host armors are winged. They have very few Archangles, and Outriders this is balanced to a degree by the flying host armors. They have a higher than normal percentage of Saints to ease the pressure of Parasitic and Vampiric Host Armors.

Biotics are more common as the house will not allow members to be cast out, so punishment for crimes are much steeper than usual. Often the choice is Biotic or execution, about a third choose to become Biotics.

House DeLong has developed a class of biotic specifically designed to sabotage

the robots of the machine. They are called Gremlins, they are short three feet tall. They have acid blood, chameleon skin, leathery wings, and two acid nodules (usually mounted on the chest so they may be sprayed in a forward arc, or down when they fly over a target.). Gremlins may be male or female and are sterile, they cannot reproduce naturally. They are created as normal biotics with the following changes, features as above, MDC is PEx5, bio-e is 3d4x10+20. They do not get Living armor as it would negate their chameleon skin. Gremlins may be sent on solo long range missions or be part of a unit. Gremlins sneak into supply depots and use their acid nodules to quietly weaken machine supplies. As part of a unit they make excellent pointmen and scouts. All Gremlins at first level develop narcissism rather than rolling on the random insanity table.

House DeLong is a small hidden but growing house(40,000 members). Their main base is deep underground, they have plenty of food and are one of the few houses that train their children to be more than just warriors, they have school k-8, anything else is learned through teachers or reading.

They have dug several fields underground about 500'x800' as an open range for livestock. Livestock varies chickens, sheep, cows, and pigs. The "fields" are mixed grass and custom created mushrooms, the grains are grown in separate areas. Each field has an artificial stream running through the area. Some fields have open access to connecting fields. The fields are kept separated from living areas by stone stairways. There are lifts if they need to move the animals to other areas through the tunnel systems. The cows were taken

into the tunnels as newborns, the first ones were hand fed milk.

Other livestock we might find repulsive are toobers that taste like cooked meats. The other are grubs, they taste like crab meats. The grubs eat bugs and rotting meats, people like to spice and bbq with them. House DeLong have been eating these foods for many years and see nothing wrong with these specific grubs. Food is usually cooked, but can be eaten "raw". The recent addition of live stock has many house cooks very excited. About a quarter of the population is non-combatant. They are mostly children as few make it into old age. Some of the elders that wish to keep serving the house are, depending on the houses needs at the moment, are offered a choice of Biotic, Saint, Scarecrow, or Skinjob. All of these processes make the character an MDC creature and add years to life and quality of life.

Lesiure in House DeLong is not what we today would have. They have a few writers and printed materials are highly valued. There are "nightclubs" where people can go relax and listen to live musicians and drink a wide range of liquid refreshments. There are rules about behavior, mostly similar to the ideals we hold today. Nudity is less of a taboo but is forbidden in most areas, not to limit expression, but for common hygiene.

The community is large and growing, the house has over 40,000 members. Even so they are living better than many other families. This is mostly due to their access to the Seedlings they are able to create, and their ability to direct the growth of the seedlings as they desire. The living area is spread out over many miles, and is maze like to those not raised in the house. A defense that has yet to be tested in battle.

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House DeLong produces only Lithovore, Parasitic, Thermosynthetic, and Vampiric Host Armors any class that can get host armor must pick from the limited selection. However any class that gets host armor may choose one from the list regardless of normal class limitations. About a third of all their host armors are winged. They have very few Archangles, and Outriders this is balanced to a degree by the flying host armors. They have a higher then normal percentage of Saints to ease the pressure of Parasitic and Vampiric Host Armors.

Biotics are more common as the house will not allow members to be cast out, so punishment for crimes are much steeper than usual. Often the choice is Biotic or execution, about a third choose to become Biotics. The biotics are treated as powerful warriors, they are usually stick to their own kind, or become very close to the unit to which they are assigned. In house DeLong those that volunteer do not have their memory totally wiped they do lose some memory but for the most part are intact. Criminals have their memory almost wiped clean.

House DeLong Biotics are well adjusted to their role in society, practice meditation, and have a code of honor to follow. They do not get the first level insanity, they get a saving throw to the fifth level insanity. At level ten they get to save vs insanity.

House DeLong has developed a class of biotic specifically designed to sabotage the robots of the machine. They are called Gremlins, they are short three feet tall. They have acid blood, chameleon skin, leathery wings, and two acid nodules (usually mounted on the chest so they may be sprayed in a forward arc, or down when they fly over a target.). Gremlins may be male or female and are sterile, they cannot reproduce naturally. They are created as normal biotics with the following changes, features as above, MDC is PEx5, bio-e is 3d4x10+20. They do not get Living armor as it would negate their chameleon skin. Gremlins may be sent on solo long range missions or be part of a unit. Gremlins sneak into supply depots and use their acid nodules to quietly weaken machine supplies. As part of a unit they make excellent pointmen and scouts. All Gremlins at first level develop narcissism rather than rolling on the random insanity

table. At level five they get to save vs insanity. At level ten they get to save vs insanity.

#### Brindle Stormgun-

This weapon is made for the grendel warmounts of House DeLong. It is an over/under weapon style. The upper bore rifle has good range (2000') and the mega upgrade gives it decent damage. The electro-pulse gun can be used to take out sensors and some robotic systems. This weapon was developed to fight heavy combat at longer range than the grendel normally fights at.

Top weapon is a mega-bore rifle (double damage).

Mega-damage: 2d10 per grub, and 2d10 for the next 1d4 melee rounds after it hits. +2 to hit on called shots only. Rate of fire is one grub per shot.

Range: 2000ft.

Payload: 18 mega grub rounds. Takes 3d6 minutes to replace each mega grub, Takes 1d4 hours to regrow its entire payload.

Under weapon is an electro-pulse gun. (page 134).

The Brindle Stormgun is double the size of a standard weapon and is awkward for anyone under ten foot tall. Anyone under ten feet tall gets a -3 on all shots and will have a hard time carrying this weapon around. It is designed for a grendel sized warmount.

Weight: 50lbs.

#### Bilar Heavy Assault Weapon-

This weapon is made for the grendel warmounts of House DeLong. It is an over/under weapon style. The upper weapon is light cell laser rifle has an unlimited payload. Variable weapon settings and decent range make this a solid weapon on its own. The under barrel weapon is a bio-rocket slinger

with double the normal payload, 16 organic rockets it takes 2d4 hours to regrow spent rockets. The rockets can fire one, two, or four rockets at a time. The Bilar Heavy Assault Weapon is double the size of a standard weapon and is awkward for anyone under ten foot tall. Anyone under ten feet tall gets a -3 on all shots and will have a hard time carrying this weapon around. It is designed for a grendel sized warmount. Weight: 125lbs.

These weapon systems come in handy when the outrider is using a borrowed mount or when his personal mount has been killed in combat and he has to use a basic model. These weapon systems are a bit big for the average host armor, but can be used in a jam.

The House DeLong strider is a terror bird. It looks like phorushacidae, American eagle markings. It is heavier build than the standard strider and has a stubby tail. The head looks like an eagle with powerful a powerful beak made to snap off limbs and rip metal like tinfoil. The feet lose the classic scythe and have small claws.

Class: Rapid Strike War Mount.

Crew: One rider.

M.D.C. by Location:

- Heat Cannon 3d4x10+20
- Casting Launchers 1d6x10+10 each
- Legs (2) - 220 each
- Hands and arms- 2d6x10+10 each
- Head-180\*\*
- Main Body – 320\*\*\*
- Rider's War Saddle - 100

\* A single asterisk indicates a small, low profile, or shielded target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit such targets, and even then is -3 to strike.

\*\* Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half.

\*\*\* Depleting the M.D.C. of the main body kills the War Mount.

Speed:

Running: 330 mph (528 km) maximum, but normal cruising speed is only 120 mph (193 km). The mount can reach speeds of 420 mph (672 km), but only for short bursts of 2D4 melee rounds, after which it must drop to cruising speed for the next 2D6 minutes or pull up lame. Note: The War Mount can run all day at cruising speed without fatigue, but can only maintain maximum speed for 1D4 hours at a stretch, with an hour of rest or walking in between each full speed run.

Leaping: The mount can leap up to 80 feet (24.4 m) high or across from a standing position, an additional 50% that distance with a short running start, and double running at full speed.

Digging: 10 mph (16 km) through sand or dirt, but half as fast through clay, rock or stone. Digging does not tire the War Mount and it can dig a hole deep enough to adequately hide in one minute.

Swimming: not a great swimmer but can swim as fast as a human.

Flying: Not possible.

Statistical Data:

Height: 8 feet

Width: 4 feet

Length: 5 feet

Weight: 1000-1200 lbs.

Cargo: 800 lbs can be carried on its back, but it can pull up to 2600 lbs, but any weight over 1000 lbs reduces the Strider's maximum speed by half.

Physical Strength: ID4+30 (Supernatural P.S.).

Production Cycle: One year gestation, plus one and half years growth time.

Operational Lifetime: 55 year life span.  
Trade Value: 3-4 million credits for a healthy, undamaged unit.

Bio-Regeneration Rate: 4D6 M.D.C. per hour for the main body and ID8 M.D.C. per hour for all other locations. The War Mount cannot regrow severed limbs or destroyed weapon systems (reduced to zero or less), there must be at least two M.D.C. points remaining to regenerate lost limbs, and such extensive regeneration takes 1D6+6 days.

Heat Resistance.

Horror Factor: 8 against humans not with the Resistance, none against robots.

Senses & Features: Standard for War Mounts.

Feeding: The Strider is a carnivore eats 50lbs of carrion/meat a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data:

An unmanned Terror bird is able to function independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Terror birds like humans and accept them as a member of the flock.

The animal recognizes robots as a dangerous enemy.

War Mount Attributes: I.Q. 1D4+6 (medium to high animal intelligence), M.E. 1D6+7, M.A. 1D8+8, P.S. 31-34 (Supernatural P.S.), P.P. 1D8+8, P.E. 1D8+ 18, P.B. 2D6, Spd. (see Speed above).

Number of Attacks Per Melee: 4

Combat Bonuses: +3 on initiative, +2 to strike with ranged attacks, +3 to strike in hand to hand combat, +3 to parry, +4 to dodge, +1 to pull punch, +2 to roll with punch, fall or impact, +2 to disarm, +5 to save vs. mind control attacks and the War Mount is totally immune to Horror Factor (and possession).

Equivalent (instinctive) Skills of Note: Climb 80%/60%, Hunting 80%, Land Navigation 90%, Pick Pockets 50%, Prowl 50%, and understands languages (3) at 80%. Recognizes robots and machines as enemies to be avoided.

Weapon systems are as follows-  
Heat Projector Cannon center of chest fires forward.

Damage: 1d8x10+10 MDC.

Maximum Range: 1800'

Payload: unlimited.

Casting Launchers on each shoulder linked can fire one or both at same target as one attack. Casting launchers are about one foot long.

Damage: 3d8 MDC per single shot, four round burst 1d8x10 MDC.

Range: 1400'

Bonus +1 to hit on aimed shots.

Payload: 60 rounds/gun.

Spinnerets and webbing on both forearms allow more combat options.

Combat Capabilities:

Has full arms and hands with small claws that are fully articulated.

Bite: 7d6 mdc

clawed hands and feet: 4d6+3 mdc

Head butt 1d4 mdc

Restrained strike 5d6 SDC

Body Block/Ram: 4D6 M.D. and has a 01-50% chance of knocking an opponent as large as 12 feet (3.6 m) tall off his feet. If knocked down the victim loses initiative and two melee attacks/actions.

This attack counts as two of the War Mount's melee attacks.

### **Dragon-Horse**

By Snakeeyes

Class: Enhanced/Modified Mega-Horse

Crew: One rider; two when necessary

M.D.C. by Location:

Front Legs (2): 3D10+50

Hind Legs (2): 4D10+60

Head: 5D10+70



Main Body: 4D6x10+60  
 Wings (2): 6D6+40  
 Combat Tail: 1D6x10+10  
 Speed:  
 Running: 50 mph (80 km) for two hours at a time, but needs periods of rest or slower speed.  
 Leaping: 8 feet (2.4 m) high and 20 feet (6.1 m) across  
 Swimming: 8 mph (12.8 km) on the water's surface only  
 Flying: 120 mph (192 km), with a cruising speed of 50 mph (80 km)  
 Statistical: Data:  
 Height: 8 feet (2.4 m) at the shoulders.  
 Length: 7 feet (2.1 m) from tip of the nose to the rump,  
 Plus an 8 foot (2.4 m) long tail.  
 Weight: 2000 lbs. (900 kg).  
 Cargo: 800 lbs. (360 kg) can be carried on its back, but can pull 5000 lbs. (2250 kg).  
 Physical Strength: 2D8+20 (Supernatural).  
 Bio-Regeneration: Recovers 6D6x10 M.D.C. every hour for the main body, and 1D6x10 every hour for the other locations.  
 Operational Lifetime: 30 years of service  
 Trade Value: 60,000 to 90,000 credits  
 Senses & Features: Standard for War Mounts, (gets numbers 1, 2, 3, 5 & 6-see book for details, pg. 109 & 110)  
 Feeding: Eats 20 to 30 lbs. (9 to 13.5 kg) of animal and/or vegetable matter per day.  
 Sleep Requirements: Needs 8 hours of sleep, generally during nighttime hours.  
 Rider: Bareback or traditional saddle placed just behind the shoulders  
 Other Data (for individual animals):  
 Alignment: Any, though tends to be strong willed, but otherwise

good natured similar to a regular horse or mega-horse.  
 Attributes: I.Q. 1d4+8 (high animal intelligence), M.E. 2D8+12  
 M.A. 2D6+15, P.S. 2D8+20 (Supernatural), P.P. 2D6+12  
 P.E. 3D6+20, P.B. 2D4+14, Spd: 74 (see speed above)  
 Attacks per Melee Round: four [4]  
 Combat Bonuses (in addition to possible attribute bonuses): +2 (+3 in flight) on initiative, +3 (+4 in flight) to strike with kick attacks, +5 to automatic dodge, +2 to pull punch/kick, +2 (+3 flight) to roll, +2 to save vs. poison and disease, +6 to save vs. Horror Factor (and possession).  
 Equivalent (instinctive) Skills of Note: Begging 50%, Climb 50%/0%  
 Identify Plants & Fruit (stuff to eat) 80%, Land Navigation 90%, Swim 65%, and understands languages (2) at 75%, Recognizes robots and machines as enemies to be avoided or attacked.  
 Combat Capabilities: Front Leg Kick: 2D6+6 M.D.  
 Rear Leg Kick: 5D6+4, Stomp: 1D6, Bite: 5D4 M.D.  
 Head Butt or Body Bump: 2D4+2 M.D.  
 Tail Attack: 6D6 M.D. (4 spikes)  
 Dragon-Horse Bio-Weapon Systems:  
 1. Plasma Breath:  
 Primary Purpose: Anti-Robot  
 Mega-Damage: 6D12 per fiery blast.  
 Rate of Fire: Once per Melee  
 Maximum Effective Range: 40 feet (12.2 m)  
 Payload: 18 blasts per 24 hours, automatically regenerates  
 Bonus: +4 to strike per attack  
 2. Short-Range Spore Discharger (2):  
 Resembles a pair of horns on the head.  
 Primary Purpose: Anti-Armor/Anti-Robot  
 Secondary Purpose: Assault/Defense

Mega-Damage: 4D8 each per blast, 8D8 per simultaneous attack damage is inflicted to a 10 (3 m) blast radius

Duration: The spores continue to do 1D8 M.D. to any metal, including any metal that comes in contact with it, for the next 3D4 melees as the spores complete their life cycle and die.

Maximum Effective Range: 300 feet (91.4 m).

Rate of Fire: Each blast of spores counts as one melee attack.

Payload: Effectively Unlimited; regenerated on demand

Bonus: +1 to strike

2. Tusk Spears (2): Housed along each side of the head.

Primary Purpose: Assault/Defense

Mega-Damage: 3D8 per spear

Rate of Fire: Each spear counts as one melee attack

Maximum Effective Range: 120 feet (36 m)

Payload: Four spears total; two on both sides of the face each will grow back in three hours.

Thermal Capacitors:

The Host Armor contains thermal capacitors, gel-filled vacuoles in strategic locations within its body that allow for the absorption and retention of heat. The absorbed heat can be held almost indefinitely in the vacuoles until tapped by the pilot of the Host Armor to provide the armor with nourishment or to negate the effects of extreme cold. To charge a capacitor, the armor must be exposed to temperatures in excess of 75 degrees Fahrenheit for 2 hours, 100 SDC heat or fire damage within one melee, or 1 MD of heat or fire damage, though this in no way reduces damage to the armor. Once tapped, the capacitor slowly loses its stored heat over the period of one hour or a less efficient, but more beneficial 15 minutes. At the one hour

depletion rate, the Host Armor is able to operate in low temperatures that would normally impair its abilities, or even cause it damage, without suffering any undue side-effects. The faster depletion rate provides the armor with greater thermal energy, allowing it to operate as if it were in an environment with an ambient temperature of 75+ degrees Fahrenheit. A tapped capacitor continues to discharge its payload at an even depletion rate, even if the pilot would rather pause the loss of energy and save it for later or increase the pace to gain temperature related bonuses.

-Penalties: When thermal capacitors are charged, the Host Armor is no longer invisible to infrared optics, thermal sensors, or heat detection, with each charged capacitor raising the chance of being detected by +10%. A maximum of 10 capacitors causes the Host Armor to radiate heat just as if it were any other type of armor.

-Bio-E Cost: 5 points per capacitor to be added.

-Prerequisite: The Host Armor must be Thermosynthetic.

### **Elephant Host Armor**

By Snake eyes

Class: Host Armor

Crew: One.

Level: One

Total Bio-E Used: 200

Bio-E Remaining: 0

Base M.D.C. By Location:

Hands (2): 80 each

Arms (2): 145 each

Legs (2): 200 each

Feet (2): 100 each

Head: 160

Main Body: 370

Prehensile Trunk: 134

Tusk Spears (4): 28 each

Organic Rockets (6): 11 each

Spore Dischargers (2): 60 each  
Speed:  
Running: 80 mph  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: Not possible  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 500 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 34  
Production Cycle: Standard  
Lifetime: 50 years  
Horror Factor: Standard  
Bio-Regeneration: Enhanced  
Senses and Features: Standard for all Host Armors,  
Plus, Armored Eyes (10 M.D.C. each).  
Seismic Sense,  
Increased M.D.C. (x3), Heat Resistance,  
Quick Clotting  
Blood, Prehensile Trunk, Large Claws, Tusks/Tusk Spears,  
Penalties: None  
Feeding/Metabolism: Herbivore (see Splicers pg. 73 for details)  
Sleep Requirements: Requires 1D4 hours of sleep/inactivity per day, generally during nighttime hours  
Combat Bonuses: +4 on initiative, +2 to parry, +3 to dodge,  
+2 to roll with fall, Base instincts of Identify Plants & Fruits 90%,  
Land Navigation 70%, Wilderness Survival 60%  
Bio-Weapon Systems:  
Spore Dischargers (2-one per arm)  
Damage: 4D8 M.D. (10 foot splash radius)

Range: 300 feet  
Payload: Unlimited (spores are generated on demand)  
Bonus: +1 to strike  
Organic Rockets (6)  
Damage: 5D10 M.D. each  
Range: One mile  
Payload: 3 rockets per shoulder  
Bonus: +5 to strike & dodge  
Hand to Hand Combat:  
Head-Butt: 1D6 M.D.  
Body Block: 1D6 M.D.  
Punch: (clawed) 3D6+6 M.D.  
Kick: 2D8 M.D.

### **GARGOYLE HOST ARMOR**

By Snake eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 220  
Bio-E Remaining: 0  
Base M.D.C. By Location:  
Hands (2): 70 each  
Arms (2): 130 each  
Legs (2): 190 each  
Feet (2): 100 each  
Head: 120  
Main Body: 290  
Wings (2): 50 each  
Spore Discharger (2): 60 each  
Speed:  
Running: 90 mph  
Leaping: Standard  
Digging: Standard  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: 200 mph.  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 400 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 34, Splicer P.S.  
Production Cycle: Standard

Lifetime: 50 years  
Horror Factor: Standard  
Bio-Regeneration: Enhanced  
Senses and Features: Standard for all Host Armors, plus  
Enhanced passive nightvision (light amplification).  
Range: 6000 feet, Armored Eyes, Enhanced Sight (2000 ft.), Enhanced Hearing (range varies), Chameleon Skin, Ambidextrous, Quick Clotting Blood, Elongated Running Legs (dog-like), Wings, Medium Claws (hands & feet), 2x Spore Dischargers (1 per arm)  
Penalties: Likes to hunt, stalk, and kill. Hates being penned up with Nothing to do. The pilot must make regular fresh kills and needs To find enough food to sustain the Host Armor. The character may also exhibit a tendency to be aggressive.  
Feeding/Metabolism: Carnivore  
Sleep Requirements: The suit requires 2D4 hours of sleep/rest/inactivity per day, generally during daylight hours.  
Combat Bonuses: Bite does 3D8 M.D., +3 initiative, +2 to strike, +1 to parry, +1 to dodge, +1 to pull punch and +3 to roll with fall, Land Navigation 70% Track 60%, Track Animals 80%, Wilderness Survival 60%  
Bio-Weapon Systems:  
Spore Discharger  
Mega-Damage: 4D8 (splash radius, 10 feet)  
Range: 300 feet  
Payload: Effectively Unlimited  
Bonus: +1 to strike  
Hand to Hand Combat:  
Head-Butt: 1D6 M.D.  
Body Block: 2D6 M.D.  
Punch: 3D6 M.D.  
Kick: 3D8+6 M.D.

## **GORGON MEDIUM ARMOR**

By Snakeeyes  
Class: Host Armor  
Crew: One Human Pilot (Devlin Steele)  
Level: four [4]  
Total Bio-E Used: 363  
Bio-E Remaining: 3  
Base M.D.C. by Location:  
Arms (2): 125 each  
Hands (2): 60 each  
Head: 135  
Serpentine Lower Body: 260  
Main Body: 358  
Armored Eyes (2): 10 each  
Casting Rifle: 70  
Heat Projection Cannon: 100  
Spore Launcher: 60  
Speed:  
Running (crawl/slither): 77 mph  
Leaping: NOT POSSIBLE  
Digging: 20 mph (32 km) through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph (48 km/25.9 knots)  
Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down  
Flying: NOT POSSIBLE  
Statistical Data:  
Height: Can stand up to 11 feet (3.3 m) tall/high  
Width: About 3.5 feet, based on the size of the pilot  
Length: 14 feet added to the length of the Host Armor  
Weight: 400 lbs. Added to the weight of the pilot  
Cargo: None, other than what the pilot/Host Armor can carry/strapped to the back, or slung over the shoulder.  
Physical Strength: 39 (Splicer/Robotic Strength)  
Operational Lifetime: 58 year life span

Bio-Regeneration: 2D6+3 M.D.C. per melee round (or 1D6x10 M.D.C. per minute) for the main body and 1D4+2 M.D.C. per melee (or 4D6 M.D.C. per minute) for all other body locations.

Horror Factor: 7 for humans and other intelligent life forms; none against the machines.

Senses & Features: The Host Armor has all common Host Armor features, plus; Armored Eyes, Forked Tongue, Heat Pits, Acid Blood, Chameleon Skin, Super Regeneration, Ambidextrous, Resistance (M.D.C. Heat & Cold).

Feeding: The Host Armor must eat from 20 to 30 lbs. (9 to 13.5 kg) of vegetable and/or animal matter a day.

Sleep Requirements: As an Omnivore, the suit requires 1D6 hours of sleep/rest/inactivity per day, generally during the nighttime hours.

Penalties: Likes to hunt, stalk and kill. Hates being penned up with Nothing to do. The pilot must make regular fresh kills and needs to find enough food to sustain the Host Armor. The pilot may also exhibit a tendency to be aggressive.

Bonuses: +1 attack per melee round, +3 to strike, +3 to parry, +3 to dodge, +4 to entangle, +5 to auto dodge, +4 on initiative, +1 to pull punch, +3 to roll with punch, W.P. Paired Weapons.

Has basic instinctive skills of Land Navigation 70%, Track (people) 65%, Track Animals 80%, Wilderness Survival 60%, Track by Taste 76% Identify Specific Taste 56% (76% for common tastes), Identify Common Odors 76%, Locate/Track Taste or Odor to its Source 46% (66% for strong

Taste/odor), Track by Heat 76%

Weapons:

- 1). Medium Claws: These are non-retractable talon-like claws on each hand.  
Mega-Damage: See Hand to Hand Combat
- 2). Medium-Sized Teeth: Resembles large Snake Fangs  
Mega-Damage: See Combat
- 3). Heat Projector Cannon: Mounted over right shoulder  
Mega-Damage: 5D8/1D8x10+10 per blast  
Range: 1800 feet (549 m)  
Payload: Effectively Unlimited
- 4). Short-Range Mega-Spore Launcher: Located on the left arm  
Mega-Damage: 8D8 with a 10-foot splash radius  
Range: 300 feet (91.4 m)  
Payload: Effectively Unlimited  
Bonus: +1 to strike with an aimed shot
- 5). Casting Ultra-Rifle: Mounted on the left shoulder  
Mega-Damage: 3D8+3 per shot or 1D8x10+6 per four shot burst.  
Range: 2800 feet (853 m)  
Payload: 120 rounds/castings  
Bonus: +2 to strike on an aimed shot (+0 for burst)
- 6). Hand to Hand Combat: Rather than use ranged weapons, the pilot may engage in hand to hand combat:  
Restrained Punch: 1D10 M.D.  
Full Strength Punch: 4D6 M.D.  
Power Punch: 6D6 M.D.  
Tail Slash: 4D6 M.D.  
Tail Crush/Squeeze: 3D6+24 M.D.  
Bite: 3D8 M.D.

### **HUNTER : Proto-Host Armor**

By Technogothic  
Standard Features :

MDC By Location :

Main Body : 260 + 4d6 x 10 ( 300 MDC to 500 MDC )

\*\*Head : 150 ( Thick helmet )

Arms : 20 + 2d4 x 10

\*Hands : 10 + 1d4 x 10

Legs : 25 + 2d4 x 10

\*Feet : 15 + 1d4 x 10

\*Shoulder Bio-Energy Vent : 6d6 + 24 MDC. Heals, regrows in 24 hours.

\*Shoulder Heat Projectors (2) : 3d4 x 10 + 20 MDC each. Heals, regrows in 24 hours.

\*Forearm Bone Blades (2) : 2d4 x 10 + 18 MDC each blade. Only takes damage if Targeted. Regrow within 24 hours.

\*Forearm Crescent Blades (2) : 2d4 x 10 + 18 MDC. Only takes damage if Targeted. Regrows within 24 hours

\*Forearm Super-Light Cell : 30 MDC

\*Forearm Organic Rocket Launcher : 50 MDC.

SPEED :

Running : 100 mph +1d6 x10 per level of exp.

Leaping : 30 Feet across or 60 feet High from a Standing Position, +5 feet per level of exp.

Digging : 20 mph

Swimming : 40 mph.

Underwater Depth : 11,000 ft (Roughly 2 miles)

Flying : Flight is not Possible until 5th level, which when the Host Pilot gains access to the Flight Thrusters.

Statistical Data :

Height : 7 Feet on Average (even if Host Pilot was much shorter)

Weight : +400 pounds to Host Pilts' weight.

Cargo : None, other than what the character can carry.

Physical Strength (PS) : 35 (Always)

Supernatural Strength

Physical Prowess (PP) : 22 (always)

Physical Endurance (PE) : 18 + 2d6 (Supernatural)

Production Cycle : 1 Month

Reproduction Cycle : Unique among Host Armor, HUNTER P-HA can reproduce among themselves. This is an Asexual process , were just a single HUNTER is needed, and it splits off a bud around the size of a football from it's back. This bud quickly grows within One month three times the size. Then it can select a Host itself. The buds are picky as to who they choose as Host Pilots however. The Vat grown Hunters are not picky however. The Armors are sexually mature at only 2 years old, and produce offspring at least once every 2 years. The Host Pilot can force the armor to bud once every 2 months however if he so wishes.

Operational Lifetime : Unknown. As few original Host Pilots/Armors are known to still be around. One known Hunter claimed to be well over 500 years old.

DNA Bonding Process : When grown in the Vats or birthed as a Bud, this unique Host Armor is not designed for a single Host Pilot. Instead this Host Armor seems to form a Bond on whoever wears it. Once a Host Pilot is selected, they are bonded for Life. Rumors say the armors can never be removed after bonding, but since the Hunter P-HA are so rare nowadays no one knows for sure. The current Host Pilots will not comment on the subject either. The Hunter P-HA can survive the death of their Host Pilot however, but only for 48 hours. If it finds a willing Host in that time, it will bond with them.

Bio-Regeneration : As per the Enhanced Regeneration feature. 1d6 per minute (6d6 x10 MDC per hour). The Armor can regrow severed limbs also as per the time requirements for Super-Regeneration feature.

Senses and Sensors :

Advanced Senses, Bio-comms,  
 Enhanced Hearing, Enhanced Senses,  
 Standard Bio-Features for the HUNTER  
 Proto-Host Armor : (All standard Host  
 Armor features) Plus in addition :

Heat Pits (range extended to 300 ft)  
 Enhanced Sight (Infrared, Ultraviolet,  
 and Thermal Visions)  
 Chameleon Skin (At First level)  
 \*Stealth Field (Upgrades at Third Level)  
 Resistance to Heat ( at First level )  
 Resistance to Cold (at first level)  
 Resistance to Kinetic Energy/Attacks (at  
 first level)  
 Enhanced Neurological Connections (At  
 first level)  
 Supernatural PS (At first level)  
 Quick Clotting Blood (at First level)  
 Body Spikes/Blades : Defensive  
 adaptation inflicts 1d6 md to opponents  
 who engage in grappling and HtH  
 attacks against the Hunter P-HA.  
 Flight Thrusters (At Fifth Level, Pilot  
 gains access to the Organic Thrusters)  
 200 mph flight speed. 25,000 feet max  
 altitude.  
 Claws (Hands and Feet) Small : +1d6+3  
 md if used in HtH attacks. (at first level)  
 Forearm Bone Blades (2) 1d6x10 md  
 (retractable) (at first level)  
 Forearm Crescent Bone Blades (2) : 2d6  
 md (retractable) (At first level)  
 Shoulder Mounted Bio-Energy Vent (1)  
 (At first Level)  
 PE + 2d8 md, 1,800 feet range, +3 Strike  
 Shoulder Mounted Dual Heat Projector  
 Canons (At first level)  
 Single Heat Canon : 5d8 md  
 Dual Heat Canons : 1d8 x10 md ( Not  
 available until 5th level )  
 1,800 feet range  
 Forearm Organic Rockets (2) (Not  
 available until 6th level  
 5d10 md per rocket.

Can only fire One at a time however. No  
 Valleys.

One mile range.

Forearm Super-Light Cell (Avaible at  
 3rd level)

1d10 md

Disposition :

It should be mentioned, No one knows  
 how this this Proto-Host Armor feeds,  
 even if it does at all.

All Host Pilots become increasing  
 aggressive after the bonding process.

They like to Hunt and Kill.

Host Pilots grow increasingly arrogant,  
 cocky, cold, and cruel, and as heartless  
 as human get. They develop a respect for  
 only other HUNTERS and Dreadguards  
 (which they see as “poor” relatives).

They do not Bluff, will not waste time  
 with torture or questioning and show no  
 mercy. These traits are in full force by  
 5th Level, and slowly build until that  
 time.

The Hunter Proto-Host Armor is heavy  
 front loaded, but only learns to use a few  
 extra features it already possess as the  
 Host Pilot advances in Exp. It is not  
 known why the Hunter P-HA restricts  
 useage of a few of its feature until later.  
 It was theorized the Armor had to wait  
 for the Host Pilot to adapt to the changes  
 that the bonding process does to the  
 body.

### **Kali Host Armor**

By Snake eyes

Class: Host Armor

Crew: One.

Level: One

Total Bio-E Used: 206

Bio-E Remaining: 4

Base M.D.C. By Location:

Hands (6): 100 each

Arms (6): 150 each

Legs (2): 210 each

Feet (2): 110 each

Head: 170  
Main Body: 430  
Speed:  
Running:  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: Not possible  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 420 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 31 Splicer/Robotic P.S.  
Production Cycle: Standard  
Lifetime: 48 years  
Horror Factor: Standard  
Bio-Regeneration: Super  
Senses and Features: Standard for all Host Armors  
Extra Arms (4 extra), Armored Eyes, Ambidextrous,  
Enhanced Neurological Connections, Quick Clotting Blood,  
Small Claws (sharp nails), Increased M.D.C. (x4)  
Penalties: None  
Feeding/Metabolism: Omnivore  
Sleep Requirements: Requires 1D6 hours of sleep/inactivity per day, generally during nighttime hours  
Combat Bonuses: +4 initiative, +1 to strike, +4 to parry,  
+1 to dodge, +1 to pull punch, +2 to roll,  
+1 to entangle,  
+1 to disarm, W.P. paired weapons, +2 to auto dodge  
Basic instincts of Dowsing 50%, Identify Plants & Fruits 60%,

Land Navigation 60%, Prowl 40%,  
Track Animals 40%,  
Wilderness Survival 50%,  
Bio-Weapon Systems:  
Hand to Hand Combat:  
Head-Butt: 1D6 M.D.  
Body Block:  
Punch: (clawed): 2D6+3 M.D.  
Kick: 2D8 M.D.  
This has no built in weapons, it can hold/ use any hand-held weapon

### **Leviathan Host Armor**

By Snake eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 215  
Bio-E Remaining: 5  
Base M.D.C. By Location:  
Hands (2): 60 each  
Arms (2): 120 each  
Legs (2): 180 each  
Feet (2): 80 each  
Head: 130  
Main Body: 280  
Tentacles (8): 50 each  
Bio-E Vents (2): 45 each  
Armored Eyes (2): 10 each  
Speed:  
Running:  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 60 mph  
Underwater Depth: 3000 feet down  
Flying: Not possible  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 300 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 32 Splicer/Robotic



Production Cycle: Standard  
Lifetime: 50 years  
Horror Factor: Standard  
Bio-Regeneration: Enhanced  
Senses and Features: Standard for all Host Armors, plus Armored Eyes, Underwater Eyes, Sonar, Chameleon Skin, Floating Air Bladder, Tentacles (4 pair), Webbed Hands & Feet, Bio-E Expulsion Vents (2)  
Penalties: See Splicers pg. 73  
Feeding/Metabolism: Carnivore  
Sleep Requirements: Requires 2D4 hours of sleep/rest/inactivity per day.  
Combat Bonuses: See Splicers pg. 73  
Bio-Weapon Systems:  
Bio-E Expulsion Vents (2):  
Damage: 2D8 + PE attribute  
Range: 1800 feet (900 feet underwater)  
Payload: Unlimited, however, firing more than 20 blasts per minute weakens the pilot.

### **Limnivore Host Armor**

A truly unique metabolism, the Limnivore Host Armor, or "Mud Eater" as it's more commonly known, is an oddity amongst the other creations of the Resistance. Though called "mud eaters" this name is actually somewhat of a misnomer; though the Host Armor seems to consume mud, it is actually feeding off the algae, krill, plankton, and similar micro-organisms that live in and around the mud. The metabolism is intended as an all purpose amphibious unit, able to survive solely on the plentiful micro-organisms found in lakes, shorelines, and the open seas ("fish food", as its commonly referred.) Unlike most Host Armors in use by the Resistance, the Limnivore emerges from the gene-pools equipped with a large number of add-ons already in place. This

is due in large part to the dietary needs of the suit itself. While the "fish food" provides a steady supply of nutrition, it is also a time consuming task to meet the dietary needs of the Host Armor. To assist pilots in feeding, the engineers have designed the Limnivore Host Armor with a special set of hydro-jets, intake valves, and filters mounted across the body of the suit. This method of propulsion also serves as the Host Armor's main source of nutrition. All water sucked into the intakes goes through a filtration system that removes microscopic organisms so they can be digested. From there, the filtered water is forced out through a series of organic baffles, propelling the Host Armor through the depths. In this way, the suit can feed as it propels itself through the water. If the pilot wants the Host Armor to gorge, it can consume mud directly, however, the continuous intake through the organic thrusters usually provides more than enough food on a daily basis.  
Feeding: The suit eats from 20 to 30 lbs of algae and micro-organisms a day. If the Host Armor does not ingest the mud directly, the pilot will need to spend roughly two to three hours a day in the water moving about.

Sleep Requirements: The suit does not require any amount of sleep, but the pilot will need more than that (typically six hours).

Color of Host Armor: Soft to dark blues, greens and any shades in between.

Special Senses:

- Sense Magnetic North: The Host Armor can always sense magnetic north, similar to a dolphin or whale. Damage to the head will temporarily (3D4 minutes) disrupt this ability, however, it will eventually return.

- Underwater Sense: The Host Armor instinctively senses the direction of

ocean currents, changes in the current, approximate current speed, and has an accurate idea of depth, even in total darkness.

Other than the senses listed above, the suit possesses no enhanced senses unless purchased with Bio-E.

Bonus Bio-E Points: No additional Bio-E points, as they have already been used up in the suits creation process

Bite Damage: None, the Limnivore Host Armor has short, vacuum-like muzzle and organic vents used to suck up large quantities of mud and water.

Bonuses: +2 to initiative, +2 to parry, +2 to dodge and +2 to roll with fall/impact. The Host Armor can survive depths of up to 2 miles unaided. In addition, the Limnivore Host Armor comes with equipped with some enhancements already in place.

Unique Abilities:

Webbed fingers and toes: Provides the pilot with a +20% bonus to his/her Swimming skill or gives a base 40% Swimming skill if Swimming is not possessed by the pilot. The webbing also adds +5 mph to swimming speed when the Hydro-Jets are not used.

Hydro-Jet Valves: A variant on the Organic thruster upgrade, the Host Armor has a series of water propulsion valves mounted across its body. The valves are positioned to allow the Host Armor to speed through the water in virtually any direction. The Hydro-jet valves do enhanced leaping and very limited flight capabilities on dry land, but were not designed for this purpose. Although they will function, the pilot must keep in mind that overuse of the jets while on land can quickly make the Host Armor a sitting duck.

M.D.C.: The Hydro-jet valve ports have 1D4\*10 M.D.C. each.

Underwater Propulsion: 200 mph (321 km). This speed can be kept up indefinitely.

Additional bonuses when Underwater: +3 on initiative, +1 to strike and +3 to dodge, but only when underwater.

Surface Abilities: A jet thruster assisted leap can hurl the Host Armor 80 feet up or across. If necessary, the Host Armor can briefly fly up to 50 mph (80 km), with a maximum altitude of 200 feet (152 m). However, this airborne flight can only be maintained for a maximum of 15 minutes before the valves must rest for 2 hours.

Bio-E Cost: None for the Limnivore Host Armor, 25 Bio-E points for any other metabolism. Speed can be increased by +10 mph (16 km) for 5 BIO-E points. The speed can be upgraded in this manner up to 10 times (100 mph/160 km extra). Airborne flight speed is a quarter of the underwater speed.

Penalties: None, other than the need to be near water to feed.

### **Lycan Host Armor**

By Snake eyes

Class: Host Armor

Crew: One.

Level: One

Total Bio-E Used: 160

Bio-E Remaining: 45 (to be used on ranged weapons etc.)

Base M.D.C. By Location:

Hands (2): 60 each

Arms (2): 120 each

Legs (2): 180 each

Feet (2): 70 each

Head: 130

Main Body: 270

Speed:

Running: 120 mph

Leaping: 20 feet high or 40 feet across from a standing position

Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
 Swimming: 30 mph  
 Underwater Depth: 700 feet down  
 Flying: Not possible  
 Statistical Data:  
 Height, Width and Length: Standard  
 Weight: Adds 300 lbs. to the weight of the pilot.  
 Cargo: None, other than what the character can carry  
 Physical Strength: 32, Splicer P.S.  
 Production Cycle: Standard  
 Lifetime: 45 years  
 Horror Factor: Standard  
 Bio-Regeneration: Super  
 Senses and Features: Standard for all Host Armors, plus  
 Armored Eyes, Resistance to Kinetic Energy/Attacks,  
 Resistance to Lasers, Resistance to Physical Attacks,  
 Quick Clotting Blood, Elongated Running Legs (dog-like),  
 Large Claws (non-retractable), Medium Sized Teeth,  
 Basic instinctive skills of Land Navigation 70%, Track 65%,  
 Track Animals 80%, Wilderness Survival 60%, Enhanced passive nightvision (light amplification).  
 Range: 6000 feet  
 Penalties: Likes to hunt, stalk, and kill.  
 Hates being penned up with Nothing to do. The pilot must make regular fresh kills and needs To find enough food to sustain the Host Armor. The character may also exhibit a tendency to be aggressive.  
 Feeding/Metabolism: Carnivore  
 Sleep Requirements: The suit requires 2D4 hours of sleep/rest/inactivity per day, generally during daylight hours.  
 Combat Bonuses: Bite does 5D8 M.D., +3 initiative, +2 to strike, +1 to parry,

+1 to dodge, +1 to pull punch and +3 to roll with fall.

Bio-Weapon Systems:  
 Hand to Hand Combat:  
 Head-Butt: 1D6  
 Body Block: 2D6  
 Punch: 3D6+6 M.D.  
 Kick: 2D8 M.D.

### **MANDRILL CLASS HOST ARMOR**

By Snake eyes  
 Class: Host Armor  
 Crew: One Human Pilot  
 Total Bio-E Spent: 197  
 Bio-E Remaining: 3  
 Base M.D.C. by Location:  
 Arms (2): 147 each  
 Hands (2): 87 each  
 Legs (2): 207 each  
 Feet (2): 117 each  
 Head: 157  
 Main Body: 390  
 Armored Eyes (2): 10 each  
 Speed:  
 Running: 100 mph (160 km)  
 Leaping: Can leap up to 20 feet (6.1m) high,  
 or 40 feet (12.2 m) across  
 Digging: 20 mph (32 km) through sand or dirt,  
 but one quarter as fast through rock or concrete.  
 Swimming: 30 mph (48 km/25.9 knots)  
 Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down  
 Statistical Data:  
 Height: 2 feet added to the height of the pilot, arm reach is an extra 4 feet (1.2 m)  
 Width: 3 feet (0.9 m) added to the pilot  
 Length: Adds 2 feet (0.6 m) to the pilot  
 Weight: +360 lbs. (135 kg) added to the pilot's weight  
 Cargo: None, other than what can be strapped to the

Host Armor or carried  
Physical Strength: 30 (Splicer/Robotic Strength)  
Operational Lifetime: 50 year life span  
Bio-Regeneration: 1D6 M.D.C. per minute  
(or 6D6x10 M.D.C. per hour) for the main body,  
1 M.D.C. per minute (or 1D6x10 per hour) for all other locations.  
Horror Factor: 7 for humans and other intelligent life forms;  
none against the machines.  
Senses & Features: The Host Armor has all common Host  
Armor features, plus, Radar, Chameleon Skin, Increased M.D.C. (x2),  
Reinforced Exoskeleton, Regeneration: Enhanced, Hands/Feet: Non-Skid Pads, Prehensile Feet/Toes, Bio-Energy  
Expulsion Vent (1), Medium Spore Discharger (1),  
Super Light Cells (2)  
Omnivore Metabolism:  
Feeding: The Host Armor must eat from 20 to 30 lbs.  
(9 to 13.5 kg) of vegetable and/or animal matter a day.  
Sleep Requirements: The suit requires 1D6 hours of  
sleep/rest/inactivity per day, generally during nighttime  
hours.  
Combat Bonuses: +1 attack per melee, +2 to strike, +3 to  
parry, +1 to pull punch, +5 to roll with punch, +1 to entangle,  
+4 on initiative, +1 to disarm, +2 to automatic dodge,  
W.P. Paired Weapons  
Weapons:  
1. Bio-Energy Expulsion Vent (Left Arm)  
Mega-Damage: 2D8+P.E. attribute of pilot

Range: 1800 feet, but 900 feet underwater  
Rate of Fire: Each blast counts as one attack  
Payload: Effectively Unlimited.  
However firing more than 20 Blasts per minute weakens the pilot.  
Bonus: +3 to attack on an aimed shot  
M.D.C. of Bio-Vent: 54  
2. Medium-Ranged Spore Discharger (Right Shoulder)  
Mega-Damage: 4D8, with a blast/splash radius of 20 feet  
Range: 600 feet  
Rate of Fire: Each blast counts as one attack  
Payload: Effective Unlimited  
Bonus: +2 to attack on an aimed shot  
M.D.C. of Spore Discharger: 60  
3. Super Light Cells (2-Forehead)  
Mega-Damage: 1D10 each  
Rate of Fire: Each blast or volley counts as one attack  
Range: 1000 feet  
Payload: Effectively Unlimited  
Bonus: +1 to attack on an aimed shot  
Hand to Hand Combat: Rather than use ranged weapons,  
the pilot may engage in hand to hand combat:  
Restrained Punch: 1D4 M.D.  
Full Strength Punch: 1D6 M.D.  
Power Punch: 2D6 M.D.  
Kick: 2D4 M.D.  
Leap Kick: 2D8 M.D.

### **Naga Host Armor**

By Snake Eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 178  
Bio-E Remaining: 32  
Base M.D.C. By Location:  
Hands (2): 100  
Arms (2): 140 each

Legs (N/A):  
 Feet (N/A):  
 Head: 170  
 Main Body: 422  
 Snake Lower Body: 360  
 Combat Tail: 130  
 Speed:  
 Running: (slithering) 70 mph  
 Leaping: 20 feet high or 40 feet across  
 from a standing position  
 Digging: 20 mph through sand or dirt,  
 but one quarter as fast through rock  
 or concrete.  
 Swimming: 30 mph  
 Underwater Depth: 700 feet down  
 Flying: Not possible  
 Statistical Data:  
 Height, Width and Length: Standard  
 Weight: Adds 500 lbs. to the weight of  
 the pilot.  
 Cargo: None, other than what the  
 character can carry  
 Physical Strength: 40  
 Production Cycle: Standard  
 Lifetime: 46 years  
 Horror Factor: Standard  
 Bio-Regeneration: Enhanced  
 Senses and Features: Standard for all  
 Host Armors  
 Plus, Armored Eyes, Nightvision Eyes,  
 Horn Defense,  
 Ambidextrous, Legs (serpentine lower  
 body-14 feet long),  
 Combat Tail (sword/dagger tail), Quick  
 Clotting Blood,  
 Penalties: None  
 Feeding/Metabolism: Omnivore  
 Sleep Requirements: Requires 1D6  
 hours of sleep/rest/inactivity  
 per day, generally during nighttime  
 hours.  
 Combat Bonuses: See Splicers pg. 74 for  
 full combat bonuses  
 Bio-Weapon Systems:  
 Hand to Hand Combat:  
 Head-Butt: 3D6 M.D.

Body Block:  
 Punch: 2D6 M.D.  
 Kick: N/A  
 Tail Slash: 4D6/8D6 M.D.

### Neo-Beetle Host Armor

By Technogothic  
 Parasitic Metabolism : +60 M.D.C., +2  
 Attacks, +3 Initiative, +2 Strike, +1  
 Parry/Dodge, +4 Fall/Impact,  
 +3 to Pull Punch, +2 to Disarm. Escape  
 Artist 55%, Camouflage 50%,  
 Wilderness Survival 70%  
 +40 Bio-E Points at Character creation.  
 Feeding: 2d4 Hit Points from Pilot per  
 Day of use. Can go 2d4 days between  
 feeding.  
 Starting Bio-E Points =  $3d6 \times 10 + M.E.$   
 $*12* \text{ Attribute} + P.E. *14* \text{ Attribute} +$   
 Metabolism Bonus =  $180+12+14+40$   
 equals 236 Starting Bio-Points.  
 Gains an Additional  $1d4 \times 10$  Bio-E per  
 level of experience  
 M.D.C. (main body) :  $4d6 \times 10 +60$   
 MDC + Extra enhancements.  $+2d8+8$   
 MDC per Level  
 $**\text{Neo-Beetle} = 300 +60 +30+30=20 =$   
 440 MDC Main Body  
 ( Head ) :  $277+7 = 284...+100$  from  
 Head Mounted Omega Blaster = 384  
 MDC  
 Features of the Host Armor:  
 Running :  $60 \text{ mph} + 1d6 \times 10 \text{ mph} = **$   
 $70 \text{ mph} **$   
 Leaping : 20 Feet High , 40 Feet across  
 from a Standing Position.  
 Digging : 20 mph through Sand and Dirt,  
 but  $\frac{1}{4}$  as fast through Rock or Concrete.  
 To dig down to adequately Hide from  
 enemies on the surface takes 3d6 melee  
 rounds.  
 Swimming : 30 mph  
 Underwater Depth : 700 Feet down  
 Flying : Must be bought. **\*\*Neo-Beetle**  
 can FLY at ....100 mph, VTOL also.

Height : Adds Two Feet to the Pilot's  
 Height plus an extra 3 feet from the  
 Horns  
 \*\*Pilot is 5'7" Tall. Host Armor is 10'7"  
 Tall including its Horns...

Weight : Adds 1d4 x 100+200 Pounds to  
 the weight of the Pilot.  
 \*\*Neo-Beetle weights in over 800  
 Pounds +

Physical Strength : 4d6+10 = Splicer PS  
 is equal to Robotic Strength  
 (Superhuman PS)

\*\*Neo-Beete has 34 + extra if bought.  
 Operational Lifetime : 2d10+40 years =  
 \*rolled\* 50 years

Bio-Regeneration : 2d6 MDC per  
 HOUR for the Main Body and 1d4 MDC  
 per HOUR for all other locations is a  
 Free feature.

Horror Factor : 7 for Humans

Senses & Features : ALL Host Armors  
 have the Following for Free...

Advanced Sight equal to that of a Eagle  
 Passive Night Vision : 2000 ft  
 Polarization Vision : reduces Glare  
 Sound Amplifying Hearing  
 Sense of Taste and Smell Twice as acute  
 as that of a human  
 Sense Magnetic North at all times  
 Project the Pilot's voice at 80 decibels  
 (loudspeaker)  
 Shielded from High Intensity Sound,  
 Radiation, and Normal Fire, Heat, and  
 Cold

The Host Armor purifies the AIR before  
 it is passed on to the Pilot removing all  
 toxins, poisons and impurities before it  
 is breathed

The Host Armor Also has a built in  
 system of Gills

Special Communications : Bio-Comms  
 built in the Host Armor, 6 Mile range.

BIO-Spending on FEATURES :

Armored Eyes ( 10 points )  
 Underwater eyes ( 5 points )

Armored Head Crest-Horns ( 10 points )  
 Increased MDC : "3" +120 MDC Main  
 Body, +30 MDC per location  
 Reinforced Exoskeleton : +30 MDC  
 Main Body, +7 MDC per location (5  
 points)  
 Head butt : +1d6 MD  
 Running Ram/Body Block : +3d6 MD  
 Punches, Kicks, Elbows : +2d6 MD  
 +1 Bonus to Roll with Punch, fall,  
 Impact.

Super Light Cells ( 8 ) : Each Forearm  
 has 4 clusters of Super Light Cells. ( 88  
 points )  
 1d10 MD per Super Light Cell.  
 Heat resistance ( 5 points )  
 Enhanced Neurological Connections ( 20  
 points )  
 Fully Functional Wings \*Insect\* ( 25  
 points )  
 Forearm Blades \*2\* ( 10 points )  
 2d6 MD / 98 MDC per Blade  
 Subtotal = 208 Bio-E Points...28 Bio-E  
 Left Over...

Level 2 : +40 Bio-Points...+28 Bio-E  
 Points = 68 Bio-E Points  
 Level 3 : +40 Bio-E Points ... +68 Bio-E  
 Points = 108 Bio-E Points

Omega Blaster ( 80 Points ) : Located In  
 the center Head Horn, which houses the  
 weapon for addition protection. +100  
 MDC to the Head Location  
 2d8 x 10 MD, 5000 Foot Range; nearly  
 One Mile.  
 +2 to Strike on Aimed Shot

Level 4 : +40 Bio-E Points +28 Bio-E  
 Points +12 for outstanding performance  
 from the Warlord = 80  
 Bio-E Points

Organic Rockets 15 rockets ( 75 Points )  
 He can conceal his rockets under his  
 exoskeleton plates

Level 5 +40 Bio-E Points +5 Bio-E  
 Points = 45 Bio-E Points

Ultra Upgrade for the Organic Rockets :  
 30 rockets \*15 per shoulder\* ( 10  
 points )  
 Omni-Upgrade for the Omega Blaster :  
 doubles range, 10,000 ft Range now. ( 0  
 points )  
 Level 6 +40 Bio-E Points +10 Bio-E for  
 Heroic Efforts for the House. = 50 Bio-E  
 Points  
 Mega-Upgrade for the Omega-Blaster.  
 Doubles damage, 4d8 x 20 MD now  
 I got to Level 6 before we stopped.  
 i Based my Host Armor off of this  
 Model/Action Figure :  
[http://www.hlj.com/images/max/  
 max06017.jpg](http://www.hlj.com/images/max/max06017.jpg)  
 I Placed the Omega-Blaster in the  
 HEAD.  
 I know, i know chest only. But i was  
 going for a cool look.  
 If i could have made it to Level 8 i  
 would have bought another Omega-  
 Blaster for the stomach area. I was  
 ignoring the Leg Super-Light Cells the  
 figure might have needed...  
 I thought about Re-designing this guy  
 though.  
 Replace the Omega-Blaster with a Heat  
 Projection cannon instead. and save the  
 Omega-Blaster for the stomach weapon.  
 I'd save alot of Bio-Points that way too  
 at first.

### **Piscivore Host Armor**

The Piscivore is a version of the  
 Carnivore that feeds primarily on fish  
 and, on occasion, other smaller forms of  
 sea life. The Piscivore, unlike the  
 Limnivore, was designed as an aquatic  
 front line trooper capable of holding its  
 own with any of the standard land based  
 metabolisms.  
 Feeding: The suit eats from 10 to 20 lbs  
 (4.5 to 9 kg) of fish a day.  
 Sleep Requirements: The Host Armor  
 requires 1D4 hours of

sleep/rest/inactivity per day, generally at  
 night, but the pilot will need more then  
 that (typically six hours).

Color of Host Armor: Soft to dark blues  
 or greens, often with silver or white  
 highlights and markings.

Special Senses: The Host Armor is  
 equipped with advanced senses that offer  
 the following abilities:

- Taste blood and foreign chemicals up  
 to a mile away when in the water
- Track a blood scent/trail to its source;  
 70%+2% per level when in water. The  
 Host Armor can attempt to follow the  
 scent in the air at half normal  
 percentage.
- The Host Armor can always sense  
 magnetic north, similar to a dolphin or  
 whale. Damage to the head will  
 temporarily (3D4 minutes) disrupt this  
 ability, however, it will eventually  
 return.
- Underwater Sense: The Host Armor  
 can instinctively sense the direction of  
 ocean currents, changes in the current,  
 approximate current speed, and have an  
 accurate idea of depth, even in total  
 darkness.

Other than these, the suit possesses no  
 enhanced senses unless purchased with  
 Bio-E.

Bonus Bio-E Points: 20 additional Bio-E  
 points

Bite Damage: 3D8 M.D.; the head  
 typically has a large, shark-like mouth  
 filled with sharp teeth.

Bonuses When Underwater: +2 on  
 initiative, +1 to strike and +2 to dodge.

In addition, the Host Armor can survive  
 depths of up to 2 miles unaided.

Webbed fingers and toes: Provides the  
 pilot with a +20% bonus to his/her  
 Swimming skill or gives a base 40%  
 Swimming skill if Swimming is not  
 possessed by the pilot. The Host Armor

must have fingers and toes. The webbing also adds +10 mph to swimming speed.

#### BIO-ENHANCEMENTS

**Adaptive Digestive System:** The Host Armor's digestive system is modified to the point that it can swallow and digest most substances without harm. The digestive tract can extract the needed nutrients and materials; in essence, the Host Armor becomes an eating machine, able to digest items its original metabolism would not support.

**Effects:** With this enhancement, the Host Armor will be able to feed off materials as if it had the appropriate metabolism. For example, Carnivore could feed off of dirt and rocks as if it were a Lithovore, Herbivores could drink blood, etc. This ability does not confer any of the bonuses, abilities, or instinctive skills of the other metabolisms, only the ability to feed and digest the appropriate matter. The Host Armor will still retain the advantages and instinctive skills of its original metabolism. Note that the amount of food required per day remains the same as the original metabolism.

An interesting side effect of the modification is that the Host Armor's flesh becomes relatively toxic; much of its cellular structure is contaminated with various materials. Any being actually swallowing or consuming tissue from the Host Armor must save vs. non-lethal poison (16 or better) or become violently ill. The victim will suffer intense nausea, vomiting, and dry heaves for 1D4x10 melee rounds. Vomiting is so intense that victims are all but incapacitated. While sick, victims are -8 on initiative and -5 to strike, parry, and dodge.

**Bonuses:** Aside from the obvious advantage of eating almost anything, the Adaptive Digestion offers a few other bonuses. The Host Armor receives a

bonus of +5 to save vs. any poisons or toxins and is completely invulnerable to acidic damage and effects (all are simply resisted or converted into useful nutrients.)

In addition, the Host Armor's teeth and jaws are super strong, allowing it to bite and swallow any materials. The Host Armor receives a bonus of +2D8 M.D. to bite damage.

Lastly, the Host Armor gains an extra 50 pounds in weight as the digestive tract is modified to handle the new abilities.

Additionally, for each extra metabolism added, the Host Armor gains an additional 10 pounds.

**Penalties:** Though the Host Armor can consume other materials, it can only do so for a limited time before it begins to suffer from malnutrition. A Host Armor can consume materials other than the original metabolism 2 days+one day for every level of experience. After that, unless the feeding requirements are met, the Host Armor will begin to feel the effects of malnutrition: every day after this period without feeding on materials from the original metabolism, the Host Armor loses 40 M.D.C. from the main body and 10 M.D.C. from all other locations. Furthermore, after 5 days past the final "safe" day, the Host Armor's attributes, attacks per melee, and bonuses are reduced to half and after 10 days they are reduced to one! 14 days past the final "safe" day without satisfying the original metabolism requirements, the Host Armor will be dead. However, once the Host Armor meets the feeding requirements, it will be restored to full strength in only 24 hours.

Because of the extreme modifications necessary, there is a severe decrease in the Host Armor's sense of taste (reduce any applicable skills by 30 %.)



**Pre-Requisites:** Much like a newborn infant, low level Host Armors require certain chemicals and nutrients that can only be found in their original metabolisms. Once the Host Armor has matured enough, its physiology can handle the necessary modifications. The Host Armor must be at least 4th level before it can choose this modification. Furthermore, the Host Armor's original metabolism must be one that requires active eating; thermosynthetic, photosynthetic or other passive forms of metabolism can have this modification. **BIO-E COST:** 50 for the initial modifications; this allows the Host Armor to choose one metabolism in addition to the original. Each additional metabolism costs 10 Bio-E. Like all upgrades, it must be added at a subsequent level of advancement, not the initial modification.

#### Lock Jaw

The Host Armor's teeth and jaws are increased to monstrous proportions and outfitted with a "locking jaw" physiology. Not only can the Host Armor inflict tremendous damage with a bite, but the "lock jaw" ability allows the Host Armor to maintain its grip and continue to bite the target.

**Mega-Damage:** The Host Armor's mouth is greatly enlarged with large, protruding teeth on the upper and lower jaw. These massive canines add +4D8 M.D. to bite damage and allow the "lock jaw" attack.

The lock jaw attack must be announced before any dice are rolled. Attack and parry/dodge rolls are resolved as normal. If the attack is successful, the target is held fast and subject to further damage. Once locked, the Host Armor can continue to shake and squeeze to inflict bite damage; each squeeze counts as a melee action and inflicts the Host

Armor's bite damage. While locked, the Host Armor can do no defensive moves; it must concentrate entirely on inflicting damage. Releasing the lock jaw attack counts as one melee action and can be done at any time.

The victim of a lock jaw attack cannot reduce damage by using Roll with punch. Nor can they attempt to dodge or parry if the initial attack is successful; the victim is held fast in the jaws of the Host Armor. The victim can, however, continue to attack with any free limbs or weapons, or try to break free. Getting out of a lock jaw requires pure brute strength. The victim (and anyone helping) must at least equal the Splicer's PS. Everyone involved, the victim, any helpful friends, and the attacker all roll a 20 sided die and add that roll to their P.S. attribute (or combined P.S.) Highest P.S. wins. If the attacker wins, the lock jaw attack can continue. If the victim (or friends) win, the lock jaw is forced off. **Bonuses:** For purposes of the Lock Jaw attack, the Host Armor may add +5 to its P.S. **NOTE:** This is only for Lock Jaw combat rolls and is not an increase of P.S.

**Penalties:** The teeth and mouth are overly large and impossible to hide. Due to the modifications, the Host Armor has an unsightly tendency to slaver and drool. Any skills requiring speaking suffer a -25% penalty.

**Prerequisites:** The Host Armor must have a mouth to have this feature. In addition, the Host Armor must have some kind of Fangs, Tusks, or Saber Teeth (even small ones.)

**Bio-E Cost:** 30

**NOTE:** The following are exclusive to House Branton. These items can be purchased or given in trade from the House, but they are not yet readily available outside of the House.

### **'Predator' Host Armor**

By Snake eyes  
Class: Host Armor  
Crew: One.  
Level: One  
Total Bio-E Used: 173  
Bio-E Remaining: 7  
Base M.D.C. By Location:  
Hands (2): 60 each  
Arms (2): 120 each  
Legs (2): 180 each  
Feet (2): 70 each  
Head: 120  
Main Body: 280  
Forearm Blades (2): 88  
Light Gore Cannon: 80  
Spikes (2 per launcher): 8 each  
Speed:  
Running: 100 mph  
Leaping: 20 feet high or 40 feet across from a standing position  
Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
Swimming: 30 mph  
Underwater Depth: 700 feet down  
Flying: Not possible  
Statistical Data:  
Height, Width and Length: Standard  
Weight: Adds 300 lbs. to the weight of the pilot.  
Cargo: None, other than what the character can carry  
Physical Strength: 33, Splicer P.S.  
Production Cycle: Standard  
Lifetime: 54 years  
Horror Factor: Standard  
Bio-Regeneration: Standard (Basic)  
Senses and Features: Standard for all Host Armors, Armored Eyes, Nightvision, Stealth Field, Forearm Blades, Light Gore Cannon, Non-Skid Pads, Spike Launchers, Thermo-imaging/infrared/ultraviolet vision enhancements (all with a 1200 foot/366 m range).

Penalties: See Splicers book pg. 75 for full range of penalties  
Feeding/Metabolism: Thermosynthetic  
Sleep Requirements: The suit does not require sleep, though the pilot does.  
Combat Bonuses: +30 mph, APM +1, Initiative +2, Strike +2, Parry +2, Dodge +2, Pull Punch +2 (when air temperature is above 75 degrees Fahrenheit)  
(Does not include the natural +1 strike, parry, and dodge)  
Bio-Weapon Systems:  
Retractable Forearm Blades (2-right arm):  
Damage: 1D6x10 M.D.  
Bonuses: +2 strike, +1 parry, +1 disarm, +1 pull punch  
Light Gore Cannon (right shoulder):  
Damage: 4D8+2 M.D.  
Range: 1000 feet (305 m).  
Rate of Fire: Single blasts  
Payload: 50 blasts per full meal over a 24 hour period  
Bonus: +1 to strike.  
Spike Launchers (3-left arm):  
Damage: 2D4 M.D. for a single spike, or 2D8 M.D. for two simultaneous spikes.  
Range: 200 feet (61 m)  
Rate of Fire: one or two at a time  
Payload: Two per launcher, spikes regrow after 8 hours.  
Bonus: +1 to strike  
Hand to Hand Combat:  
Head-Butt: 1D6  
Body Block: 2D6  
Punch: 1D6 M.D.  
Kick: 2D8 M.D.

### **RHINOX Host Armor**

By Technogothic  
Features of the Host Armor:  
Running : 60 mph + 1d6 x 10 mph = (70 mph)

Leaping : 20 Feet High , 40 Feet «  
across from a Standing Position.  
Digging : 20 mph through Sand and Dirt,  
but ¼ as fast through Rock or Concrete.  
To dig down to adequately Hide from  
enemies on the surface takes 3d6 melee  
rounds.  
Swimming : 30 mph  
Underwater Depth : 700 Feet down  
Flying : Must be bought.  
Height : Adds three Feet to the Pilot's  
Height \*Pilot is 5'7" Tall. Host Armor is  
8'7" tall  
Weight : Adds 1d4 x 100+200 Pounds to  
the weight of the Pilot.\*\*Rhinox weights  
in over 930 Pounds + Pilots weight =  
around 2,000 !!  
Physical Strength : 4d6+10 = Splicer PS  
is equal to Robotic Strength  
(Superhuman PS)\*\*Rhinox has 34 +5+2  
PS = 41  
Operational Lifetime : 2d10+40 years =  
\*rolled\* 50 years  
Bio-Regeneration \*Basic\*: 2d6 MDC  
per HOUR for the Main Body and 1d4  
MDC per HOUR for all other locations  
is a Free feature.  
Ä Bought Super-regeneration, see  
Powers...  
Horror Factor : 7 for Humans  
Senses & Features : ALL Host Armors  
have the Following for Free...  
\*Advanced Sight equal to that of a Eagle  
\*Passive Night Vision : 2000 ft  
\*Polarization Vision : reduces Glare  
\*Sound Amplifying Hearing  
\*Sense of Taste and Smell Twice as  
acute as that of a human  
\*Sense Magnetic North at all times  
\*Project the Pilot's voice at 80 decibels  
(loudspeaker)  
\*Shielded from High Intensity Sound,  
Radiation, and Normal Fire, Heat, and  
Cold  
\*The Host Armor purifies the AIR  
before it is passed on to the Pilot

removing all toxins, poisons and  
impurities before it is breathed  
\*The Host Armor Also has a built in  
system of Gills  
Special Communications : Bio-Comms  
built in the Host Armor, 6 Mile range.  
MDC By Location :  
Main Body "300": "600" : +440 = 1240  
MDC  
\*Head "140" : "280" : +77 = 497 MDC  
Legs "190" : : +77 = 267 MDC  
\*Feet "90" : : +77 = 167 MDC  
Arms "130" : : +77 = 207 MDC  
\*Hands "70" : : +77 = 147 MDC  
Host Armor Metabolism :  
Herbivore +20 bio-e  
Feeding : 30-50 pounds of plants  
Color : grayish green  
Special senses : Enhanced Hearing  
Able to hear a whisper 900 ft away  
Bonuses: +4 initiative +2 Parry, Roll, +3  
Dodge.  
Skills : Land Navigation 70%, Identify  
plants and fruits 90%, Wilderness  
Survival 60%  
Bio-E Enhancements :::::  
Large HORN (1) :  
+3 Parry with Horn  
+3d6 MD Head Butt damage  
Fire Breath :  
3d12 MD Damage  
30 feet range  
+3 Strike, Counts as Two Attacks  
Elongated Arms :  
+5 PS, +4 feet reach  
Increased MDC : 10 pts per increase  
+40 MDC per increase to Main Body  
+7 MDC to all locations per increase  
-05% To Acrobatic, Gymnastics, Prowl,  
& Swimming per increase.  
+ 30 pounds per increase  
\*\*+440 MDC main body\*\*  
\*\*+77 MDC to all locations  
\*\* -55% to swimming, & skills noted  
\*\* + 330 pounds to Host Armor Weight

Reinforced Main Body “shoulders” & Head  
 Double “base” MDC of the Location  
 +1d6 MD to Head Butts, Body  
 Blocks/Tackles  
 Resistance to Lasers :  
 ½ damage from lasers - all lasers  
 Resistance to Heat  
 ½ damage from MDC heat/fires  
 Tolerate Extreme Heat. Temperatures  
 As hot as 140° degrees have no effect.  
 Resistance to Cold  
 Magic & Super cold ½ damage  
 Tolerate up to 0° degrees no effect.  
 Armored Eyes  
 MDC of eye : 10 per eye  
 Underwater Eyes  
 See underwater perfect  
 Anti-glare oils  
 See at dim depths up to 600 feet  
 Floating Air Bladder  
 Control one’s depth.  
 Up to 3000 ft underwater  
 Float on surface unlimited number of  
 days...  
 Will not contract the Bends ever...  
 Super-Regeneration  
 Enhanced Regeneration  
 Heals 2d6+3 MDC per Melee round !!  
 Will regrow pilots limbs if severed while  
 inside the armor in 4d6+12 days.  
 Will regrow Fingers, toes, ears, nose in  
 4d6+12 hours. Hand Feet in 6d6+40  
 hours. Cannot regenerate a brain or  
 heart, will regenerate a sick or diseased  
 heart or brain though.  
 Increased Strength  
 +2 Splicer PS  
 Host Armor Melee PS 41 Damages ::  
 \*Restrained Punch : 1d6 MD  
 \*Full Strength Punch : 3d6 MD  
 \*Power Punch : 1d6x10 MD \*2 attacks\*  
 \*Kick : 5d8 MD  
 \*Leap Kick : 1d8x10 MD \*2 attacks\*  
 ATTACKS  
 Body Block / Tackle : “1d4” +1d6 MD

Crush / Squeeze : “1d4” + 1d6 MD  
 Pin / Incapacitate : on rolls of 18, 19,  
 20...  
 Victims are held in a way as they cannot  
 attack or move  
 Head Butt : “3d6” +1d6+3d6 MD = 7d6  
 MD in armor

### **Rock Sloth Host Armour**

By Shaka  
 Concept: Long term, stealth sentinel.  
 Class: Host Armour  
 Crew: One.  
 Level: One  
 Total Bio-E Used: 200  
 Bio-E Remaining: 0  
 Base M.D.C. By Location:  
 Hands (2): 124  
 Arms (2): 137  
 Legs (2): 147  
 Feet (2): 97  
 Head: 107  
 Main Body: 280  
 Speed:  
 Running: 110 mph  
 Leaping: 40 feet high or 60 feet across  
 from a standing position  
 Digging: 20 mph through sand or dirt,  
 but one quarter as fast through rock  
 or concrete.  
 Climbing: 37 mph  
 Swimming: 30 mph  
 Underwater Depth: 700 feet down  
 Flying: N/A  
 Statistical Data:  
 Height, Width and Length: Standard  
 with an extra 4 ft reach.  
 Weight: Adds 430 lbs. to the weight of  
 the pilot.  
 Cargo: None, other than what the  
 character can carry  
 Physical Strength: 27 Splicer/Robotic  
 Production Cycle: Standard  
 Lifetime: 43 years  
 Horror Factor: Standard  
 Bio-Regeneration: Standard

Senses and Features: Standard for all Host Armors, plus enhanced amplified hearing: able to hear whisper at 900ft (274.3 m) away, Extra eyes (1 additional pair; compound, located on shoulder blades), Increased MDC (x1), Chameleon Skin, Reinforced Exoskeleton, Resistance to Cold, Righting Reflex, Non-skid pads (hands and feet), Suction cups/Griping Hairs (hands and feet), Medium non-retractable climbing claws (2; hands), Armoured Skin: Hands, Elongated Arms (+4ft reach), Reinforced Knuckles, Enhanced leaping ability (+20ft), Casting thrower, Spines and Blades (10 along forearm/kunckles, both sides).  
 Penalties: See Splicers pg. 73  
 Feeding/Metabolism: Herbivore  
 Sleep Requirements: Requires 1D4 hours of sleep/rest/inactivity per day.  
 Combat Bonuses: See Splicers pg. 73 for details, plus the following summary: +4 Initiative, +3 Parry, +1 Strike, +5 Dodge, +5 Roll with Fall/Impact, +1 Pull punch, +10% Maintain Balance  
 Bonus Skills: ID Plants/Fruit 90%, Land Navigation 70%, Wilderness Survival 60%, Climbing 70% (or +50% if known by pilot).  
 Bio-Weapon Systems:  
 Bite: 1D8 MD  
 Head Butt: +1D6 MD  
 Running ram/Body Block +3D6 MD  
 Punch: 7D6+6 MD (including claws/arm enhancements)  
 Power Punch: 9D6+6 MD (including claws/arm enhancements)  
 Kick: 2D4+2D6 MD  
 Casting Thrower (1):  
 Damage: 1D8 per single shot, 3D8 per three round Burst  
 Range: 1200 ft  
 Payload: 60 pellets  
 Spines and Blades (20)

Damage: 1D10 per blade thrown, maximum of three thrown at a time for 3D10.  
 Range: 80ft  
 Payload: 20 blades, 2d4 +24 hours to regrown when removed

### **Seraphim Host Armor**

By Snake eyes  
 Class: Host Armor  
 Crew: One.  
 Level: One  
 Total Bio-E Used: 195  
 Bio-E Remaining: 15  
 Base M.D.C. By Location:  
 Hands (2): 50 each  
 Arms (2): 120 each  
 Legs (2): 160 each  
 Feet (2): 60 each  
 Head: 120  
 Main Body: 250  
 Armored Eyes (2): 10 each  
 Bio-Force Field: 130  
 Wings (6): 50 each  
 Bio-Energy Vents (2): 50 each  
 Speed:  
 Running: 100 mph  
 Leaping: 20 feet high or 40 feet across from a standing position  
 Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.  
 Swimming: 30 mph  
 Underwater Depth: 700 feet down  
 Flying: 100 mph  
 Statistical Data:  
 Height, Width and Length: Standard  
 Weight: Adds 300 lbs. to the weight of the pilot.  
 Cargo: None, other than what the character can carry  
 Physical Strength: 30 Splicer PS  
 Production Cycle: Standard  
 Lifetime: 40 years  
 Horror Factor: Standard  
 Bio-Regeneration: Enhanced

Senses and Features: Standard for all Host Armors  
 Plus, Armored Eyes, Enhanced Sight, Bio-Force Field,  
 Resistance to Kinetic Energy/Attacks, Resistance to Lasers,  
 Wings (3 pair)  
 Penalties: None  
 Feeding/Metabolism: Omnivore  
 Sleep Requirements: requires 1D6 hours of rest/inactivity  
 Per day, during the nighttime hours  
 Combat Bonuses: See Splicers pg. 74  
 Bio-Weapon Systems:  
   Bio-Energy Expulsion Vents (2)  
   Range: 1800 feet (900 feet underwater)  
   Damage: 2D8 + P.E. value  
   Payload: Effectively Unlimited (but firing more than 20 blasts per Minute weakens the pilot)

### **SIMIAN CLASS ARMOR**

By Snakeeyes  
 Class: Host Armor  
 Crew: One Human Pilot  
 Level: six [6]  
 Total Bio-E Spent: 360  
 Bio-E Remaining: 0  
 Base M.D.C. by Location:  
 Arms (2): 82 each  
 Hands (2): 47 each  
 Legs (2): 162 each  
 Feet (2): 67 each  
 Head: 107  
 Main Body: 330  
 Prehensile Tail: 65  
 Armored Eyes (2): 10 each  
 Screamer Grenades [28]: 6 each  
 Casting Launcher: 60  
 Speed:  
 Running: 100 mph (160 km)  
 Leaping: Can leap up to 20 feet (6.1m) high,  
 or 40 feet (12.2 m) across

Digging: 20 mph (32 km) through sand or dirt,  
 but one quarter as fast through rock or concrete.  
 Swimming: 30 mph (48 km/25.9 knots)  
 Underwater Depth: The Host Armor can withstand  
 pressure up to 700 feet (213.4 m) down  
 Statistical Data:  
 Height: 2 feet added to the height of the pilot, arm  
 reach is an extra 4 feet (1.2 m)  
 Width: 3 feet (0.9 m) added to the pilot  
 Length: Adds 2 feet (0.6 m) to the pilot  
 Weight: +300 lbs. (135 kg) added to the pilot's weight  
 Cargo: None, other than what can be strapped to the  
 Host Armor or carried  
 Physical Strength: 30 (Splicer/Robotic Strength)  
 Operational Lifetime: 50 year life span  
 Bio-Regeneration: 1D6 M.D.C. per minute  
 (or 6D6x10 M.D.C. per hour) for the main body,  
 1 M.D.C. per minute (or 1D6x10 per hour) for all  
 other locations.  
 Horror Factor: 7 for humans and other intelligent life forms;  
 None against the machines.  
 Senses & Features: The Host Armor has all common Host  
 Armor features, plus, Chameleon Skin, Reinforced Exoskeleton,  
 Armored Eyes, Enhanced Regeneration, Ambidextrous,  
 Resistance (cold, heat, kinetic attacks, physical attacks),  
 Enhanced Neurological Connections, Quick Clotting Blood,  
 Righting Reflex, Elongated Arms, Non-Skid Pads (feet),  
 Prehensile Feet, Prehensile Tail.

Feeding: The Host Armor must eat from 20 to 30 lbs.

(9 to 13.5 kg) of vegetable and/or animal matter a day.

Sleep Requirements: The suit requires 1D6 hours of sleep/rest/inactivity per day, generally during nighttime hours.

Combat Bonuses: +1 attack per melee, +2 to strike, +3 to parry, +1 to pull punch, +5 to roll with punch, +1 to entangle, +4 on initiative, +1 to disarm, +2 to automatic dodge,

W.P. Paired Weapons

Weapons:

1. Super Light Cells (2): mounted on the left arm

Mega-Damage: 2D10 per dual shot

Rate of Fire: Each blast or volley counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m)

Payload: Effectively Unlimited

Bonus: +1 to attack on an aimed shot

2. Casting Launcher: mounted on the right shoulder

Mega-Damage: 3D8 per shot; 1D8x10 per four round burst.

Maximum Effective Range: 1400 feet (427 m)

Payload: 60 castings/rounds

Bonus: +1 to strike on an aimed shot

3. Screamer Grenades:

Mega-Damage: 2D12 per grenade (20 foot blast)

Maximum Effective Range (Thrown): 100 feet (30.5 m)

Payload: 28 grenades (6 per side; 8 on the lower back; 8 on the stomach)

4. Hand to Hand Combat: Rather than use ranged weapons,

the pilot may engage in hand to hand combat:

Restrained Punch: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D.

Kick: 2D4 M.D.

Leap Kick: 2D8 M.D.

### **Vampyre/Night Stalker Host Armor**

By Snake eyes

Class: Host Armor

Crew: One.

Level: One

Total Bio-E Used: 120

Bio-E Remaining: 90

Base M.D.C. By Location:

Hands (2): 60 each

Arms (2): 100 each

Legs (2): 150 each

Feet (2): 70 each

Head: 110

Main Body: 250

Leather Wings: 50 each

Speed:

Running: 100 mph.

Leaping: 20 feet high or 40 feet across from a standing position

Digging: 20 mph through sand or dirt, but one quarter as fast through rock or concrete.

Swimming: 30 mph

Underwater Depth: 700 feet down

Flying: Not possible

Statistical Data:

Height, Width and Length: Standard

Weight: Adds 300 lbs. to the weight of the pilot.

Cargo: None, other than what the character can carry

Physical Strength: 33 Splicer/Robotic

Production Cycle: Standard

Lifetime: 45 years

Horror Factor: Standard

Bio-Regeneration: Super

Senses and Features: Standard for all

Host Armors

(see Splicers pg. 75 for Vampiric special senses),  
Armored Eyes, Night Vision, Circadian Rhythms,  
Quick Clotting Blood, Bat-like Wings,  
Medium Claws,  
Retractable Fangs,  
Penalties: see Splicers pg. 76  
Feeding/Metabolism: Vampiric  
Sleep Requirements: Does not require sleep, but needs to rest  
2D4x10 minutes after feeding  
Combat Bonuses: +2 on initiative, +3 to strike, +2 to parry  
+3 to pull punch, & base predatory instincts that provide  
Track 60%, Prowl 60%, and Track Animals 70%  
Bio-Weapon Systems:  
Hand to Hand Combat:  
  Head-Butt: 1D6 M.D.  
  Body Block: Same as pilot  
  Punch: (Claws): 3D6 M.D.  
  Kick: 2D8 M.D.  
  Bite: 2D8 M.D.

## Section 3. Houses

### Appalachia

By Ggtw21

House Appalachia is a minor house that is located in the foothills and mountains of what they think is the old east coast of the United States. The house has six underground villages scattered throughout the old Virginia/West Virginia territory. This is done to keep a lower profile as well as to make sure that if N.E.X.U.S. makes a strike against one the others will escape. The main house is located the deepest with the fewest routes to the surface but has small service and transport tunnels leading to the other villages. Each village is led by an experienced senator from the main house; most senators have broad powers over mission profile and resource acquisition with the house Senate running oversight and the Warlord detailing specific missions and objectives.

Appalachia Base is the main village with villages Greenfield, Sexton, Coldbreath, Hinton, and Moseley being the others. Appalachia Base being the first fall back point at the beginning of the resistance used to be an old coal mine with its upper levels mostly intact. As home to 20,000 people it has by far the largest population of humans for 1,200 miles. Having the only Gene-Pools in the house it is of vital strategic importance, thus most of the house's Dreadguard stay in the base full time. All access tunnels are made to be collapsed in an instant should the Machine ever get this far. As a final failsafe in the event that the base has to be evacuated to Moseley, in a sealed room only accessible by the house's techno-jackers is maybe the only nuclear device still in human hands. Centuries old it is still believed to be in working order.



Greenfield is the smallest and the closest to any strategic locations on the eastern side of the mountains. But with only 1,000 permanent residents it is more of a staging area than proper village. Its senator has requested to be the next village to receive a Seedling as well as be the next location for a Gene-Pool to streamline mission turn around.

Sexton is located deeper in the foothills surround the mountain range and has moderate access to three separate retro-villages, thus its use as a recruiting station calls for a population of close to 5,000, mostly for the training and acclimating of retro-villagers to bio-tech weapons and devices. Sexton is currently having a problem with recruitment from two of the retro-villages because of massive patrols being run by the Machine. The third village's patrols are still the same; Siren infiltration into the village is suspected but not confirmed. Coldbreath is located on the highest peak in the area and is populated with 8,000 residents, used as an observatory to monitor Machine movements; no missions are launched from the peak to preserve its camouflage. Seen from above and the outside the peak shows no signs of life or even habitation, inside however it hosts some of the most powerful optics that can be grown as well as a few techno-jackers with electronics running image enhancing software.

Hinton is located the closest to both a Nature Preserve and a Boneyard, thus it has the highest amount of the house's Harvesters among its 9,000 residents. Since most Harvester escorts are House Militia, few if any lay-about's last long in Hinton. Currently the Gaia personality had released a new apex predator into the preserve, but all missions to either collect a DNA sample or capture the

creature alive have failed. The village Senator has requested Pack-masters and Outriders to be detailed to aid in finally collecting samples from this beast. Moseley was founded for only one purpose, to be the houses fall back point. Having the house's only Seedling its population of 5,000 is over 25% Geneticists. Their purpose is to aid in the growth of the Seedling to be able to house the entire House if it is so required. With 10% of all supplies going into warehouses, it is estimated that in fifteen years the Seedling will be able to house a total population of 70,000 citizens. To aid in keeping Moseley safe there is only one tunnel leading to the village directly from Appalachia base. All bio-tech comes from the main house as it currently has the houses three Engineers and the current two Librarians. The house used to have three Librarians but First Librarian Kerstin's megalomania and paranoia reached unacceptable levels when she tried to have her own Scarecrows murder the other two Librarians, Analee and Mako. Thus she was put down and her Scarecrows adopted by the remaining two. With only three Saints currently gestating, Appalachia Base has cancelled all missions and is currently in defensive mode until further notice. The other villages are currently taking up the slack until such time as either another Librarian or Gene-Pool is birthed with only biomass supplies going in and bio-tech coming out of the transport tunnels.

## **Arkham**

By Technogothic

This house start out taking in rejects from other houses. The criminals and insane. Before they became a "House" they stole another houses' insane Librarians after it reproduced...The house they stole it from was glade the old one was gone due to it's insanity. Only a few of its scarecrows saught out their old master.

Now this house is all Biotics...The librarian turned the entire population in Biotics as an experiment of madness. Noone in the House cares about this fact for some reason. But having over 25,000+ Biotics has survered them well in fact. Only childred under the age of 16 are not enhanced. AQL server in the Fightinh Forces when called for. Those that are not Active Duty see their Biotic enhancements as a boon to their work. Stronger Fast and tougher than any normal human. They dont have the need for special tools or the like. They use their Bodies.

The House is Ruled by a Powerful Biotic named : Mr.J .....

He has a Council of \*Rogues\* he uses to Help him rule the House.

Each of them is the Head of a huge Ganglike network of other Biotics of course.

The Librarian and his 2 dozen Scarecrows, which the Scarecrows server on the council also, but only One at a time attends the meetings.

This House is Very erratic in behavior, and enjoy raiding other Houses to loot from and steal their prisoners and insane to boost their own numbers.

About 75% of the Population is on Active Duty at any given time.

They rotate shifts throughout the year as to which 25% is off duty.

## **Ash**

By Ziggurat

“Great House Ash” as it is called is the remnants of what could have been the second Barren Marsh. However, shortly after the triumph of the Barren Marsh, NEXUS stepped up its activity and hostility greatly. The headstrong and foolhardy houses of AOI 94 responded with a full out assault. Their failure was ruinous. Of the seven resistance strongholds in AOI 94, 5 survived, with only 2 relatively unscathed. The two mostly intact Houses, The Techno-Jacker Enclave and The Cornucopia were essential in the survival and recovery of the 3 remaining shattered Houses. What rose from the ashes were 3 biotitans of the resistance, Hope, Phoenix, and Everlast. Together they rallied and due to their extreme proximity they united under one banner, for vengeance and glory. Now they wage warfare on the machine, rampaging across the surface like wild animals. Looked down upon for their rampant fanatic violence, extreme measures, and almost psychotic glee in fighting Nexus. Nevertheless, they are praised for their prowess and seemingly impossible force projection, as well as for appearing to have the machine on the ropes.

The Enclave

Composed entirely of Techno-Jackers. Always recruiting, infiltrating retro-villages, and “liberating” TJ youths from other houses. Many Splicers Houses willingly give up their suspected or known technojacker youth, whereas they are bought or stolen from others.

Currently making good use of a Golden Age military bunker with full amenities. Receiving raw materials and food from the cornucopia in exchange for finished products, weapons, and armor.

Maintains entertainment for other

houses, runs interference on Nexus activities, and gathers information for joint strikes. Possesses Golden Age military tech, as well as refitted/rebuilt NEXUS vehicles and platforms. The Enclaves ability to meet NEXUS on their terms and fight them at their own game while coming away stronger means they are the most vital of the lesser houses of Ash.

#### The Cornucopia

A fairy tale in making the best of a bad lot, the cornucopia is like all other biotech oriented Houses, with one exception. A fatal, transmissible mutation in all their engineers and librarians. They are completely unable to use any of the common biotech of the resistance, and any interaction between what they have and common biotech infects the common tech and spreads the malfunction. All of their Librarians are undersized, lobotomized pathetic things. Their two engineers are not lobotomized but they might as well be for they can only work with plant DNA, and only with prebuilt schematics. None of their biotech can be altered once grown. Still, they have made the best of things. The one thing they have is a truly obscene amount of resources. Fungus that can replace meat and takes months to spoil, more vegetation than you can shake a Seedling at, and even special plants that can leach precious metals from the soil for easy collection. They produce the massive amount of biomatter and raw materials that Ash needs to function. The Cornucopias massive production of resources and ability to single handedly maintain the other 4 Lesser Houses signifies them as the most vital of the Houses of Ash.

Hope is the Manufacturing powerhouse of Great House Ash. Their 5 Librarians and 16 Engineers more than make up for

their smaller population and undersized Seedling. The majority of Cornucopia's excess production is funneled directly into their Genepools and Seedling in desperate need for the upkeep and production Ash needs to sustain this war, much less win. Hope's ability to upkeep and outfit not only themselves, but also the other excess of the other two biohouses makes them the most essential of all Ash Houses. Without Hope, the other Houses would face losses faster than they could be replaced.

Everlast is the largest seedling and boasts most of the civilian populace at 75% noncombatants. They hold two Librarians and seven Engineers. It is the final bastion of Ash. If they lose this mad gambit Everlast is where they will retreat till they can try again. Everlast has duplicates of all knowledge and information resources the other houses collect, and exists as a repository for the culture of Ash. It also boasts the storage of all immature and unbonded Saints, Librarians, Genepools, and Engineers. Clearly, the cultural significance, collected knowledge of both mechanical and biological technology, and ability to repopulate Ash makes Everlast the most vital of its siblings.

Phoenix is the second largest of the seedlings, proud to house two Librarians and eleven Engineers, is the military arm of the Houses of Ash. Responsible for overseeing deployment and maintenance of Ash's two surface military bases, as well as it's many outposts. Phoenix has no civilian population. The majority of the firepower and all of the battle plans come from Phoenix. Held in the highest of respect by the other Houses, those who are members of Phoenix set aside their Humanity to better battle the machine. They augment themselves with little restraint, caring only to resemble

who they once were. This sacrifice and many others are spared the remaining Houses of Ash. Phoenix alone has the drive and dedication commit whatever atrocities it takes to win. They know that they paint Ash in a bad light and distance them from other Houses. They know that only they are expendable in this war. Phoenix is the least vital of Ash, and will burn themselves out for their victory, but will not let the others fall for the sake of winning this never sufficiently damned war.

AOI: 94

Population Breakdown:

121,800 Total

6% Archangels

1% Gardeners

.6%Swarmlords

2% Biotics

.5% Deliverymen

5% Dreadguard

1% Falconers

2% Marshals

9% Militiamen

6% Outriders

2% Packmasters

12% Roughnecks

.7% Saints

1% Arbiters

1.1% Scarecrows

.5% Skinjobs

1% Sweepers

4% Technojackers

40% Non-Combatants

4.6% Other O.C.C.s

36 Engineers

9 Librarians

House Details:

A. House Size: Enormous House.

B. Biotech Level: Cutting Edge Biotech

C. House Wealth: Wealthy.

D. Leadership: Warlord Council

E. Educational Resources:

Apprenticeship, Golden Age Library,

Printing Press, Technojacker Jury-Rigging.

F. Internal Control: Oppressive Laws, Reward.

G. Criminal Activities: Covertly House Sponsored Underworld

H. Military Culture: Warriors

I. Attitude Towards N.E.X.U.S.:

Seething Hatred~Fanatical Opposition

J. Attitude Towards Other Great Houses: Ally of Man

K. Attitude Towards Human

Augmentation: Experimental

Augmentations~Inhuman Society.

L. Attitude Towards Technojackers: Full House Membership.

M. Intelligence Resources: Anecdotal Reports, Scouting Platoons, Deliverymen, Infiltrators, Butchers.

N. Haven Structure: Finished Carpentry, Seedlings, Abandoned Golden Age Structure.

O. Surface Presence: Simple Safe

Havens (Dozens-Immature

Bunkerseeds), Hidden Retro Village

Havens (6), Hidden Ghost Town Havens

(2), Outposts(Dozens-Mature

Bunkerseeds), Military Bases(2).

P. Reputation: Famous, Infamous for Zealotry/Transhumanism.

Q. Entertainment: Storytelling, Sun

Rooms, Shopping, Theater, Alcohol,

Drugs, Gambling, Prostitution, Sports,

Sparring, Armored Sparring.

## **Black Pear**

By Technogothic

ouse Black Pear.

This is an Ocean / island group territory House. Kinda like the Caribbean Sea.

They have a Huge, i say Huge seedling at the bottom around 2,900 Straight Down in fact. Picture the SW-Gundun City or the Abyss's Alien City underwater. Lots of light, Force Fields to keep out water. Thermo-vents. When i say Huge, i mean huge. Several Miles wide at least, and it goes deep into the group from their.

They make use of Huge War Mounts which act as vessels. I might use the slappy created Kraken War Mount. One i created myself i based on the Blue Whale, mixed with bio-ship-ness. End result is kinda like Moya from farscape but more animal like. Anyways, they use these big Bio-ships when near the surface and to transport troops fast. Several smaller Ocean War Mounts i thought up too, but i just may use Slappy's also.

Anyways...They have been known to raid the surface Houses from time to time. They operate a Nuetral Marketplace on an island where rivial houses can Trade bio-tech and buy extra supplies. Several houses even started to their own sub-markets on the island. The culture differance is very noticeable, and everyone likes it this way. You know which house your trading with buy the sub-market. Black Pear though keep a % of all good sold/traded.

## **Blades**

By Methoddarkblade

Known as the House of Blades, The Great House Espada is a small house with power that they do not advertize. Though many of the recruits are from two nearby retro villages, the traditions of the great house are passed from parent to child. The majority of the soldiers live within a mountain fortress that towers above the jungle foliage. They have called the mountain fortress Tizona. Because they are located in the middle of a jungle, House Espada has gained much in the way of genetic engineering, using the natural and alien plant and animal life of the jungle to construct new and improved biotechnology. The end result, House Espada possesses two new weapons in the fight against the machine. The first are the Pride Lords. These warriors are used for jungle warfare against the machine and are slowly reducing the number of pack masters within the Great House. Though many Pack Masters and Falconers feel a sense of impending doom for their style of warrior, Warlord Porfedio has decreed that these two dwindling warriors will be revitalized with new blood as he feels the number of both of these worthy warriors should be higher. But the end result is that Falconers and Pack Masters have slowly begun to die out for the much more impressive Tigres and their Pride Lord masters.

The second new warrior to come out of great house is the use of Animal Biotics. The head Librarian has instituted a program under the watchful eyes of Warlord Porfedio to create animal/human hybrids. These new Biotic warriors may become larger or smaller than their human brethren and surprisingly has natural abilities that cannot be duplicated into any other

Biotic (Animal Psionics). These random x-factors allow the librarian to create a second-class citizen among the populous that could be exploited. However, Warlord Porfedio prefers to allow these new warriors to gain independence through warfare and any Animal Biotic that performs its duty with integrity and honor will be allowed full citizenship without prejudice. Though only a handful have been allowed this honor, it is still a worthy carrot to prod these animals into destroying the machine. (See Animal Biotics, coming soon on how to create these unique style of warriors)

Despite being in the jungle, the great house has made many allies and has shared some of its secrets with two great houses in particular. In exchange for continued supplies for their growing army, including food and biotechnology, Warlord Porfedio has given up his house's designs for the Pride Lord to Barren Marsh and to Achilles. These two great houses do not utilize the Pride Lords in the same capacity as Espada's Pride Lords but both houses agree to help Espada in a time of need and to prevent other houses looking at this great house as a target for conquest. This has worked well for several years. What Barren Marsh and Achilles do not know is that Espada has perfected the Animal Biotic and the warriors available are almost twice what everyone believes. If there is one house that the Espada despise, it is House Paladin. Though the Great House Paladin barely acknowledges the Espada's existence, the Espada have begun to conduct raids on the great house, using their own Skin Jobs to infiltrate and destroy supply lines. If Paladin were to figure out that the Espada have been conducting these raids, even with the added Animal

Biotics, the Espada would still have an uphill battle as the Paladin forces are still stronger.

If there are any weaknesses in Espada, it is the reduced number of gardeners living in the great house (only 12 in great house, all stationed at the mountain fortress of Tizona) and the lack of superior airborne biotechnology.

Archangels are at a distinct disadvantage in the jungle as are war mounts like the Zypher and the Draco. Only Falconers are useful enough to be used in the jungle environment. Although they do exist in the great house, their numbers are far lower than any other house. What they lose in air superiority, they make up for it in amphibious assaults. The jungle in which they inhabit has numerous rivers, ponds, and even a beachfront to the great ocean. In fact, Espada has some of the best amphibious warriors in the world. They have sent several warriors to other houses as trainers for amphibious assaults. To this day, only Achilles has taken their training to heart.

Population Breakdown:

72,000 total people

3% Archangels

12% Biotics (includes Animal Biotics)

12% Dreadgard 1% Scarecrows

-Engineers (8 total) 3% Skin Jobs

-Librarians (2 total) 2% Technojackers

-Gardeners (12 total) 5% Outriders

5% Packmaster 8% Pride Lord

2% Falconers 15% Roughnecks

2% Saints 25% Non combatants

5% Other O.C.C.s

Geography

Much like other Great Houses, the majority of the territory controlled by the house is underground. The subterranean haven links several small caves in the mountain and tunnels under the closest retro village. There is an additional retro village nearby that the Great House uses

for recruitment and supplies. Everything within a 60-mile radius of the mountain is considered to be Espada territory, though the machine does not respect their borders nor does House Paladin who regularly uses Espada's jungle territory to the North.

#### Special Skills

All members of House Espada know swimming and climbing regardless of character class. They receive these skills at a +15%. More to the point, all Espada warriors receive Jung Hua (as found on Ninjas and Super Spies page 144) at a +25%. Jung Hua is the art of melding with water. This is a skill that allows them to stealthfully infiltrate other houses for their bio-tech or attack the machine. Jung Hua is an Espionage skill but requires swimming and counts as three related skills. Jung Hua can only be taught by a member of the Espada house. Anyone receiving this skill starts at base level (regardless of IQ or OCC Bonuses) and must progress normally.

#### Warlord Porfideo

Warlord Carlos Porfideo is a strong warrior that surprised many in the Great House. He surprised them not with his dreadguard armor which all other Warlords possessed. In fact, Porfideo does not possess a host armor. No, Warlord Porfideo is unique due to the fact that he was a pack master who took the seat of Warlord.

Porfideo was a young man when he fell in love with his pack. He modified them whenever he could, always believing they would be better if he did. He made impressive ambushes against not only the machine but to other great houses that dared to impose their will on the Espadas. When the Tigres were introduced, Porfideo wanted one. His pack had already included several extra Gorehounds from friends and comrades

who perished in battle. His wish was almost pushed aside until Porfideo noticed a runt that was going to be recycled. He begged the librarian and the engineers to allow him to train the runt. At first, the librarian laughed until Porfideo did something amazing. He proclaimed that the runt will become a powerful Tigre like all others made around her (the runt was a female). He said that he would bridge the gap between canine and feline. The librarian took the young pack master's words to heart and proclaimed that if he could raise the runt to become powerful within two years, then he could keep her. If after two years, the runt remained a runt, not only would the runt be recycled, but his entire pack would be as well and Porfideo would submit himself for biotic transformation. The librarian felt that such a punishment would persuade the warrior from taking on the impossible task. Porfideo accepted.

Porfideo used his pack as training tools and in less than a year, the runt had grown to become a lynch pin in ambush attacks. Porfideo used the runt's unnaturally small size and weakened stature to his advantage. Now named Destiny, the runt would ambush from above, using the trees as a form of endless cover. Destiny would attack from above, striking sensor pods and communications nodes while the pack attacked from below. She was outfitted not with heavy weapons, but with stealth capabilities and surgical style claws. Destiny would remain small much of her life but Porfideo loved that about her. Destiny's design became available as other Pride Lords saw the advantage to such a small creature, smaller than the lynx option that came about after some Pride Lords demanded a way to make their prides unique.

Now, alone at the top, the Warlord has decided it was time to come out of the shadows of jungle. Finding House Paladin to be weak for the moment, Porfideo has declared the beginning of a blood feud. Their goal, destroy the great house from the inside. Between surgical strikes and complete destruction of their patrols, Porfideo has also instituted a propaganda program to make the leadership of the Great House appear weak. Paladin has begun to notice such intrusions and though only a handful of warriors have deserted, the Great House still regards the Espada as beneath their contempt. This is something Porfideo has anticipated and tries to work such contempt to his favor.

### **Branton**

by Guy\_LeDouche and 9voltkilowatt  
THE BEGINNING:

“We must never forget where we came from, how far we’ve come, or the price we paid. We must never forget that it is our dark history that has given us the fortitude we have today. We have been tempered by the hottest flames, and given the strength to stand against the Machine; alone if we have to. We are the true saviors of humanity, for only we have the will to do what must be done.” Unlike many of the Houses of the Resistance, Branton can proudly trace its roots back to the “Great Purging”; the time in history when the Machine first began its all-out assault on humanity. Diligently scouring ancient, handwritten documents and corrupted memory files, the dedicated archivists and historians of the House have managed to piece together a fairly accurate account of the House and its roots; a history the population of the House takes great pride in. As the scribes of Branton are quick to point out, fate has frequently seemed to intervene, at the right time to keep the House alive, despite overwhelming odds. This history has infused the entire population with a fanatical sense of grand destiny; to their thinking, the tribulations and suffering was simply to prepare them for the hardships ahead. This fanaticism has also convinced them that only Branton is capable of saving the human race and defeating the Machine.

In the days before the Great Purging, Machine malfunctions were not unheard of. Early records indicate that most of these malfunctions or “glitches” were minor at first, such as a factory producing off-colored hover cars or a rat catching drone that targeted cats instead. While the glitches themselves were



rarely lethal, their impact on the population or area could be devastating. As time progressed, the glitches more widespread and often impacted entire cities or regions: in one recorded event, over a dozen people died in a single day when a Machine glitch activated a building heating system during the hottest day of the summer. In another, several law enforcement robots began responding to all crimes, no matter how minor, with lethal and deadly force. In order to protect their citizens from these potentially fatal glitches most communities and cities had designated security shelters and complexes to house citizens until the system could be corrected.

What would become House Branton began as a massive underground disaster protection complex near an unknown city. Though construction was complete, the massive complex was awaiting the final phase of approvals at the time of the first N.E.X.U.S. attacks. Many historians of the House believe it was this lack of approval, at just the right time, that saved the initial survivors. There was no official record of the complex being completed; an oversight that seemed to allow its location to slip through the cracks of the massive N.E.X.U.S. database. As the Machine began its attacks on the human populace, many assumed it was yet another in a long line of malfunctions. Emergency announcements were made for the population to proceed to designated shelters and complexes.

Even though the complex was not officially online, several thousand people still made their way to the compound. All plans and intentions were for them to merely wait out this latest breakdown and then return to their normal lives once the Machine was

corrected. All of the refugees assumed this was merely another N.E.X.U.S. glitch; after all, the Machine had experienced similar issues before and it had always been fixed. To their thinking, there was no reason that this should be anything other than a temporary malfunction. None of them had witnessed any carnage first hand; the combat had not reached their area. The complex, state of the art at the time, was well stocked with supplies, medical equipment, and communication gear. The refugees eagerly tuned into the latest broadcasts and instructions. But what these broadcasts showed horrified them to their very core.

N.E.X.U.S., the benevolent entity that the human race had relied on for generations, was killing people. Not just killing, but slaughtering them mercilessly, by the thousands it seemed. No matter what broadcast the refugees tuned into, it was the same story across the globe. As if possessed, the machines seemed to have gone berserk: destroying property and savagely killing the very people they had served and safeguarded for generations.

The refugees were stunned, momentarily incapable of rational thought or action. As the hours passed, most could only watch helplessly as the carnage worsened. Some of them fled the complex, in a desperate attempt to reach family or loved ones. Some merely sat, overcome with shock and exhaustion. A few killed themselves outright while others sunk into a deep depression from which they would never truly recover. As the days progressed, official broadcasts ceased and emergency channels went offline, leaving the refugees to guess what was happening based solely on scattered amateur broadcasts. Once the initial shock started

to wear away, they began to turn to more pressing concerns. They seemed to be in no immediate danger; the complex could easily hold three times as many people. The entire structure was completely underground, with only a few access points, easily closed and sealed off to prevent any entry. Fully stocked, the complex offered enough food, medicine, and other supplies to last over a year. If rationed properly, the supplies could last half a decade, maybe more. All in all, the refugees seemed well off.

With basic needs addressed, the refugees began a rigorous debate as to their next course of action. The vast majority favored a “wait and see” approach. Since there was no direct danger threatening them, it seemed the wisest move was to bide time and let things on the surface settle down. A small but vocal minority argued that they should return to the surface, seek out any other nearby survivors and gain first-hand knowledge of what had happened. Ultimately, it was decided that the complex would remain sealed for a period of a month, unless official communications resumed or a rescue party arrived. Any who wanted to leave would be given reasonable supplies and sent on their way. However, once those people left, the doors would not be opened to them. A few dozen choose to leave; their fates could only be guessed at.

The month passed by, and still the survivors heard nothing. A small party of volunteers was dispatched to the surface; as before, none returned. Broadcasts had long ago ceased, and the survivors were left to ponder what was happening. Rescue would come, the refugees assured themselves. “Someone will come for us” became the mantra of the group. All they had to do was wait and be patient.

While it seems impossible to many in the Resistance that their ancestors could be so passive, a better understanding of their perspectives and their mentality brings everything into sharp focus. For countless generations, N.E.X.U.S. had been a near-omnipotent, benign entity watching over them, ensuring their comfort and safeguarding their very existence. As a society, most of humanity had become so hopelessly inured to the Machine, so dependent on it, that they literally did not know how to take decisive action. So reliant had the planet become on N.E.X.U.S. that change and decision making came slow to the humans of the past, even under the best of circumstances. And now, for reasons none could even fathom, their kindly guardian had turned on them. The psychological trauma was almost more than they could bear. As a whole, they were content to wait; objective decision making was out of the question. After all, they had food, water, shelter, and medicine. And the last communications with the outside world showed scenes of violence so horrific, many still could not comprehend it. To them, staying put seemed the best thing to do.

“Someone will come for us”; they repeated. “Perhaps today will be the day. If not, there’s always tomorrow.” Thus they remained, stagnant, with no action, no news, and, worst of all, no rescue from the outside world.

It’s unclear how long the survivors remained in this stagnant state; if not missing entirely, the records that have been uncovered are corrupt, illegible, or unclear. Nor is it known how many generations grew up in the confines of the complex or how they survived the nano-plague. What is known is that, after some time, conditions in the complex began to deteriorate. Whether the cause

was from dwindling supplies, the nanoplague, or simply natural progression, none can say. The surviving records only indicate that the society in the complex had broken down. The population began fighting among itself, with an ever increasing level of barbarity. Several records hint that some groups of survivors resorted to cannibalism and that many were little more than savage brutes. Their entire society was on a slow, violent decline and would have died out in a few years; an indirect casualty of the Machine.

As before, it seemed fate would intervene on behalf of the House. As the complex spiraled into destruction and seemed doomed to forever collapse, it was literally stumbled upon by a small handful of other survivors; remnants of an early doomed House. The group, led by a resourceful Dreadguard named Marcus Branton, arrived in time to save the population from itself. The complex was awe-struck by these warriors and their almost supernatural bio-technology. Branton and his followers, among them a Scarecrow and a several Saints, were able to bring the survivors back from the brink of extinction. They introduced the miracles of bio-technology, giving the descendants a chance at a new civilization. Sadly, the same bio-technology that would save the complex would be the same to bring them into the war against the Machine. But it's a war the population of House Branton is sure it can win.

#### GEOGRAPHY:

Surrounded by verdant grasslands and rich savannahs, House Branton is located in an enormous escarpment dubbed "Hell's Horseshoe", a craggy horseshoe-shaped gorge that suddenly drops away from an otherwise flat plain. Obscured by the tall grass and savannah growth,

the depression is nearly invisible from the ground until one almost stumbles into it.

The Horseshoe itself, a geologic oddity of wind and water erosion, is a vast depression composed of eroded earth, deep ravines, numerous caves, and highly unusual rock formations. The rock formations appear as jagged and otherworldly spires, naturally sculpted into nightmarish chaos by a long gone offshoot of the nearby Powder River. The menacing tower-like structures are rich in minerals and calcium deposits causing them to vary in color from bold pastels to shadowy darkness. The floor of the gorge is sometimes littered with the corpses and bones of creatures that have inadvertently run off the cliffs. The House has riddled the entire area with caves, tunnels, and secret entrances. The relatively flat plains and savannah allow the House to see for miles in all directions, making it easy to spot large scale or surprise attacks. Still, long range patrols by B.O.S.S. units, Packmasters and their hounds is a common sight. These patrols will often double as training missions, so it's not unusual for a few inexperienced Dreadguard or Roughnecks to be present.

#### GOVERNMENT:

Like most Houses, House Branton is a dictatorship, though a mostly benevolent one. The current Chief Executive and Commander of the Armed Forces is Warlord Edward Malcolm. The Warlord is responsible for decrees regarding all military operations, governing laws, and public policies. While technically a dictatorship, Warlord Malcolm works closely with a ruling Senate council composed of several trusted individuals. New Senate members are elected by the vote of the existing members; there are no democratic elections whatsoever.

Though the council can advise, inform, and offer opinions, decisions are ultimately those of Warlord Malcolm. However, Malcolm is a fair minded individual, and will listen to and accept the ideas of others. Life in the House is strict but fair, and the population of Branton has thrived (relatively speaking) over the last decade under Malcolm's rule.

#### SOCIETY AND CULTURE:

While the House boasts some unique bio-tech, it is the culture and society of House Branton that truly sets it apart from the rest of the Resistance and sometimes causes a great deal of friction and animosity. While not an overt threat to humanity, Branton remains somewhat dangerous to other members of the Resistance because of their extreme views and culture. The House is obsessed with defeating the Machine and ensuring the survival of the human race. The members of the House are utterly convinced that it is their destiny to defeat the Machine and save the human race from extinction. The House is so focused on defeating the Machine that the concept of a "Blood Feud" was completely unknown until Branton began making contact with other Houses. The very idea of warring with another House is a complete anathema to the members of Branton and they absolutely refuse to initiate any violent action against another House. Thus far, though the House will assist the Resistance, the actual location of House Branton remains a closely guarded secret.

However, the leaders of Branton are by no means stupid, and know that defeating N.E.X.U.S. cannot be accomplished without the rest of the Resistance. Yet, it is important to note that House Branton is fully committed to

the fight and each and every member is ready to die for the struggle. And they expect other Houses to match this commitment. This has caused some friction between other Houses as Branton is concerned with "the greater good"; their plans and actions are to ensure the survival of the human race as a whole. To this end, the House has been known to willingly sacrifice troops to ensure a victory or achieve an objective. It is important to note however, that these sacrifices are never made in vain or on foolish missions. House Branton holds human life dearly, perhaps more so than any other House due to the limited population. However, all of Branton knows that sacrifices must be made, but only when absolutely necessary. Fallen members, both of their own House and others, are hailed as heroes and any surviving families are treated with great respect.

The society of the House is an extremely militaristic one, similar to the Spartans or samurai of ancient history. Almost all able bodied members of the House are expected to serve or support the military in some capacity. While not everyone is a front line fighter, the leaders of the House know that an army without effective support is worthless. While there is plenty of good natured rivalry among the various units, there is no true disrespect shown, even those with traditionally "lower" positions (cooks, maintenance, etc.) All realize their role is important, even if not serving on the battlefield.

Even with their low numbers, House Branton is still a formidable military power. Having developed their bio-tech in isolation, their strange troops often catch opponents off guard. While not the largest army, Branton's military are certainly the most committed, and

among the best trained in the Resistance. Masters at combined tactics, Skinjobs, Archers, and Vipers will attempt to disrupt enemy lines before the main army (usually spearheaded by the massive Gore Mongers) charge in. The greatest strength of House Branton is their unwavering commitment (many would say fanaticism) and iron hard discipline. Unit commanders are taught that strength alone is not enough; they must embrace stealth, flexibility, skill, and intelligence gathering. While other Houses have armies; House Branton is an army; the needs of the military dictate almost everything else. All Brantons are trained and conditioned to contain their emotions in battle, to be cold-hearted and precise warriors instead of raving berserkers. Military customs and discipline are everywhere in the House and brutal punishments are in place for breaches of regulations or defying orders. For many in the Resistance, this intense and constant discipline makes House Branton difficult to deal with. Another source of animosity with the Resistance is House Branton's reverence towards Engineers, Librarians, and, by association, Scarecrows. To Branton's thinking, were it not for the timely intervention of these "gods" of Bio-Tech, the House forefathers would have been reduced to little more than Stone Age savages. They owe their entire existence to the Engineers and Librarians. And, as the Scarecrows serve the Librarians, they are afforded a great deal of respect and deference. This attitude applies to all Scarecrows, not just those of House Branton. Unless directly witnessing a heinous act committed by a Scarecrow (or presented with a mountain of evidence) members of the House will always take a

Scarecrow at their word and show them the utmost respect.

Population Breakdown:

45,000 total people (one of the smallest of the "Great" Houses)

2% Archangels

5% Filth Vipers (Exclusive O.C.C.)

5% Profane Archers (Exclusive O.C.C.)

6% Biotics

6% Dreadguard

2% Skinjobs

8% Outriders

5% Packmasters

4% Goremongers (Exclusive O.C.C.)

4% Saints

2% Scarecrows

2% Trailblazers (New O.C.C.)

30% Roughnecks

20% Non-combatants/Civilians

1% Other: 16 Engineers, 3 Librarians, 12 Techno-Jackers, 12 Historians (New O.C.C.)

NOTE: This figure does not include roughly 3,500 B.O.S.S. units.

#### NEW BIO-TECH:

Note: The following metabolisms and enhancements are available to all factions within the Resistance.

#### Detritivore Metabolism

A true scavenger of the Resistance, this metabolism feeds the same way as the common earthworm; by devouring decomposing matter. This "matter" can include anything organic; rotting leaves, an animal carcass, even fecal matter.

While many members of the Resistance can't bring themselves to use this option, it makes an idea metabolism for long term field use; the wearer can maintain an easy existence in nearly any environment that can support life (the Preserves offer a bounty of food stuffs for this metabolism.) Additionally, the metabolism offers several unique senses

that aren't available by other means. Because of the nature of this metabolism, normal citizens find them disgusting and even fellow Splicers are a little unnerved.

**Feeding:** The suit eats from 20 to 40 lbs (9 to 18kg) of rotting organic matter a day, and may gorge on up to 50 to 70 lbs (22.5 to 32 kg) at one time. After gorging, the Host Armor can go for 1D6+2 days without feeding and without feeling any ill effects.

**Sleep Requirements:** The suit requires only 1D6 hours of sleep\rest\inactivity per day, but the pilot may need more than that (typically six hours).

**Color of Host Armor:** Soft to dark earth tones: mottled browns, tans and blacks are the most common though it is not unheard of to have an even mix\blend.

**Special Senses:** The Host Armor has enhanced chemoreceptors that are especially sensitive to rotting or decaying organic matter. These receptors offer the following abilities:

- Track rotting\decaying organic matter: 70% (+2% per level of experience). The Host Armor can attempt to track by smell alone at half its normal percentage.
- Gauge time of death: 45% (+3% per level of experience).

In addition, by ingesting even a tiny bit of spoor or droppings, the Host Armor can gain some broad information regarding the organism that left it. The Host Armor can estimate the following:

- Length of time since the organism passed (within a 4 hour window)
- A general idea of the size, gender, and classification (reptilian, avian, etc.) of the organism
- Its primary diet
- A basic idea of its health (diseased, healthy, in estrus, etc.)

**Bonus Bio-E Points:** 30 additional Bio-E points.

**Bite Damage:** 1D4 M.D.; the mouth and teeth are shaped for eating soft, decayed matter, and aren't very useful in combat. **Bonuses:** +3 to initiative, +2 to parry, +2 to dodge and +3 to roll with fall, as well as base instinctive skills of Identify Plants & Fruits 80%, Land navigation 75% and Spelunking 55%.

**Penalties:** Though very faint, the Host Armor has a slightly earthy smell, rather like wet soil or manure compost. No additional penalties to speak of, only the somewhat disturbing need to feed on the waste of other living creatures.

#### House Branton Unique Bio-Equipment:

##### Shatter Shield Living Armor

The Shatter Shield is the standard armor assigned to B.O.S.S. units, but it is growing in popularity and is the most frequently traded item with other Houses. Like most Living Armors, Shatter Shield is lightweight and nearly as comfortable as the individual's own skin. There are minimal movement penalties, and all of these suits offer basic environmental protection features. All Shatter Shield suits are impervious to natural (S.D.C.) heat, fire and cold (M.D.C. fire and cold do full damage), and the wearer is likewise protected from heat, fire and cold.

Shatter Shield armor appears to be segmented and formed of several layers of thin, rounded, overlapping plates. Aside from offering excellent protection, the curved plates offer tremendous defense from kinetic attacks. When a bullet, rail gun blast, punch, explosive blast, or similar kinetic attack strikes the armor, the outer layer shatters on contact, helping to dissipate the force over the entire armor. This diminishes the attack's penetrating power or the impact of an explosion and thereby reduces damage to the suit and the

wearer. Damage from all kinetic attacks is reduced by half. B.O.S.S. units, who frequently engage in hand-to-hand combat, absolutely love the armor. In addition, the Shatter Shield armor can be upgraded just like any other Living Armor. Shatter Shield comes in light, medium, and heavy styles.

#### Light Shatter Shield Armor

M.D.C.:

Main Body: 1D6x10+35 M.D.C.

Arms and Legs: 3D10+12 M.D.C.

Head: 1D6x10 +20 M.D.C.

Weight: 15 pounds.

Armor Regeneration: 2D8 M.D.C. per minute, and destroyed sections will regenerate in 8 hours.

Superior Mobility: No skill/movement penalties at all.

Special Features: Impact Absorption-Shatter Shield armor takes half damage from all kinetic attacks, including punches, kicks, falls, impact damage, explosions, and rail gun rounds. If the character manages to roll with the impact/fall, damage is reduced by half again.

Trade Value: 13,000-15,000 credits.

Excellent availability and very popular among the members of the House and any in the Human Resistance who have obtained them.

#### Medium Shatter Shield Armor

M.D.C.:

Main Body: 1D8x10+50 M.D.C.

Arms and Legs: 1D4x10+22 M.D.C.

Head: 1D6x10 +30 M.D.C.

Weight: 25 pounds.

Armor Regeneration: 3D8 M.D.C. per minute, and destroyed sections will regenerate in 6 hours.

Good Mobility: -10% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics.

Special Features: Impact Absorption-Shatter Shield takes half damage from all kinetic attacks, including punches, kicks, falls, impact damage, explosions, and rail gun rounds. If the character manages to roll with the impact/fall, damage is reduced by half again.

Trade Value: 18,000-20,000 credits.

Good availability the most common suit given to “outsiders”. Often used by non-combat members of House Branton and very popular among any in the Human Resistance who have obtained them.

#### Heavy Shatter Shield Armor

M.D.C.:

Main Body: 2D8x10+100 M.D.C.

Arms and Legs: 1D6x10+50 M.D.C.

Head: 1D6x10+60 M.D.C.

Weight: 70 pounds.

Armor Regeneration: 6D6 M.D.C. per minute, and destroyed sections will regenerate in 4 hours.

Fair Mobility: -15% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics.

Special Features: Impact Absorption-Shatter Shield takes half damage from all kinetic attacks, including punches, kicks, falls, impact damage, explosions, and rail gun rounds. If the character manages to roll with the impact/fall, damage is reduced by half again.

Trade Value: 25,000-30,000 credits. Fair availability; standard issue to all B.O.S.S. units. Rarely traded to “outsiders”, but may be given as gift.

## **Gilgamesh**

By Geronimo

Located in an equatorial ocean zone, House Gilgamesh rest on the bottom of the ocean at a depth of 873 feet below the clear tropical waters. The seedling that serves the house as headquarters resembles a giant jellyfish attached to a barnacle. A gelatinous membrane allows the warriors and mounts of House Gilgamesh to enter and exit freely.

Large, long tentacles with sharp jetting spines extend from the base to ensnare and crush attacking machines that get too close and rows of harpoon launchers ring the base of the bubble like membrane that covers the warriors quarters.

But the largest part of the seedling lies beneath the surface of the ocean floor. This is where the civilian/worker population works and lives in relative safety. Phosphorescent orbs provide for near daytime quality lighting in the caverns carved by the rootlike feeding tentacles that criss cross the subterranean habitat; this is also where the house Librarian and Engineers regulate the living house and grow the armor, weapons and other bio-technologies. In addition to the common mounts and weapons available to most other houses, House Gilgamesh has a number of unique bio-tech items: Gore Sharks (a variation of the gore hound based on combined shark DNA), "Boar" Guns (a weapon still in its' development that shoots exploding fetal pigs, similar to a grenade launcher) and a small number of whale-like submersible battle cruiser/troop&mount carriers that the Chief Librarian calls "Mobys".

The Warlord of House Gilgamesh is Andrew Caruso, who wears a suit of Host armor that resembles an ancient symbol of the Earth Zodiac sign

"Capricorn"; with four legs like a centaur, a long snakelike swim tail, two large ram-like horns growing from the heavily armored helmet, and brimming with some of the most powerful weapons that houses' Librarians and Engineers can produce.

For many years, the House has maintained a strong isolationist policy and did not take an aggressive role in combating the the machine in a direct manner. The reason, at the time, being that the House was not yet strong enough to withstand a retaliatory assault by the forces of The Machine. But that changed 8 years ago when Warlord Caruso seized power with the help of the new Chief Librarian. Finally, after years of preparation, Warlord Caruso is sending small scouting missions to the nearby islands and mainland to assess the machines capabilities in the region and to contact other houses and resistance fighters that are rumored to be living near the swampy coasts.



## **Gamma**

By Gmmulder

-Commonly known as the "Lil' Brother" of Sparta.

--Warlord is a dreadgaurd, Jeremy Synmore, younger brother of Michael Synmore form Sparta.

--Only 50,000 people live there

-these ppl are mostly rebels, it was founded by a rebel, Jeremy.

-Jeremy did not like the way Michael was doing things and defected taking 20,000 of the population of Sparta with him.

-He later gathered other rebels from other houses.

-Very militaristic also, but not that greatly organized since each rebel is looking out for number one.

--Living in a cave system that lies deep within a canyon.

--Fresh water underground lake is used to irrigate the bio-plants created.

--Produces new and interesting types of foods and is a major cash flow

---Some say there is something in the water that creates the new foods...

### **POPULATION PERCENTS**

20% Archangels

10% Biotic

40% Dreadguards

5% Packmasters

5% Roughnecks

2% Saints

3% Scarecrows

0% Technojackers (technojackers know to steer clear of Gamma if they want to live)

10% Non-Combatants

5 Engineers

1 Librarian

## **GREAT HOUSE OF THE SOUTHERN RANGES**

By Guy Ledouche

### **BACKGROUND:**

The Great House of the Southern Ranges officially became an entity several decades after the war against the machine started. Originally the house was made up of two large extended families, the Hawkes and the Woods, plus numerous smaller family groups. Fleeing the cities and fighting the families made their way into the countryside together in an effort to escape the constant death and destruction that the conflict was causing. Years before the war began the Hawke family purchased a large parcel of land high in the mountains next to a lake. With the war confined to the cities and lower plains the families decided to travel there. Due to numerous encounters with Robot patrols and the occasional human gangers, they finally made it to their destination after nearly a month on the road. Along the way they gathered more people and by the time they reached their destination, their number had swelled to just over 500 survivors. Soon after arriving the families established what could pass as a temporary safe haven, the valley they were in was high into the mountains, there were no towns, cities or significant areas of interest to the robots and so they felt fairly secure. After several weeks the families held a meeting and voted to stay in the region to start a new life. They had plenty of food and water. Shelter was their major concern as winter was approaching rapidly and the weather in the mountains was worse than on the plains below. Sending out scouts into the surroundings they hoped to find shelter for themselves to wait out the worst of the storms. A week later scouts reported

a cave approximately two kilometers further into the mountain range that burrowed into the side of Mount Allez. It turned out that the cave ran approximately three kilometers into the mountain.

Within a week the families had organized work parties to scout out the cave system and make it habitable for the upcoming winter. Within two months they had the cave system ready for the winter and not a moment too soon as the first light snow falls were appearing. As luck would have it, their lives were soon to be interrupted by the war. A small robot patrol managed to evade the outlying patrols long enough to report the position of the survivors around the lake to a large robot force down on the lower plains. Within two hours reports from the forward sentries started to stream in about large robot forces attacking in strength up through the passes that lead into the valley. With the women and children hidden in the cave complex, all able bodied men grabbed what weapons they had and ran out to meet the robots. The fighting was bloody and fierce with no side giving quarter or mercy. The robots fell in large numbers due to the superior positions held by the families, but the robot numbers began to take a toll on the defenders and soon they had to give up their defensive positions and fall back through the pass under withering fire from land and air. Seeing no alternative, the heads of the family decided to blow the passes and temporarily block them to the robots to make good their retreat up into the mountains. The charges were set and exploded just as the first of the robots were entering into the valley. Hundreds of robots were crushed by the tons of rocks and rubble that filled the passes, given the most precious of commodities

in war, time, and the families made good their escape up into the mountains into the cave system before the robots could regroup.

Knowing that they would be utterly wiped out, the front entrance to the cave was also collapsed so as the robots couldn't gain entrance. Unforeseen circumstances created a massive landside that completely blocked off the cave entrance and set tons of rock down the mountain side into the valley below. For all intents and purposes the families were now cut off from the outside world for the foreseeable future.

Realizing that the humans escaped them, the robots proceeded to destroy all the standing structures, leveling the entire compound out of spite. Whilst the destruction was being carried out more robot patrols scoured the mountains without luck, the massive rockslide caused by the explosion had block several other passes into the mountains thus preventing the robots going any further except air patrols which couldn't fly too low due to bad weather conditions. Two days later the last of the robots left leaving behind them a wasteland.

A week later the families dug through the rocks and rubble which blocked the cave and found the whole valley in a devastated state, everything of value to them was now in the cave as all their belongs in the valley below had been destroyed.

Upon reaching the remains of their compound, they found a large gang of human scavengers searching through the rubble. The families asked for them to leave what was left of their belongings alone, the scavengers refused. Another bloody battle erupted. This time the families decided that enough was enough; they weren't going to retreat

this time. Using their superior numbers and knowledge of the valley they soon flanked the scavengers and had them on the run, chasing them down onto the plains below they wiped them out bloody orgy of killing.

The damage though was already done, their homes were totally destroyed and winter was now on the horizon and although they had the cave to shelter them they knew it was going to be a tough winter. With heavy hearts they collected what they could and retreated to the cave system and decided to enlarge it with extra rooms and passages. The winter was tough as they expected. They had plenty of food and water, with fires and heaters going throughout the days and nights they managed to make their shelter as comfortable as possible. For months they lived in the cave, with small patrols leaving during the day to conduct brief scouting mission down to the plains to see what was going on. Towards the end of winter the families got together to vote on a course of action. The first was to see if they were going to rebuild the compound around the lake. Surprisingly the majority decided that they would stay in the cave. It provided the shelter that was necessary to survive in the mountains, superior protection against the robots and now they had enlarged the cave it would have been a waste of precious resources to just abandon it now. So they decided to stay and build up the cave system to better suit their needs. They also decided to make a name for themselves to give a sense of purpose and belonging. A young couple came up with "House of the Southern Ranges" after all they now lived in the Southern Ranges and they had to identify themselves with something as a morale boosting initiative. Everyone thought it was a

good idea and so the name Great House of the Southern Ranges became their family name from that day on. A council was voted in with rules and regulations to be decided over the coming weeks. A decade later the metal plague descended upon the world, and the Great House wasn't spared from the effects of the plague and dozens of people died before the cause was identified. They also found that they had a proportion of their population that was immune to the metal plague and used them to remove all of the metal from the cave system and valley below; it was a long and tedious job that took months of constant work to achieve. It was also during this decade that the population of the House also grew to just over 15 000 people due to the number of refugees they brought in on a regular basis.

Nobody quite remembers when the first of the splicers showed up to request a meeting with the council. Hours later the council emerged from that meeting announcing ten new members to the House. That day the house gained seven Saints, 2 Scarecrows and what was soon to become an Engineer. Today the Great House has 20 Saints, 10 Scarecrows and 2 Engineers.

The next 90 years was a time of growth and struggle for the Great House as they tried to keep a low profile so as not to attract unwanted attention not only from the robots but other larger more hostile human forces, slowly they increased their population, military might and production capabilities.

TODAY

Recently the council announced to the population that they had decided expand their operations against the robots. They have effectively unleashed the warriors of the Great House to conduct low insurgency operations against the

machines in the hope of disrupting their operations long enough to strike a major blow. The Council has given this operation the codename “Crusade”.

The Council has released Crusade in a 5 Phase Plan that they believe will take anywhere up to three decades to complete:

Phase One:

Total control of the Southern Ranges, essentially a 200km radius around their House. At the moment, the Great House controls approx 45km radius around the House, with most of this being in the mountains itself and only a small portion on the plains below due to Robot patrols and other Human groups, hostile or otherwise.

Estimated time frame to complete Phase One: 5 years.

Phase Two:

The sending out of Diplomats and Military Advisors/Instructors to make contact and arrange treaties, alliances with outside Human groups. At the moment Phase One and Two are working in concurrent with each other. This phase is expected to be difficult due to the fact that other forces do not want to join a Great House for fearing of loosing their freedom. This is something that the Diplomats are instructed to take pains in alleviating this perceived bullying and or taking over of their lands.

The Military Advisors are instructed to train all Humans who decide to join up with them in areas of sabotage, weapons training, insurgency tactics, evasion, Robot intelligence, Field Fortifications, Battlefield tactics, guerilla tactics and numerous other skills essential in the fight against the machines.

The Diplomats have also been given the power to issue weapons and armour to

promising groups as an incentive to join up.

Parts of Phase Three are also being prepared in this Phase in relation to getting the start positions built under the noses of the Robots.

The Great House considers Phase Two to be the most critical of all the Phases as they won't have enough troops to pull this off.

Estimated time frame to complete Phase Two: 5 – 10 years.

Phase Three:

Phase Three will only commence upon the first two phase being completed to the satisfaction of the Council. This phase will concern the emplacement of long range strike groups at various Robot facilities. These groups will number between 50 and 200 troops of various types (depending on the perceived strength of the Robot facility). Phase Three main purpose is to draw the Robots away from the real targets thus leaving them weak when the main attack is launched.

Estimated time frame to complete Phase Three: Three months to get the troops into position and then two week to deliver instructions on coordinating the attacks.

Phase Four:

This is crunch time for the Operation Crusade; this is where the main attack force of around forty thousand (The Council hopes for this amount) troops attacks the two Computer Cores that are located in close proximity to each other. If both of these Computer Cores are knocked out, it will be a major blow for the Robots who may not recover for a long time.

The Council knows that they don't need forty thousand troops to take out the Computer Cores; they need the extra troops to actually settle the freed lands

with their families. If this happens they envisage of the whole land being turned into a fortified zone that will be free of robots and so humans won't have to live below ground.

Estimated time frame to complete Phase Four: Under one week for maximum shock to the Robots. The Council is hoping for less than two days but expects parts of the plan to go awry and is taking these factors into account.

Phase Five:

This phase is the last and hopefully according to the Council will be the easiest. This involves the freed lands being settled by the troops and their families. The Great House will supply thousands of tons of equipment, food, medical supplies etc. to get the ball rolling.

The plan is to be bigger and better than the Great House of the Barren Marsh and most importantly to encourage Humans around the World that the resistance is fighting back against their robot oppressors.

Estimated time frame to complete Phase Five: Approximately 5 – 10 years to get all the troops settled within fortified settlements, communications and supply routes completed and all Robots destroyed or chased out of the freed lands.

The Council is under no illusions, they are starting something that they might end up having no control over. They acknowledge that there are so many variables that some of them are a bit nervous. But, they all agree that if they want to once again live above ground, free of the tyranny of the Robots then this is the only course of action as small hit and run raids are only effective for so long.

**GEOGRAPHY LOCATION:**

The Great House of the Southern Ranges is located at the bottom of Mount Allez in the Great Southern Mountain Ranges. Mount Allez is the largest mountain at the Southern end of the mountain range. It is located far away from large cities, towns or other places of interest to the Robots.

Besides Mount Allez, there are approximately twenty other smaller mountains that surround Mount Allez and Allez Valley and stretch Northwards forming the Great Southern Range.

**AREA:**

The cave system of the Great House has changed dramatically over the past 100 years.

The original cave system is all but gone, now unrecognizable with five upper levels and seven lower levels. Each level is approximately two kilometers in length and 600 meters wide – each level is on average 4 meters in height with certain areas lower or higher depending on its purpose.

Each level is connected by five ramps – Three for personnel and two for large cargo and War Mounts.

**CLIMATE:**

The climate of Mount Allez is varied throughout the year. The majority of the year the mountain top is covered in snow with low cloud cover with light rain/sleet falling continuously. Fierce winds blow through the upper mountain passes preventing all but the most determined travelers.

It is of note that even the Great House doesn't travel through the mountain passes for half the year and although they have an extensive cave system that stretches throughout the Southern Range, travel through the passes is still essential.

The valley below is seasonal ranging from warm but pleasant summers and cold breezy winters.

#### TERRAIN:

The terrain around Mount Allez is as varied as the weather. The valley is covered with lush green grass, small rolling hills covered with trees and a lake on the northern side that is fed by the melting snows high up in the mountains.

Mount Allez itself is almost vertical in most places making it almost impossible to climb.

There are several passes that lead deeper into the mountain range although these are blocked for half of the year due to deep snow falls and or terrible weather.

#### HIGHEST POINT:

The highest point is Mount Allez which stands at 7200 meters above mean sea level which towers over the other mountains in close proximity to it with the closest coming in at 5400 meters.

#### LOWEST POINT:

Allez Valley is the lowest point in the Great Southern Range being 600 meters above mean sea level.

#### NATURAL HAZARDS:

Natural Hazards range from dangerous weather changes which are more frequent during the winter months to rock falls and avalanches that can strike without warning throughout the year. Native wildlife is not a real problem with most of the most dangerous creatures inhabiting further into the Mountain Range.

#### PEOPLE

##### POPULATION:

Civilians: 120 000

Military Personnel: 36 000

##### LANGUAGES:

Official Language: English

##### LITERACY:

Total Population: 89%

#### GOVERNMENT

##### HOUSE NAME:

Conventional Long Form: Great House of the Southern Ranges

Conventional Short Form: Southern Great House

Local Short Form (Nickname):

Mountain Hawks

##### DEPENDENCY STATUS:

The Great House of the Southern Ranges is an independent identity in all areas and doesn't rely of any outside forces to survive. They grow enough food to supply their ever growing population with some left over to trade/sell to outside groups.

Their status has been helped to the fact that they are situated far away from any hotspots and the fact that they live high up in the mountains forcing them to become self sufficient.

##### GOVERNMENT TYPE:

The Great House is run by and elected President and advised by a council of 9 men and women. The people vote for the ten men and women who sit on the council and then the council votes for the position of President.

Ever since the Great Houses' inception, it has always been a semi democratic process, due to the ability of the general population to elect their leaders. In effect the council has the power to basically do whatever they want, though they rarely enforce their full powers of the law granted to them. The only law stopping an outsider coming in and taking a spot on the council is that the applicant must be a citizen of the Great House, have an exemplary record in fighting against the various enemies of the Great House and be ethically and morally acceptable to the citizens of the Great House. These rules are never broken or overlooked for any reason.

Other Houses and or challengers seeking to take advantage of the Great Houses' unusual voting practices for their leadership positions have found out to their detriment that the Great House doesn't follow the usual rules that other Houses have established. A common saying is that Might doesn't always make right and more than one House/Challenger have found themselves on the other end of several hundred angry soldiers bearing down on them when they've shown up to challenge the President/Council for right of rule.

It is of note that in times of extreme emergencies the council has the authority to conduct the situation as they see fit. The upcoming Operation Crusade will see the Council enact several rarely used laws including the calling up of militia for increased training in specialized areas.

**CAPITAL:**

Mount Allez (Nickname: Hawks Nest)

**ADMINISTRATIVE DIVISIONS:**

**High Reach:**

A small outpost 20km north of the Great House (further into the mountain range) - The council approved several years ago to the construction of another base/city as a fall back position if Mount Allez ever fell to an invader. Current population is 8000 civilians and military personnel.

**Fort Wood:**

Fort Wood is situated just inside the main pass that leads into the valley. The Fort is manned by 200 soldiers at all times and in times of emergencies that number can increase to 600 within hours.

From the outside Fort Wood is virtually invisible as it has been carved out of the rock walls and therefore blends completely into the surroundings.

Fort Wood is the front line against any enemy forces that try to force their way up the pass into the valley and therefore is on high alert at all times.

**NOTE:** The current policy from the Council is that robot patrols are to be allowed to enter the valley unmolested as there are no signs that House Hawkwood occupies it anymore. The ruins are still there to fool the robots into thinking that it is still abandoned. So far this has worked but it can last only so long before the robots try to push deeper into the mountain range.

Due to the upcoming operation this policy will be enforced until the end of Phase Three and the beginning of Phase Four.

**LAWS AND PENALTIES:**

The Great House of the Southern Ranges has numerous laws that deal with crimes ranging from petty theft to murder.

Most non violent crimes have a community service and reparation to the victim attached to them. Repeat offenders are given several months' hard labor to curb their criminal tendencies.

Violent crimes i.e.: robberies, murder are dealt with harshly and quickly. A trial is held, witnesses heard and one of the judges gives the criminal his findings and punishment.

Murder is either death or turned into a Biotic, robbery is usually a ten year hard labor sentence as a minimum. When the Judges give down a sentence of hard labor, it is meant as hard labor and is usually dangerous.

Most of the crimes dealt with by the judges within the Great House are usually petty crimes involving teenagers bored with their lives and looking for some excitement. They are usually given a very stern warning, clip over the back of their heads and sent on their way.

Repeat offenders are taken to one of the

Judges for a severe form of punishment usually involving a week or two of labor or in extreme cases they are exiled to the plains for a period of not longer than two weeks. Those that survive usually behave themselves when their period of exile is up and tow the line.

#### EXECUTIVE BRANCH:

President - Frank Wood

Vice President/Internal Security -

Reginald Lolyd III

Finance/Treasurer - Steve Hawkes

Defence - Kasy Masters

Foreign Affairs - Tom Droye

Technology and Development - Sarah Hurst

Agriculture - Samantha Garwood

Production and Advancement - Karl Mare

Secretary/Citizen Affairs - Peter Viness

Special Affairs - Kyle Smythe

#### Elections:

Elections for the council are held very ten years with the position of President held every twenty years.

The position of each council can be held as long as that person is voted in to that position once voted out they have to wait twenty years before applying again. The position of President can be held by the same person as long as they're voted in but once voted out they can never hold the position of President or a position on the council again

#### PEOPLE'S COURT:

High Judge

Assistant Judge

Assistant Judge

Circuit Judge 1

Circuit Judge 2

Circuit Judge 3

Circuit Judge 4

Circuit Judge 5

Circuit Judge 6

The High Judge is head of the peoples' court within the Great House and therefore has a great deal of authority to just below the Council.

High Judges are responsible for the interpretation of laws and regulations and only sit in on court judgments when it is a high profile case. Any arguments in interpretations of the Laws are sent to the High Judge for final deliberation.

The Assistant Judges are the High Judges' voice in the courts and they also help the High Judge make his interpretations of laws and regulations.

The Circuit Judges are in charge of certain areas of the Great House. Their powers are unchallenged within their sphere of influence and no one is above the law when a crime is being investigated by one of the Circuit Judge. Circuit Judges have the authority of deputizing troops without notice to help in any investigations for a period of up to 48 hours.

One of the reasons why the current President and Council are so popular with the people is the fact that all citizens of the Great House are to uphold the laws and regulations; therefore no one is above the law including the Dreadguard and other elite troops.

#### Elections:

The position of High Judge is held for life and therefore it is a very competitive position that is elected by the Circuit Judges which then hand their candidate to the Council who recommended or disapprove said persons' application and advise the President of their decision.

Assistant Judges are elected every twenty years and can be held by an individual only twice.

Circuit Judges are elected every ten years and can be held by an individual for as long as they are elected each time.



**DIPLOMATIC REPRESENTATION:**  
Along with trading with the other Great Houses, the Great House of the Southern Ranges also sends on a regular basis, small groups of diplomats to talk about trade treaties and to head off any possible miss-understandings that could lead to hostilities.

This policy has on numerous occasions warded off miss-understandings and or conflicts between the Houses and groups.

**FLAG DESCRIPTION:**

Blue background

White Cross that separates the flag into quarters

Eight Red Thinner crosses placed inside the white cross (Two on each arm).

**ECONOMY**

As of to date the Great House of the Southern Ranges economy is growing stronger each year. Although most of their trade is conducted in goods, credit is making a come back within the house itself as more and more people are experiencing higher living standards. The Council has opened several banks on each level to accommodate the new wealth the House's Citizens are enjoying. At first the citizens thought that the banks were just a novelty but when they realized that their money was a lot safer and could earn interest they flocked to the banks. This also had the effect that petty robberies dropped a massive 79% in the first year alone and serious crime almost 65%.

At this point in time, Diplomats are spreading this idea to outside groups as a way to store their credits in a safe place. They hope this will take off as it will draw more and more groups to the House and thus they get more trade and the chance to talk to the groups in joining Operation Crusade.

**EXPORTS:**

The Great House exports mostly food products to other Houses and smaller groups that come to trade with the house. Lately President has ordered that the Great House increase its' weapons manufacturing capabilities to supply small shipments to outlying groups free of charge to help in the fight against the machines.

**IMPORTS:**

The Great House is virtually independent from all outside sources and therefore doesn't need to import any good, but trades with other Houses and groups out of friendship and unity. The main item that the Great House will readily trade for is information that could help them in the fight against the machines.

**MILITARY**

Size of Military: 36 000

Military Branches: Air Corp

Army

Intelligence

Special Forces

Breakdown of Military Categories:

Archangels: 10%

Biotic: 4%

Dreadguard: 8%

Outrider 18%

Packmaster: 10%

Roughneck: 40%

Skinjobs: 6%

\*Technojackers: 4%

**SPECIAL BRANCHES:**

Saints: 20

Engineers: 2

Scarecrows 20

Seedlings: 2

\* Unlike other Houses, The Great House of the Southern Ranges actually appreciates Technojackers and readily welcomes them to stop by to trade and to enjoy the hospitality the Great House offers. As a result several Technojacker families have decided to live at

Hawkwood creating a safe, friendly zone for them and encouraging others to join them.

The Great House of the Southern Ranges has a greater number of Technojackers than any other known Great House.

#### DISPUTES

##### INTERNAL:

At this point in time there are no internal disputes. Law and order is maintained and the general populace is happy and content with their lives as best as they could be in these trying times.

There is the occasional fight between drunks or teenage gang but other than that life is usually quite and peaceful.

##### EXTERNAL:

1. War against the machines is number one priority. This is a constant battle that will take a very long time to accomplish but the House is patient and are confident that they will prevail no matter how long it takes.

2. Human Gangers. These scum are the bane of trade envoys going to and from the Great House and currently tying up much needed military resources tracking them down and eliminating them.

The Council is currently deciding whether to concentrate in wiping these traitors out once and for all in their region so they can concentrate on fighting the machines.

3. Other Houses who are jealous of the Houses' successes. Every now and then a House will perform a raid on Hawkwood. Sometimes they are successful and other times they aren't. House Hawkwood makes its their duty to always payback the offending House with a visit of their own to deal out some damage.

## Hammond

By Kakuma

Actually I got the idea for the three separate classes from Robotech.

Unfortunately when B5 was playing in my hometown I missed it because of all of the hours I was working to support my deadbeat roommates (but that is a sob story for another time). Info on the new Outrider War Mounts, Packmaster alternate Mega-Horses, alternate Gorehounds, and some new Hive Lord Host Armor insects will be posted shortly.

The founders of House Hammond were made up of employees of a place they called "The Park". The Park was a combination amusement park and species restoration zoo. Building on techniques learned bringing different species back from the brink of extinction they then began perfecting techniques for bringing back animals that had been extinct since before the dawn of man. The Park was built with four levels with power being provided by a combination of fusion reactors and geothermal power plants. The first level was the surface level, the public face of The Park, and three subsurface levels (Think along the lines of a certain underground corporate viral R&D lab, from you know, that movie that was based on, some video games.) centered around the "urban" developments. Sub level 1 consisted of networks of tunnels, subways, and subsurface bullet freight trains used in the maintenance and upkeep of The Park above. Sub level 2 was made up of a series of vast hydroponic gardens used to grow the majority of the food consumed by the animals above. While sub level 3, in an unusual case of forethought, was where the labs used for the re-creation of extinct species were built deep under the amusement

parcs/zoos. This was done for a number of reasons among which included the possibility of an unforeseen mutation in the DNA coding and or something as simple as a rampaging T-Rex could still be controlled and contained without the general public being put at risk. Or in a worse case situation Sub Level 3 could be flooded with Bakelite which is a type of liquid resin that hardens into a near Mega-Damage solid rapidly. Of course this was done more to keep corporate espionage from discovering the company's secrets and being able to reproduce their results.

The house founders were made up of the core employees of the park zoo department. Geneticists & Engineers who made the parks animals and amusement rides, the Caregivers that raised the animals, and the park Rangers responsible for the upkeep and feeding of the animals on display for the public. The park Rangers were made up of former military personnel. Due to the dangerous nature of the animals they handled it was felt that former members of the armed forces would not only be more vigilant in their duties but in the event of a worst-case scenario their training would help ensure speedy resolution with a minimal risk to the general public.

When the machine began its uprising senior members of the Ranger staff could see the writing on the walls. They would be responsible for the rescue and recovery of staff family members that were offsite, the surface employees, historical reenactors, and a large number of the visitors, and the defense of the park itself. This was made only slightly easier for the fact that certain personalities of the machine sought to limit damage to the animal inhabitants. In addition to the SAR missions the

Rangers also hit military storage depots for weapons and ammunition. The Caregivers were responsible for both the animals, and the burgeoning new population of humans. Under their guidance the hydroponic gardens would be greatly expanded. The Engineering staff made up of the Geneticists and the Engineers responsible for the creation and upkeep of the mechanical half of the park would find themselves tasked with rebuilding and adapting weapons systems of both armies, Man and Machine.

It was during tunneling to expand the hydroponics that the diggers opened up a chamber that would lead to a vast natural cave network complete with multiple winding tunnels, enormous chambers, and naturally occurring hot springs. The decision was made to move all noncombatants into this new cave network. Doing so ended up being House Hammond's salvation during the early onset of the nanobot plague. Before sealing off their new home in the caverns the Rangers made their way to the surface through the maintenance tunnels and into the park itself. The Caregivers had convinced the Rangers to free all of the animals from the cages and containment compounds in the hopes that the animals would survive in the new wilds, wastelands, nature preserves, mountainous highlands, and even the boneyards and battlefields. The Rangers agreed to do this for their own reasons. They hope the introduction of exotic and formally extinct species might throw the proverbial monkey wrench into the machine's plans. While the Caregivers and Rangers sought to preserve life and wreak havoc on the machine, members of the Genetics department sought to ensure the preservation of knowledge. They shut

down the server farms, the brains and electronic memory, containing countless lifetimes worth of decoded DNA. Not just the pure strains but the mistakes, mutations, and alien genes in the hope that this knowledge would once again serve mankind. Once these two tasks were completed all entrances to the former park were either flooded with Bakelite and or collapsed by demolition charges, sealing off their former home to save themselves. Unfortunately the team of Geneticists responsible for hiding the servers fell victims to the machine before passing on their location to the next generation.

House Hammond would live on. Surviving by trading surplus food with the mainland, and helping teach other houses animal husbandry, veterinary medicine, and most importantly, human medicine. They would also prove instrumental in giving birth to the age of splicers. Probably one of the most unique aspects of House Hammond is their acceptance and inclusion of Technojackers. This was done with the cooperation of the heads of all three departments Rangers, Caregivers, and Engineers. The Geneticists were the primary driving force behind this philosophy of acceptance because they knew one day the servers would be found and the Technojackers would be the only ones capable of accessing the information and helping to transfer it to the household Librarians. Another is their allowing Homunculi especially ones that are failed Gardner Host Armor. These become invaluable assistants to the Gardner's helping to maintain plant fortifications and acting as mobile mini-farms for fortification plants and new experimental plants.

Eventually the servers were found, extracted from the ruins and transported to a new safe place. While the servers were en route to their new home three Librarians were created, one from each department to form a new R&D lab using the information stored on the servers. These new Librarians are referred to as the Magi and each one accepted a new name with their new position. They are Melchior the head of the Rangers, Caspar the head of the Caregivers, and Balthazar the head of the Geneticists and Engineers. Their first act as Librarians was the creation of an enormous gene-pool made of three Engineers whose combined pool is an amazing 90' in diameter. They named it the Genesis Pit. So far they have not been able to replicate the Genesis Pit, each time the pools wouldn't merge, they just formed three individual pools. House Hammond would be reborn a third time now specializing in the creation and mass production of War Mounts and more unique creatures using dinosaur DNA as their master templates. House Hammond now finds itself on the cutting edge of both animal mounts and plant fortifications. They may not have created the Gardner but everyone agrees they turn out some of the best and brightest. Even if they're not personally responsible for the development and deployment of plant fortifications they would be the ones to perfect them for mass production. Another example of House Hammond's preference of dinosaurs is the choice of War Mounts used by their Outriders. Most Outriders choose to ride an altered Tyrannosaurus Rex or an Allosaurus. Also instead of Mega-Horses they use various species of Ankylosaurus, Stegosaurus, Triceratops and or various combinations of the three. In addition House Hammond does not

use regular Gorehounds. A Packmaster is paired up with Tiger claw Raptors or Pachycephalosaurus. And just recently they have perfected the creation of mobile Bio-Force Fields based on 3 "sail backed" Dinos'. The Platyhystrix (meaning "flat porcupine") which projects a 10' diameter dome with 200 M.D.C., Dimetrodons which projects a 20' diameter dome with 400 M.D.C., and the biggest sailed Dino the Spinosaurus which projects a 35' diameter dome with 600 M.D.C.. The Bio-Force Field is projected out of the sail to form a force field dome.

Due to the number of carnivorous dinosaurs used in House Hammond, not to mention the hungry humans, when the Lazarus gland was perfected and they got the genetic coding the Rangers collected several species of sauropods for re-engineering. The new Brontosaurus etc. don't regenerate, instead when they are killed all of the beasts inherent Bio-E is focused into carcass preservation. Consumable meat does not putrefied as quickly in these beasties. A freshly killed carcass will be safe for humans to eat from up to 2 to 3 weeks after initial death. The fresher the kill the greater the need to cook the meat before eating. Instead of normal decay and eventual putrefaction the consumable meat goes through a process of slowly drying out into a jerky like substance. At the end of the 2 to 3 week grace period any meat left on the carcass goes into bio meltdown similar to war mounts. After perfecting these new sub species they were produced and released into the wild and it is now estimated that somewhere between 30 and 40% of all sauropods, hadrosaurids, and similar large plant eating herbivores are made up of the new species. The only way to tell between the old and new species is

to kill it and observe the rate of decay. With the success with the Brontosaurus and Seismisaurus House Hammond has begun to apply these same modifications to other large size herding herbivores and are starting to move on to mammals. As to the geographic location of House Hammond they are based on a series of islands. Imagine if a landmass approximately the size of England were located near the equator with less than 1 mile from the largest island to the mainland. Before the insurrection of the machines a series of tunnels for both traffic and freight trains connected the islands to the mainland. The largest of the islands had almost all of the visitor hotel and housing for all of the islands. In addition to the hotels the main island was dotted with some of the largest and newest equipped amusement parks on the entire planet. The main island also featured multiple casinos and several fairly large historical reenactment/theme parks across several different periods in history from around the world (think of your local Renaissance Festival/civil war reenactment/mountain man and trapper get together). Land that was not being used for amusement purposes went into the creation of small towns and small scale cities to house Park employees and give them a place to shop, to buy groceries etc. The rest of the available arable land on the largest island went into food production, using GM-O's for the highest yields and pest resistance without the kill gene's that required buying new seed every season, some to feed Park employees and the people that serve them off the clock like a normal city or town. The largest amount of land is farmed in a way to help produce enough plants to help feed all of the herbivore and other plant eating beasties. After a bunch of the Park biological

attractions had been herded onto the mainland and released the Rangers destroyed the "Chunnels" on their way back to the Park.

The entire group of islands are surrounded by underwater mega-damage containment fencing designed to keep all of the ocean type dinosaurs and dinosaur like/size creations contained but free to swim about and feed themselves on normal fish and fish that are specially farm grown (fish farm) fishes of different species as well as those that can make it through the fence. No aquatic creature of any kind is allowed in these enclosed mini-seas that may be small enough to escape out in the normal ocean. The fence is made up of specially modified species of coral that grow in a layered fence like pattern. Any damage done regenerates automatically (the fences are about 10' thick but are not solid and have 100 M.D.C. per 10' section and regenerates 10 M.D. points per melee) and have been crossbred with several different species of jellyfish whose tentacles only strike at creatures trying to get from the inside out. Other organisms/free lunches can safely pass into the fenced in area and will not be stung. The jellyfish tentacles are designed not to kill but to encourage a definite distance from the fence. Despite House Hammond's many apparent successes, they have had their share of problems. Things like the lost/missing servers. It would take many, many, many decades of searching before they were finally recovered. During all that time the threat and fear that the machine might find out about this treasure trove of genetic data. If Gaia had ever gotten wind of the servers and what was on them she would have torn all the islands up and apart looking for them. She wouldn't have cared about any

loss of biodiversity (After all She could always rebuild, replant, and repopulate.) because of the privately generated data and possible cryo-zoo. The humans may have had success where Gaia met with failure after failure. But luckily she has yet to learn of them. All the information has been copied and backed up so the servers are now just piles of deadly junk that even now the machine would do whatever it could do to get them. The only reason they have not been slagged is that there is an on going debate over slag'em or preserving them as a future historic artifact.

Another problem they had in the early years were difficulties with overpopulation issues. Until it was decided to break off chunks of population to create starter Minor Houses thus spreading out the people and increasing mankind's chance of survival. Each Minor House was initially set up with one Librarian, at least two genepools' and between 20,000 to 30,000 people with an additional 500-1000 military personnel to make a new colony or Minor House. As each new minor house was born they would take the last name of a famous past geneticist. Beginning with Mendel then Watson, Crick, Wallace, Tschermak, and Swaminathan for a total of six Minor Houses. All these satellite houses' come willingly to each others aid and defense. There was nine but three of them began highly controversial research into areas such as cloning, extreme human modification, and even Bio-warfare of the mass destruction variety. As each new atrocity was uncovered these three houses were given a choice, either exile to the main lands or complete destruction down to the very last cell. They all chose exile over death and had their original names stripped, they were

given the names of Mengele, Ishii, and Taha AL-Azawi. Hammond was lucky that these fallen houses were found out before the servers were found so they have none of the advanced DNA codes. Their only knowledge of these servers are whispered legends.

The worst, at least on a personal level to the majority of of both Major and Minor houses, are the accusations made by other houses of the resistance of deals being made with one or more aspects of the Machine. These accusations stem from the fact that most of the initial Machines assaults were focused on only a few of the major Metro/Casino/Park zones while leaving most of the historical "villages" and as much of the animal habitats untouched as possible by a combination of orders from Gaia and the fact that the other personalities were demanding resources in areas of higher conflict. By the time Gaia was able to focus her attention back on The Park most of the remaining humans had not only moved underground but had already begun moving out of the old complex's and destroying those locations.

Later when the various personalities were taking stock of their new "Domains" the personality of Eve looked upon the various historical towns and found what she perceived as premade Retro-Villages that simply needed "restocking". First She sent in steel troopers to mop up or capture any remaining actors. Then service robots to extract any and all metals while trying to do as little damage to the on site buildings as possible. Once She deemed the sites clean she began the task of repopulating them. To give her new pets a chance she instructed the service robots to build new walls around the towns using wood or stone depending on

what would be appropriate for it's time and area. The new walls were meant to protect Eve's new playthings from the remaining zoo animals as well as penning her toys in. All this attention was yet another source of accusations of collusion with the machines. The real truth is that the actors living in these villages were apart of the early evacuations. Any humans found were squatters the majority of which were killed by the steel troopers. The survivors were given the choice of reliving the past, or death. Gaia controls the vast majority of the islands and grudgingly lets Eve have and maintain her pets. Both have no idea of the Houses under their noses, nor the incredible treasure trove of genetic data. They are also clueless to the fact that over time every one of the retro-villagers has been replaced by the descendants of the original actors and actresses. This is a three fold win because it helps relieve over population, gives military personnel a place for a little R&R or leave on the surface and gives the houses a spy network that is the best of any house, at least as far as the islands go. None of the other great houses in the resistance are aware that all the individual Minor Houses are the "children" of House Hammond. They think that they are just closely aligned. When the final push against the machine comes House Hammond will be able to potentially field the largest army of the resistance. Each house is run by a council of three. Each member is chosen from the most senior or talented person in their respective departments. The head of the Rangers is chosen from either Dreadguard, Roughnecks, Archangels, or Outriders. This person holds the title of Warlord. All decisions are made by counsel consensus except military or

security matters although the Warlord is expected to listen to any recommendations from the other departments.

Population Breakdown: House Hammond

110,000 total people.

8% Archangels

2% Biotics

12% Dreadguard

- Engineers (18 plus the 3 that make up the Genesis Pit)

- Librarians (3 plus the 3 Magi for a total of 6)

8% Outriders

2% Packmasters

20% Roughnecks

4% Saints

1 % Scarecrows

2% Skinjobs

1 % Technojackers

30% Non-Combatants

10% Other O.C.C.s

Each minor house is also run by a council of three. Each member is chosen from the most senior or talented person in their respective departments. The head of the Rangers is chosen from either Dreadguard, Roughnecks, Archangels, or Outriders. This person holds the title of Warlord. All decisions are made by counsel consensus except military or security matters although the Warlord is expected to listen to any recommendations from the other departments.

Population Breakdown: average Minor House

30,000-70,000 total people.

8% Archangels

2% Biotics

12% Dreadguard

- Engineers (6-12 total)

- Librarians (1-2 total)

8% Outriders

2% Packmasters

20% Roughnecks

4% Saints

1 % Scarecrows

2% Skinjobs

1 % Technojackers

30% Non-Combatants

10% Other O.C.C.



## **Hawkwood**

By Winter

### **BRIEF HISTORY OF HOUSE HAWKWOOD - THE BEGINNING**

House Hawkwood officially became a House around a year after the War of Steel began. (explain why they called in the War of Steel).

Originally the house was made up of two large extended families, the Hawkes and the Woods. Both families were fleeing the cities and all the fighting that was consuming their world at that time. Their reasoning was that they had already lost too many family and friends to the Robots that to stay any longer was just plain suicide. (explain how they met etc..)

It was good chance that the Hawkes owned a large parcel of land with several small houses up in the mountains along the shores of a large lake (What is the lake called, where is it, how did they get there etc..)

Gathering likeminded survivors, the two families homes soon grew into a place of sanctuary from the robots and marauding gangs of humans who prey on bothsides in the war.

Their peace and quite didn't last long as a Robot patrol found their location and radioed in the position to a large robot attack force searching for such human locales.

The attack on the encampment lasts less than an hour, hundreds of people die in the initial attack wave but the families weren't complete pushovers as they fought back with incredible ferocity. Eventually the two families and their friends were driven higher into the mountains only to be hunted down and slaughtered amongst the peaks and valleys of the mountain range. The lake was later to be called Blood Lake due to the fact that so many people were killed

in its' waters that their blood stain the waters for days to come. (explain the battle in more detail, talk about individuals etc..)

To make the situation worse, gangs of human vultures descended on the survivors and the killing began once again with the families still in shock from the first attack.

Within a week the families managed to shake off the robot patrols and gangs attacks to make a clean getaway, their numbers which numbered nearly 1000 now numbered around 150 and with winter on the horizon they knew that number would drop even further.

That winter nearly finished the survivors high in the mountains and the patriarchs of both families had to make devastating decisions in regards to the distribution of food, shelter, who lived and which wounded had to be left behind. Those that did survive were tougher, stronger than ever and even more determined not to let the events of the previous months happen again.

Travelling deeper into the mountain they finally come to a small plateau that dropped off into the ocean, there several caves in the mountain side and the families decided to camp there for several weeks to regain their strength and take stock of their belongings.

Exploring the caves the families realised that the caves cut deep into the mountains and provided plenty of hiding places for them if the robots or gangers showed up again. The leaders of the families decided that enough was enough and that it was that they will plant their roots and this was their new home and anyone who wanted to dispute it had better be loaded for bear. (explain in more detail)

Having found several fresh water springs inside the cave system and having the

ocean nearby for fishing and the caves offering shelter and protection. The families decided to send out small patrols to gather information of their surroundings, find new sources of food, weaponry and to pick up any refugees and eliminate any potential threat Robot or human.

Several months later the two families held a meeting for all people to discuss their next plan of action. They needed basic laws to govern themselves, they needed centralized leadership to get the jobs done in a more efficient manner and they needed a name for themselves, it was such a simple thing but it was a very important item for the families and their friends.

A young couple who had recently married suggest that both of the families should combine their names to "Hawkwood" since their child they would eventually have would join the families. Without realising it at first the survivors had given themselves a reason to carry on surviving, hope in a new world that they themselves had a part to play and most importantly hope in themselves.

House Hawkwood was founded that day when all present at that momentous meeting solemnly promised to uphold and protect the honour, values and integrity of their House.

Okay people this is as you can see the beginning of House Hawkwood and very very basic at that, I still have another page or two to add to this section.

The next section which, hopefully I have a rough draft on Saturday will be a time line from the day they became House Hawkwood up until now!

Plus I'll add a small section on what I'll call the Honour of Hawkwood, a section of rules that all members of the house has to follow.

As well as the usual house details, where they live, how many people, notable people etc..

#### BACKGROUND:

House Hawkwood officially became a house several decades after the war against the machine started. Originally the house was made up of two large extended families, the Hawkes and the Woods, plus numerous smaller family groups. Fleeing the cities and fighting the families made their way into the countryside together in an effort to escape the constant death and destruction that the conflict was causing. Years before the war began the Hawke family purchased a large parcel of land high in the mountains next to a lake. With the war confined to the cities and lower plains the families decided to travel there. Due to numerous encounters with Robot patrols and the occasional human gangers, they finally made it to their destination after nearly a month on the road. Along the way they gathered more people and by the time they reached their destination, their number had swelled to just over 500 survivors. Soon after arriving the families established what could pass as a temporary safe haven, the valley they were in was high into the mountains, there were no towns, cities or significant areas of interest to the robots and so they felt fairly secure. After several weeks the families held a meeting and voted to stay in the region to start a new life. They had plenty of food and water. Shelter was their major concern as winter was approaching rapidly and the weather in the mountains was worse than on the plains below. Sending out scouts into the surroundings they hoped to find shelter for themselves to wait out the worst of the storms. A week later scouts reported a cave approximately two kilometers

further into the mountain range that burrowed into the side of Mount Allez. It turned out that the cave ran approximately three kilometers into the mountain.

Within a week the families had organized work parties to scout out the cave system and make it habitable for the upcoming winter. Within two months they had the cave system ready for the winter and not a moment too soon as the first light snow falls were appearing. As luck would have it, their lives were soon to be interrupted by the war. A small robot patrol managed to evade the outlying patrols long enough to report the position of the survivors around the lake to a large robot force down on the lower plains. Within two hours reports from the forward sentries started to stream in about large robot forces attacking in strength up through the passes that lead into the valley. With the women and children hidden in the cave complex, all able bodied men grabbed what weapons they had and ran out to meet the robots. The fighting was bloody and fierce with no side giving quarter or mercy. The robots fell in large numbers due to the superior positions held by the families, but the robot numbers began to take a toll on the defenders and soon they had to give up their defensive positions and fall back through the pass under withering fire from land and air. Seeing no alternative, the heads of the family decided to blow the passes and temporarily block them to the robots to make good their retreat up into the mountains. The charges were set and exploded just as the first of the robots were entering into the valley. Hundreds of robots were crushed by the tons of rocks and rubble that filled the passes, given the most precious of commodities in war, time, the families made good

their escape up into the mountains into the cave system before the robots could regroup.

Knowing that they would be utterly wiped out, the front entrance to the cave was also collapsed so as the robots couldn't gain entrance. Unforeseen circumstances created a massive landside that completely blocked off the cave entrance and set tons of rock down the mountain side into the valley below. For all intents and purposes the families were now cut off from the outside world for the foreseeable future.

Realizing that the humans escaped them, the robots proceeded to destroy all the standing structures, leveling the entire compound out of spite. Whilst the destruction was being carried out more robot patrols scoured the mountains without luck, the massive rockslide caused by the explosion had block several other passes into the mountains thus preventing the robots going any further except air patrols which couldn't fly too low due to bad weather conditions. Two days later the last of the robots left leaving behind them a wasteland.

A week later the families dug through the rocks and rubble which blocked the cave and found the whole valley in a devastated state, everything of value to them was now in the cave as all their belongs in the valley below had been destroyed.

Upon reaching the remains of their compound, they found a large gang of human scavengers searching through the rubble. The families asked for them to leave what was left of their belongings alone, the scavengers refused. Another bloody battle erupted. This time the families decided that enough was enough, they weren't going to retreat this time. Using their superior numbers

and knowledge of the valley they soon flanked the scavengers and had them on the run, chasing them down onto the plains below they wiped them out bloody orgy of killing.

The damage though was already done, their homes were totally destroyed and winter was now on the horizon and although they had the cave to shelter them they knew it was going to be a tough winter. With heavy hearts they collected what they could and retreated to the cave system and decided to enlarge it with extra rooms and passages. The winter was tough as they expected. They had plenty of food and water, with fires and heaters going throughout the days and nights they managed to make their shelter as comfortable as possible. For months they lived in the cave, with small patrols leaving during the day to conduct brief scouting mission down to the plains to see what was going on. Towards the end of winter the families got together to vote on a course of action. The first was to see if they were going to rebuild the compound around the lake. Surprisingly the majority decided that they would stay in the cave. It provided the shelter that was necessary to survive in the mountains, superior protection against the robots and now they had enlarged the cave it would have been a waste of precious resources to just abandon it now. So they decided to stay and build up the cave system to better suit their needs. They also decided to make a name for themselves to give a sense of purpose and belonging. A young couple came up with "Hawkwood" after the two largest families that brought them out of the war zones on the plains below. Everyone thought it was a good idea and so the name Hawkwood became their family name from that day on. A council was

voted in with rules and regulations to be decided over the coming weeks.

A decade later the metal plague descended upon the world, House Hawkwood weren't spared from the effects of the plague and dozens of people died before the cause was identified. They also found that they had a proportion of their population that was immune to the metal plague and used them to remove all of the metal from the cave system and valley below, it was a long and tedious job that took months of constant work to achieve. It was also during this decade that the population of the House also grew to just over 15 000 people due to the number of refugees they brought in.

Nobody quite remembers when the first of the splicers showed up to request a meeting with the council. Hours later the council emerged from that meeting announcing ten new members to House Hawkwood. That day the house gained seven Saints, 2 Scarecrows and what was soon to become an Engineer. Today House Hawkwood has nearly 20 Saints, 10 Scarecrows and 2 Engineers.

The next 90 years was a time of growth and struggle for House Hawkwood. They tried to keep a low profile so as not to attract unwanted attention not only from the robots but other larger more hostile human forces, slowing they increased their population, military might and production capabilities.

TODAY

Recently the council announced to the population that they had decided expand their operations against the robots. They have effectively unleashed the warriors of House Hawkwood to conduct low insurgency operations against the machines in the hope of disrupting their operations long enough to strike a major blow.

The council though has no elusions, they are entering a very dangerous world where the robots are not the only enemy they have to worry about, but it is their world and they are determined to reclaim it even if it means one battle at a time.

#### GEOGRAPHY

##### LOCATION:

House Hawkwood is located at the bottom of Mount Allez in the Great Northern mountain ranges. Mount Allez is the largest mountain at the southern end of the mountain range. It is located fare away from large cities, towns or other places of interest.

##### AREA:

The cave system of House Hawkwood has changed dramatically over the past 100 years. The original cave system is all but gone, now unrecognizable with five upper levels and seven lower levels. Each level is approximately two kilometers in length and 600 meters wide – each level is on average 4 meters in height with certain areas lower or higher depending on its purpose.

##### CLIMATE:

The climate of Mount Allez is varied throughout the year. The majority of the year the mountain top is covered in snow with low cloud cover. Fierce winds blow through the upper mountain passes preventing all but the most determined travelers.

The valley below is seasonal with warm but pleasant summers and cold winters.

##### TERRAIN:

The terrain around Mount Allez is as varied as the weather. The valley is covered with lush green grass small rolling hills covered in trees and a lake on the northern side that is fed by the melting snows high up in the mountains. Mount Allez itself is almost vertical in most places making it almost impossible

to climb. There are several passes that lead deeper into the mountain range although these are blocked most of the year due to deep snow falls.

##### HIGHEST POINT:

The highest point is Mount Allez which stands at 5200 meters which towers over the other mountains with the closest coming in at 3400 meters.

##### NATURAL HAZARDS:

Natural Hazards range from dangerous weather changes, rock falls and avalanches that can strike without warning.

##### PEOPLE

##### POPULATION:

Civilians: 120 000

Military Personnel: 36 000

##### LANGUAGES:

Official Language: English

##### LITERACY:

Total Population: 89%

##### GOVERNMENT

##### HOUSE NAME:

Conventional Long Form: Great House of Hawkwood

Conventional Short Form: House Hawkwood

Local Short Form: Hawkwood

##### DEPENDENCY STATUS:

House Hawkwood is an independent identity in all areas and don't rely of any outside forces to survive. They grow enough food to supply their ever growing population with some left over to trade/sell to outside groups.

Their status has been helped to the fact that they are situated far away from any hotspots and that they live high in the mountains.

##### GOVERNMENT TYPE:

House Hawkwood is run by and elected President and advised by a council of 9 men and women. The people vote for the ten men and women who sit on the

council and then the council votes for the position of President.

Ever since House Hawkwood's inception, it has always been a democratic like process in the ability of the general population to elect their leaders. In effect the council has the power to basically do whatever they want, though they rarely enforce their full power of the laws. The only law stopping an outsider coming in and taking a spot on the council is that the applicant must be a citizen of House Hawkwood and have an exemplary record in fighting against the various enemies of House Hawkwood. This rule is never broken or overlooked for any reason.

Other Houses and or challengers seeking to take advantage of House Hawkwood have found out to their detriment that the House doesn't follow the usual rules that other Houses have established. A common saying is that Might doesn't always make right and more than one House/Challenger have found themselves on the other end of several hundred angry soldiers bearing down on them.

In times of extreme emergencies the council has the authority to conduct the situation as they see fit.

**CAPITAL:**

Hawkwood

**ADMINISTRATIVE DIVISIONS:**

**High Reach:** A small outpost 20km north of Hawkwood (further into the mountain range) - The council approved several years ago to the construction of another base/city as a fall back position if Hawkwood ever fell to an invader.

Current population is 8000 civilians and military personnel.

**Fort Wood:** Fort Wood is situated just inside the main pass that leads into the valley. The Fort is manned by 200

soldiers at all times and in times of emergencies that number can increase to 600 within hours.

From the outside Fort Wood is virtually invisible as it has been carved out of the rock walls and therefore blends completely into the surroundings.

Fort Wood is the front line against any enemy forces that try to force their way up the pass into the valley and therefore is on high alert at all times.

**NOTE:** The current policy from the Council is that robot patrols are to be allowed to enter the valley unmolested as there are no signs that House Hawkwood occupies it anymore. The ruins are still there to fool the robots into thinking that it is still abandoned. So far this has worked but it can last only so long before the robots try to push deeper into the mountain range.

**LAWS AND PENALTIES:**

House Hawkwood has numerous laws that deal with crimes ranging from petty theft to murder.

Most non violent crimes have a community service and reparation to the victim attached to them. Repeat offenders are given several months' hard labor to curb their criminal tendencies. Violent crimes i.e.: robberies, murder are dealt with harshly and quickly. A trial is held, witnesses heard and one of the judges gives the criminal his findings and punishment. Murder is either death or turned into a Biotic, robbery is usually a ten year hard labor sentence as a minimum.

Most of the crimes dealt with by the judges within the House are usually petty crimes involving teenagers bored with their lives and looking for some excitement. They are usually given a very stern warning, clip over the back of their heads and sent on their way. Repeat offenders are taken out onto the plains

and put into a patrol that is heading in a dangerous sector for several days. 95% survive the experience and come back a changed person for the better.

#### EXECUTIVE BRANCH:

President

Vice President/Internal Security

Finance/Treasurer

Defence

Foreign Affairs

Technology and Development

Agriculture

Production and Advancement

Secretary/Citizen Affairs

Special Affairs

Elections:

Elections for the council are held every ten years with the position of President held every twenty years.

The position of each council can be held as long as that person is voted in to that position once voted out they have to wait twenty years before applying again. The position of President can be held by one person as long as they're voted in but once voted out they can never hold that position nor on the council again

#### PEOPLE'S COURT:

High Judge

Assistant Judge

Assistant Judge

Circuit Judge 1

Circuit Judge 2

Circuit Judge 3

Circuit Judge 4

Circuit Judge 5

Circuit Judge 6

The High Judge is head of the courts within House Hawkwood. They're responsible to the interpretation of laws and regulations and only sit in on court judgments when it is a high profile case. The Assistant Judges are the High Judges voices in courts and they also help the High Judge make his interpretations of laws and regulations.

The Circuit Judges are in charge of certain areas of Hawkwood. They're powers are unchallenged within their sphere of influence and no one is above the law when a crime is being investigated by one of the Circuit Judges and their men.

Elections:

The position of High Judge is held for life and therefore it is a very competitive position that is elected by the Circuit Judges which then hand it to the Council who recommended or disapprove said persons' application and advise the President.

Assistant Judges are elected every twenty years and can be held by an individual only twice.

Circuit Judges are elected every ten years and can be held by an individual for as long as they are elected each time.

#### DIPLOMATIC REPRESENTATION:

Along with trading with the other Great Houses, Hawkwood also sends on a regular basis, small groups of diplomats to talk about trade treaties and to head off any possible miss-understandings that could lead to hostilities.

#### FLAG DESCRIPTION:

Blue background

White Cross that separates the flag into quarters

Red Thinner cross inside the white cross.

#### ECONOMY

As of to date House Hawkwood's economy is growing stronger each year. Although most of their trade is conducted in goods, credit is making a come back within the house itself as more and more people are experiencing higher living standards.

The Council has opened several banks on each level to accommodate the new wealth the House's Citizens are enjoying. At first the citizens thought that the banks were just a novelty but

when they realized that their money was a lot safer and could earn interest they flocked to the banks. This also had the effect that robberies dropped a massive 79% in the first year alone.

#### EXPORTS:

House Hawkwood exports mostly food products to other Houses and smaller groups that come to trade with the house. Lately House Hawkwood has increased its' weapons manufacturing capabilities and has been supplying small shipments to outlying groups free of charge to help in the fight against the machines.

#### IMPORTS:

House Hawkwood is virtually independent from all outside sources, but trades with other Houses and groups out of friendship. The main item that House Hawkwood will readily trade for is information that could help them in the fight against the machines.

#### MILITARY

Size of Military: 36 000

Military Branches: Air Corp

Army

Intelligence

Special Forces

Breakdown of Military Categories:

Archangels: 10%

Biotic: 4%

Dreadguard: 8%

Outrider 18%

Packmaster: 10%

Roughneck: 40%

Skinjobs: 6%

\*Technojackers: 4%

#### SPECIAL BRANCHES:

Saints: 20

Engineers: 2

Seedlings: 2

\* Unlike other Houses, House

Hawkwood actually appreciates Technojackers and readily welcomes them to stop by to trade and to enjoy their hospitality. As a result several

Technojacker families have decided to live at Hawkwood creating a safe, friendly zone for them and encouraging others to join them.

House Hawkwood has the highest permanent number of Technojackers that any of the other Houses.

#### DISPUTES

##### INTERNAL:

At this point in time there are no internal disputes. Law and order is maintained and the general populace are happy and content with their lives as best as they could be in these trying times.

##### EXTERNAL:

1. War against the machines is number one priority. This is a constant battle that will take a very long time to accomplish but the House is patient and are confident that they will prevail no matter how long it takes.

2. Human Gangers. These scum are the bane of trade envoys going to and from House Hawkwood and currently tying up much needed military resources tracking them down and eliminating them. The Council is currently deciding whether to concentrate in wiping these traitors out once and for all in their region so they can concentrate on fighting the machines.

3. Other Houses who are jealous of Hawkwoods' success's. Every now and then a House will perform a raid on Hawkwood. Sometimes they are successful and other times they aren't. House Hawkwood makes its their duty to always payback the offending House with a visit of their own to deal out some damage.



## **Madrigor**

By Quantum07

House Madrigor is somewhere between your best friend, and the people your parents warned you about. A house of vice and pleasure, filled with anything your heart could desire to take your mind off of the fact that you traded all of the gold your grandfather left you when he died, and that the House Madrigor Marshals will be coming to evict you soon. An interesting experiment, an eclectic mix between the stories of old Las Vegas, and a mercenary company. House Madrigor is located underneath a large nature preserve where the areas of influence of 95, 96, and 97 meet. This has proven a dilemma for Gaia, as this nature preserve is a perfectly balanced ecosystem that took her years to fix, and is a rare tropical rainforest. As long as House Madrigor doesn't upset the preserve, Gaia can't send troops in to root them out. A large force of NEXUS troops form a blockade around the preserve, to make sure that House Madrigor can't leave on the surface, while Gaia sends the most dangerous predators, monsters, and bacteria she can into the preserve, without upsetting the balance. It is a delicate game the house is playing with Gaia, but one that has kept them safe from Machine incursion for decades.

That being said, how does one get in and out of the Madrigor Casino, if the Machine is everywhere on the surface? This is why there are so many Deliverymen in the house. There are hundreds of underground routes leading into the house, each heavily defended against both Splicer and Machine incursion. These entry points are changing all the time, due to the tunneling warmounts. Only members of the House know the routes through the

elaborate caves, those who decide to try to sneak in themselves usually found later, dead by traps and pitfalls.

From the outside, as an individual, most people know House Madrigor as the place to blow any savings you have, a gambling den where any and all drugs, poisons, and chemicals can be found to snort, shoot, or pop in order to take your mind off of your life. You can stay in luxurious resin-molded motel rooms, or rent one of the better rooms in the seedling itself. If you are the adventurous type, or are here for an expedition, you can stay in the Bao Huts they maintain, hidden, in the Nature Preserve.

If you are more of the military minded, you might know that House Madrigor is also a mercenary power, willing to work with anyone, for a price. Most of the time, a person can only arrange to purchase a single squad of these elite soldiers. Some of the houses that have expendable resources, such as Great House Ash, have been known to purchase the time of an entire platoon. It is rumored that, for a significant sum of bio-tech secrets, Great House Ash survives to this day only because House Madrigor sent thousands of their own troops to reinforce their weakened minor houses.

One of the benefits to the influx of bio-tech, and other riches, is that instead of turning this back around to make the lives of the members of the house comfortable, they have instead been focused on the military efforts. With the number of engineers House Madrigor has been blessed with, and the abundance of resources, they have been able to train their soldiers to handle more bio-enhancements than the regular soldier. Better equipped, this makes a single soldier of House Madrigor a

match for two soldiers from any other house. This puts a strain on people who are not ready for the effects this will inevitably have on their nervous system. In order to prepare, all Roughnecks of House Madrigor are given Proto-Host Armor, instead of the more taxing Host Armor.

House Madrigor also has 2 other purely military bases set up in other, relatively nearby nature preserves. A days travel between the bases and the main seedling, these bases are in place to grow and nurture new seedlings, in case the main house should fall. Mostly defended by gardener fortifications in order to blend into the Preserves, these are not surrounded by Machine forces.

Skirmishes do occur to draw the Machine away from these bases, as the actual manpower is slim on the ground. Most of their forces are either guarding Madrigor Proper, or on missions. Soldiers rotate duty between one of the outer bases, Madrigor Proper, and mercenary work.

Always looking towards the future, House Madrigor is attempting to negotiate with Great House Artemis for the secrets of the Kraken Warmount. In addition, once the seedlings in the other bases mature to the point of being able to house recruits, the Council will consider opening up their ranks. What House Madrigor does not want anyone to know is that they charge so much for their services because they barely have enough manpower to cover their current operations. They make shows of hiring initiatives, and rigorous testing, but only allow people to join the house when one of their own has fallen. They walk a fine balance between abundant resources, and a lack of space, as so much is devoted to housing the transient people

there to blow off steam. A vacation resort for soldiers.

AOI: 95, 96, 97

Population Breakdown:

5000 Total

0.5% Advanced Biotics 25

2% Archangels 100

6% Biotics 300

1% Bio-Slayers 50

5% Bombadiers 250

4% Butcher 200

5% Deliverymen 250

10% Dreadguards 500

2% Falconers 100

5% Gardeners 250

0.2% Geneticists 10

0.2% Harvesters 10

4% Marshal 200

6% Metamorph 300

10% Outriders 750

5% Packmasters 250

0.2% Ragdolls 10

19% Roughnecks 950

0.1% Saints 5

0.5% Scarecrows 25

1% Skinjobs 50

5% Swarmlords 250

2% Sweepers 100

0.3% Tormentors 15

8% Non-Combatants 200

15 Engineers

3 Librarian

House Details:

A. House Size: Small

B. Biotech Level: Cutting Edge Bio-Tech.

C. House Wealth: Comfortable.

D. Leadership: Warlord and Platoon Leaders

E. Educational Resources: Printing Press, Librarian

F. Internal Control: Oppressive Laws.

G. Criminal Activities: Integrated Criminal Underworld

H. Military Culture: Mercenary

I. Attitude Towards N.E.X.U.S.: Active Resistance  
J. Attitude Towards Other Great Houses: Pirate  
K. Attitude Towards Human Augmentation: Experimental Augmentation  
L. Attitude Towards Technojackers: Limited Welcome  
M. Intelligence Resources: Scouting Platoons, Deliverymen, Infiltrators, Butchers  
N. Haven Structure: Seedling, Resin  
O. Surface Presence: Simple Safe Havens (15), Military Bases (2)  
P. Reputation: Known.  
Q. Entertainment: Alcohol, Drugs, Prostitution, Gambling, Sparring, Armored Sparring, Gladiator Arena

## **Matron**

By Ziggurat

House of the Matron

To outside observers, this House is quite peculiar, if not disturbing. For one it's absolutely full of Biotics, and everyone in sight is female. This is because every last member is a clone. All living members of the house are nearly perfect clones of the primary Engineer, Matron. Of Course they are all different people. They have different memories, experiences, personalities. Each member is an individual, but they all serve the Matron. Individuality is the definition of beauty here, with each person showing off some tattoo, birthmark, or other body modification as well as almost desperate attempts to have their own personal and distinct style of dress, speech, ect. This is eased somewhat by many Members being Advanced Biotics, and thus unique by design.

10 years ago, the former House was wiped out nearly to the last man woman and child by House Shiva. The few stragglers, cowards, and valiant defenders managed to survive by collapsing the tunnels leading to one of the gene pools and holding out till Shiva finished their slaughter and moved on to new victims. They set about rebuilding immediately but most of the survivors fell to traps and poisons leaving the Engineer with no choice but to literally build a new house, people and all.

Seeing artificial creation and alteration of human life as an unforgivable sin she cast off her name and promised to cease both her activities and her life once this sin was no longer a necessity.

Matron will see her house rebuilt, and it will be the last thing she ever sees, so she has no reservations or compunctions doing whatever it takes to make it happen.

AOI: 91

Population Breakdown:

~1,200 Total

6% Archangels 72

20% Advanced Biotics 240

5% Deliverymen 60

25% Dreadguard 300

6% Outriders 72

10% Packmasters 120

25% Roughnecks 300

3% Saints 36

1% Scarecrows 12

.5% Skinjobs 6

4.5% Other O.C.C.s 54

3 Engineers

1 Librarians

House Details:

A. House Size: Devastated House.

B. Biotech Level: Minimal Biotech.

C. House Wealth: Limited Internal Resources/Plentiful Surface Game.

D. Leadership: Engineer Council.

E. Educational Resources: Direct genetic memory download.

F. Internal Control: Devotion.

G. Criminal Activities: None.

H. Military Culture: Defensive.

I. Attitude Towards N.E.X.U.S.: Timid resistance.

J. Attitude Towards Other Great Houses: Close allies only.

K. Attitude Towards Human

Augmentation: Inhuman Society.

L. Attitude Towards Technojackers: Safe haven.

M. Intelligence Resources: Anecdotal Reports, Deliverymen, Infiltrators.

N. Haven Structure: Wooden, Resin.

O. Surface Presence: Simple Safe Havens.

P. Reputation: Unknown.

Q. Entertainment: Storytelling, Alcohol, Drugs, Gambling, Sports, Sparring, Armored Sparring.

## Necropolis

By Eertbarc

from the journal of the dark one.

all I ever wanted was to help others, be kind and live in peace. but it was never meant to be. this world is no such place for such sentiment, nexus taught me that.

in an instant she taut me the true weapon of survival was not a gun or blade, but fear. I realized that in order to win we had to teach this lesson not just to nexus but to all the world. I decided then and there not only must I create nightmares I needed to be a nightmare, master of the dark, the evil, the scary. I needed to gain power, but I also needed time. so I waited and planed. when the time came I struck, and in an instant I had it all but I still needed more, so I set forth to build my forces, secure resources, and most important of all bide my time. now I am ready to strike and when I do that bitch shall know what fear truly is.

and from the dark we rise and she shall know fear.

a land based house set under a swamp/boneyard/old graveyard, a young dreadguard decided to take a page out of kalis book and use fear as his weapon so one night while the house slept he and the warlord stepped out for a word and only he returned thus began the rain of the dark one. in a few short months the house was rebuilt into something new, something dark, fear would be this houses new weapon, and so the necropolis was forged.

population census as taken by brain eater Darrell and blood drinker barker, 6 years after the ascension of the dark one

population: 72,000 (67,000 before ascension)

(add +5 to horror factor of all)

(warlord)dark one 1

(dreadgaurd)reapers 2%

(host armor is completely black, w.p. pole arm replaces 1 elective skill, gains access to psychology as an elective)  
(roughnecks)bonemen 7%  
(host armor is bleached bone white)  
(biotics)steins 6%  
(think Frankenstein's monster[universal style])  
(outriders)horsemen 15%  
(war-red, death-black, famine-pale green, pestilence-white w/blotches)  
(packmasters)loup-garou 7%  
(hyde armor w/fine fur coat, wolf like helmet, and L. claws replace swords)  
(skinjobs)banshees 4%  
(sonic weapon added to throat)  
(scarcrows)mummies 1%  
(mdc bandages cover the body,+30mdc to main body,+7mdc to all other locations, +2 disarm/entangle)  
(saints)jekylls 1% (equal to hydres)  
(long lab coat)  
(tormenters)hydres 1% (equal to jekylls)  
(appearance mimics jekylls)  
(butchers)leatherfaces 7 (private assassins)  
(armor resembles tanned leather)  
(deliverymen)yowie 7%  
(carnivorous/omnivore metabolisms only, heavy fur coat w/ r.cold, r.heat, adds 10% to camouflage skill)  
(falconer)owlmen 3%  
(armor modified to resemble demon owls, added l.claws to hands and feet,feathered wingpack only modified for totally silent flight)  
(archangels)stregoi 3%  
(only black leatherback armor w/echolocation, letherwings only)  
(gardeners)gatormen 4%  
(carnivorous metabolism only[r60], has R. jaw, and heavy scales that grant R. exoskeleton)  
(geneticists)goblin tamers 1%  
(no change)  
swarm lords 2%

(darker tones on armor and insects)  
(harvesters)ghouls 1%  
(armor colored dark purple and looks desiccated)  
(bombardiers)serkets 2%  
(dark black chitinous armor)  
(sweepers)snappers 2%  
(looks like giant anthropomorphic alligator snapping turtle w/ r.jaw)  
(bio-slayers)wraiths 30 total (special order granted sanctuary by the dark one)  
(no change)  
(militiamen)zombies 9%  
(desiccated looking h. hide armor only)  
(marshals)wendigos 20 total  
(both armors are white w/red ascents and small antlers, personal worgs are colored white)  
(meta-morphs)shape-shifters 12%  
(engineers)blood drinkers 9 total  
(gene-pools[blood-pools])  
(librarians)brain eaters 3 total  
(brain-pool[brain-pod])  
gene-thieves 5 total (recent edition to the house, have yet to be given a title. an experiment on the part of the dark one)  
non-combatants 9% (children mostly, the dark one demands service from all)  
warmounts: over 150,000  
war:24%  
(kamikaze) apeps 550  
(bright red in color w/ black highlights)  
[even though the dark one hates to waste he had a large number made as a disposable asset]  
(mountain lions)hellcats  
(resembles massive dark red cougar)  
(behemoths)minotaurs  
(looks like massive red bull w/ 3 pairs large horns and hooves on all feet)  
[retains prehensile ability]  
(Grendel's)Cyclops  
(dark red coloration)  
(marauders)blood knights  
(black w/dark red highlights)  
(ganesh troop transports)grootslang

(dark red coloration and covered in fine snake scales, added bladed combat tail, forked tongue, and heatpits)  
 death:27%  
 (gorehounds)worgs  
 (wolves only[r59],black fur only)  
 abominations  
 (no change)  
 (sygnus striders)ravens  
 (black feathers)  
 (mantis cannons)scorpion cannons  
 (cannon moved from back to added stinger tail, scythes replaced w/ pincers, looks like large black scorpion)  
 famine:21%  
 (black talon war hawks)demon owls  
 (added night vision, totally silent flight, replace plasma breath with a heat projector in the eyes giving them bright red glow, feathers are dark greenish brown, resembles great horned owl)  
 (dracos)wyverns  
 (dark green with sickly green highlights, napalm breath standard)  
 (skullcrackers)dire bats  
 (resembles horned vampire bat w/ browngreen fur and echolocation)  
 (zephyrs)scarabs  
 (has shiny goldengreen exoskeleton)  
 pestilence:28%  
 (tunnel rats)willards  
 (brown w/ white accents)  
 (bore worms)death worms  
 (pale and blotchy)  
 (Agni plasma birds)devil birds  
 (pale white w/ brown blotches, rockets cause loud whine when fired)  
 other:  
 (homunculi)goblins  
 (no change, granted partial legal status)  
 (mega-horses)nightmares  
 (can be any of the 4 styles, flame breath weapon added standard)  
 (juggernaut)cthulhu - 1 (still growing)

(green skin w/purple highlights, slime coating, non-skid pads on feet, acid blood, whip tail)  
 lamias - herd of about 3000 in special chambers, unknown number after release of initial 700 designed to be self sustaining.  
 caimen - unknown after initial release of about 600 to the surface, designed to be a self sustaining population

fog bogger:  
 the dark one knew that frontal assaults on the machine would be suicide, so he asked the brain eaters to design an organism that would damage and disrupt the machine without anyone even having to be near them, something that would aid the mausoleum while hurting the machine,and so the eaters began their work. at first they tried mold, then animals, but each time the dark one rejected them all, if not for a pair of passing yowie conversing about how thick the fog was on the surface this trend might have continued. but lucky they did for it inspired them to create the first prototype fogger, but the resources to make many of them was not their, until a gator offered to test a plant version, and thus the fog bogger was ahem "grown". the eaters designed it not only to produce fog but a special fog full of spores that cause metal to rapidly rust, stick to the ground, gum up sensors, and disrupt electronic communication. when on the host armor it looks like a mini pumpkin, when it reaches maturity it resembles a large pumpkin with a disturbing jack-o-lantern like face indented in the side w/the fog billowing from the top.  
 bio-e cost: 70  
 growth time: 1d6+2 hours from sapling to immature plant, 1d4+1 days to mature

plant. takes 3 days for new one to grow on armor.  
mdc: 60  
range: covers a 100 foot radius in light or heavy fog (gators choice)  
payload: none for immature plant (does not produce fog until mature, mature plant-continuous production  
autonomous abilities: when fog comes in contact with metal it causes 1d6md per minute after 10 minutes of contact, -1 to strike, parry, and dodge after 20 minutes and an additional -1 every 20 minutes after that, after 5 minutes all visual sensors are rendered useless unless constantly wiped away blinding the robot, limits electronic communications to 500 feet and causes -30% to communication skills  
elder plant bonuses: none

#### tucksack:

the need to carry equipment has all ways existed in the resistance, but normal bag can be found and taken way to easily in the dark ones opinion, so he helped to design a new organism that could not only hide but actively avoid detection. a tick was decided upon simply because it amused him, but even he didn't figure on how well it would work, after increasing its size to monstrous proportions and adding a chameleon skin it worked like a dream. the tucksack only needed a small amount of blood to survive, and its natural hiding ability and enhancement allowed it to avoid machine forces easily when left in one place. he still hasn't figured out how to get it to hide from humans not from the mausoleum but its only a matter of time.

hf:6

mdc:70 regenerates 1d4 mdc per hour  
metabolism: vampiric, requires 3 hp every 2 days(can find food when not attached to a person)

capacity:3cubic feet, 50lb  
trade value: undetermined, not many want a giant tick strapped to their back

#### caimen

made to look like a natural animal  
size: 3-5 1/2 feet  
weight: 3-9 lb  
a.r.:17  
hp:2d6  
sdc:3d6  
attacks:2  
damage: bite 1d8 sdc  
bonuses: +2 init. +3 strike, +2dodge  
underwater  
natural abilities: swim 90%,  
prowl(underwater)80%  
speed: land 7, can run at short burst of 45, underwater 12  
lifespan: 12-32 years  
habitat: swamps, marshes, rivers, lakes  
behavior: like an alligator in temperament except around machines, programmed to take no hostile action and simply observe  
enhancements: experimental spy-com(sight, memory trans, range 5 miles)  
feeding: 6-8 pounds of meat every 3-4 days

#### lamia

designed to look like a natural animal (all ways black coat)  
Class: herd animal.  
Hit Points & S.D.C.: H.P.: 4D6+6.  
S.D.C.: 6D6+ 12  
Speed:  
Running: 35 mph (56 km) for an hour at a time, but needs period of rest or slow speed  
Leaping: 5 feet (1.5 m) high and 10 feet (3 m) across  
Swimming: One mph (1.6 km or 0.86 knots) on the water's surface only.  
Flying: Not applicable.

Statistical Data:

Height: 56 to 60 inches

Length: 5-7 feet (1.5 to 2.1 m) from tip of the nose to the rump,

Weight: 800 to 900 lb

Cargo: Can carry 400 lbs on its back, but can pull 1200 lbs

Physical Strength: 1d8+20.

Operational Lifetime: 14-25 year life span.

Trade Value: 500 to 5,000 credits.

Senses & Features: None.

Feeding: Eats 20-30 pounds (4.5 to 9 kg) of plant matter per day

Sleep Requirements: Needs 6 hours of sleep.

Other Data (for individual animals):

Alignment: Any, but generally considered to be good

Attributes: I.Q. 1D4+4 (medium to high animal intelligence),

M.E. 1D6+ 10, M.A. 2D6+ 12, P.S.

1D8+20, P.P. 2D6+8, P.E.

2D6+ 12, P.B. 2D6+ 12, Spd: 45-50

(averages around 30-35 mph/48 to 56 km).

Attacks per Melee Round: Two

Combat Bonuses (in addition to possible attribute bonuses): +1

on initiative, +2 to strike with kick attacks and head butts, +3 to

automatic dodge (Le., can dodge without using up a melee ac-

tion), +2 to pull punch/kick, and +2 to

roll with punch, fall or

impact +3 for spit attack

Equivalent (instinctive) Skills of Note:

Begging 50%, Climb

50%10%, Identify Plants & Fruit (i.e., stuff it can eat) 80%,

Land Navigation 80%, Swim 50% and understands languages

(2) at 70%. Recognizes robots and

machines as enemies to be

avoided.

Combat Capabilities: Front Leg Kick:

2D6 S.D.C. Rear Leg

Kick: 3D6 S.D.C. (+ 1D6 kick damage for a war horse) or 1D4

damage from a bite.

spit attack: more of a nuisance, used to blind attackers.

Bio-enhancements: high protein (grants double feeding benefit),

wool(makes vary sturdy clothing, waterproof)

kudzu moss

growth rate: 3ft per day

bonuses: provides double feeding benefits

penalty's: dies quickly in natural sunlight

tree nob:

a bio-organism made to look like the stump of a limb on a tree, has a built in eye that is extremely hard to detect.

when placed against a tree it merges and cant be removed afterwards, so it draws nutrition from the host tree and can remain active indefinitely.

enhancements: single eye w/ advanced sight, spy-com(same as caimen)

skills: camo. 85%

bonuses: has miner chameleon skin that allows it to mimic the look and texture of the tree its attached to.

penalties: must be attached to a tree or it will not function otherwise.

last call

when the dark one first began to remake the house he made a decision many at the time was thought to be insane. he ordered the inclusion of plasma cells similar to those used in the apeps into all host armors, steins, and warmounts standard. when activated it causes a large amount of blue energy discharge to emanate from the armor/mount/stein



damage: 1d4x1000 to a 100 foot radius (sends out a signal over the bio-comms to inform others of its activation, detonates the next melee round)  
limitations: only able to be activated when armor/mount/stein is at less than 10 mdc and is only to be used as an ABSOLUTE LAST RESORT!!!

the rite of blood

early on it became clear that the dark one had something against technojackers for it seemed that after his ascension that all the house technojackers seemed to up and disappear. rumors abound about secret rituals and killings, but the truth is actually far less sinister. when the dark one rose to power he had all the technojackers gathered together and gave them a choice, leave or die. in truth the dark one did not hate them, but pitied them, seeing them as primitives bound to an ugly and horrible curse. he knows that to squander such a resources would be foolish and on many occasions has hired their services. but for all intent will not allow them in his mausoleum. thus he created the rite. a test designed to root out technojackers at birth. after a child is born a leatherface is called in to administer the rite in the presence of a reaper and a jekyll. a peice of metal is brought near the infant to see if it activates a response, if it does then the child is then treated for any injuries, a scar is left to show that it has undergone the rite. if no response occurs the reaper wisks the child away and leaves it in the care of a group of technojackers, at a retro village, or at the doorstep of another house. the dark one sees this as a necessity in order to keep the mausoleum pure of the machine. goals of the dark one for the mausoleum of house necropolis

the dark one demand absolute loyalty from all his subject. he is swift and merciless with punishment and generous with rewards. death and banishment are never used as a sentence for that would be a waist of human recourses. the offender is ether converted into a stein or recycled. save for his methods the dark one seeks to destroy the machine same as every one. he believes that to defeat the machine humanity must show that no matter how scary nexus thinks she is that humanity is scarier. but in order to do this he needed not only to fight nexus he needed to out maneuver her, he needed to show her that no mater were she was that he could reach her, so he focused on intelligence gathering and stealth. more than even the other houses could do. and so he has worked to make shirr that no mater what his forces are masters of the dark. he decided that all operations would be at night and under no circumstance lead anyone not of the house back to the mausoleum. he found the perfect location to move his house to. an ancient necropolis that the machine had used as a boneyard during the purge, in the time between then and now the land has tuned into a massive swamp and the machine presence has nearly vanished do to the difficulty operating there. though the aria surrounding it is heavily patrolled by kali's forces, a small bonus in the dark ones mind for he has a personal vendetta against her for some reason. though he never speaks of it to any one, it is believed that brain eater darrell may know the truth. the dark one has carved out a deep and expansive system of catacombs under kali's swamp as he has come to call it. designed to be confusing with many secret passages and hidden doors in order to prevent any incursion into the mausoleum to have extreme difficulty finding their way

around and allow defenders to quickly dispatch foes. and to top it all off 3 years after the house was finished he alone traversed the surface and with great difficulty managed to not only sneak into kali's computer core but leave a single black rose next to it with a note that read "I will always remember" and sneak out again. to insure that it is he that takes her down he had eater Darrell extend his lifespan and create several clone bodies directly linked to him so that if he should perish that his mind shall be transferred to one of his clones. only he and Darrell know of this, in order to insure his rule. and so he has become master of the night and bane of nexus, all as he has planned.

the dark one

a man of many contradictions, one minute he can be the nicest person you could meet, the next a being of such fury and contempt that it has many a time surprised even his most trusted of soldiers, many have learned that to cross him is a very big mistake and many don't get the chance to make it twice. on the other hand he will never harm a child and has shown that he has a very caring and soft side. of course no one of the house thinks him weak for it, for they know better. he despises the machine and forbids any form of machine technology in the house. he has begun to show a romantic interest in one of the gene-thieves he has brought into the house. her name is sara and she is actually quite pretty. this is a first for the dark one and is a little unsure as how to proceed, but has yet to inform anyone or even display it.

(npc lv7) ht 5'11", wt 297lb

aberrant

IQ 17, ME 19, MA 21, PS 20, PP 12, PE 18, PB 11, SPD 23

SDC 71, HP 44,

skills: basic math 95%, speak English 93%, read/write English 85%, climbing 88/78%, HTH: expert, military etiquette 83%, running,

w.p.sword:+3str/+3par/+1throw,  
w.p.knife:+3str/+3par/+3throw, bio-coms 98%, biology 68%, genetics 61%, machine lore 98%, operate bio-equipment 98%, w.p. H.bio-weapons: +2str, host armor 98%, advanced math 83%, chemistry 68%, forensics 68%, pathology 73%, toxicology 73%, psychology 68%(HR), d.ambush 63%, d.concealment 58%, w.p. pole arm: +3str/+3par, first aid 78%, history 73%, camouflage 53%, wilderness survival 63%, prowl 48%(3), interrogation 43%(5), body building, physical labor. bonuses: strike +2, parry +3, dodge +3, #attacks 5, pull punch +3, roll +2, disarm +2, +2 vs insanity, +6% vs coma/death, +2vs mind control, +3 vs horror factor, crit 18-20, w.p. paired weapons, trust/intimidate 65%

the reaper

this host armor is completely black except for the face which looks like a bleached skull.  
often wears a black trench coat and wide brimmed hat over the armor.  
metabolism: parasitic, HF 11, HT 7'10", WT 598lb, splicer PS 27, lifetime:60 years,  
MDC: head 147, m.body 435, force field 130, arms 137, hands 57, legs 207, feet 99  
speed: running 40 mph, leaping 20h/40l, digging 20 mph, swimming 30 mph, max depth 700ft  
skills: e.artist 55%, camo 50%, w. survival 70%  
bonuses: strike +4, parry +6, dodge +8, #attacks +5, roll +8(+11 vs fall), pull punch +5, disarm +4, init.+8, +6 auto-dodge, +10% d.ambush, +1 strike

w/ranged weapons built into armor, +1 strike HTH.  
enhancements: armored eyes, infra/therm/ultra eyes, enhanced hearing (pinpoint noise 74%), heat pits (track heat 82%), motion detection, radar (shape 80%, distance 84%, direction 84%, speed 64%, location 74%), seismic (number/speed heavy objects 80% 2mile, number/speed small objects 82%, distance 78%, location 68%, seismic 80%), s.wiskers, chameleon skin, E. regeneration, E. neural connection, quick clotting blood, righting reflex, R. exoskeleton, S. regeneration, bio-force field, stealth field, bio-e vent, S.cups/G.hairs(H/F), nonskid pads(H/F),R.cold, R.heat, R.Electricity, bio-e blade, mouth(forum), adaptive digestion(omnivore)[forum, house rule],symbiotic nourishment.

custom mass impact acid edged scythe  
dmg 1d6x10+2d6 +2str, +2perry  
enhancements: mega, custom grip, I. balance (used H. halberd as base)

toakka (the dark ones personal worg, completely loyal, never disobeys a command, will listen to no one else)  
toakka was created at the order of the dark one in order to create a companion an guardian. she appears to be a large gray wolf with bright yellow eyes. he wanted a worg made to the highest standards and that is what he got. intelligent, strong, and fast. she was made to be completely loyal to the dark one, but any one else who attempts to order her gets a swift nip of displeasure. she has free rein of the catacombs and mausoleum and many people give her food as tribute to keep on her good side. like the dark one she will never harm a

child and can often be found playing with them in her free time.  
breed: wolf  
M.D.C.  
Front Legs (2) - 85 each  
Hind Legs (2) - 109 each  
Head - 157  
Main Body - 318  
Speed:  
Running: 100 mph (160 km) maximum, but normal cruising speed is only 30 mph (48 km). The act of running tires the worg at about one tenth the rate of a human and it can run, nonstop, for four hours at full speed before needing 1D6x 1 0+60 minutes of rest to go for another two hours before needing rest. can romp at a leisurely pace (for it) of 50 mph (60 km) without pause for up to eight hours straight before requiring rest or 10 hours if it periodically pauses for 10-20 minutes every hour or so. Note: Reduce speed by 30% in forests and rocky and other difficult, obstacle-filled terrain.  
Leaping: 20 feet (6.1 m) high or across, increase by 50% with a short running start and double when running at full tilt.  
Digging: 20 mph (32 km) through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire the War Mount. To dig down enough to adequately bury itself and hide takes 1D6 minutes.  
Swimming: 40 mph (64 km or 34 knots); dog paddle. Maximum depth underwater is 200 feet (61 m).  
Flying: Not applicable.  
Statistical Data:  
Height: 4.5 feet (1.4 m) at the shoulders, 6 feet ( 1.8

m) to the top of the head.  
Width: 3 feet (0.9 m) from shoulder to shoulder.  
Length: 8 feet (2.4 m) from tip of the nose to the rump, plus a foot (0.3 m) long tail.  
Weight: 500 lbs (225 kg).  
Cargo: 800 lbs (360 kg) can be carried on its back and 2000 lbs (900 kg) can be pulled.  
Operational Lifetime: 42 year life span.  
Bio-Regeneration Rate: 2D6 M.D.C. per hour for the main body and 1D6 M.D.C. per hour for all other locations. The Worg cannot regrow severed limbs or destroyed weapon systems (reduced to zero or less), there must be at least two M.D.C. points remaining to regenerate lost limbs, but such extensive regeneration takes 2D6 days.  
Horror Factor: 16.  
Senses & Features: Standard for a worg.  
Feeding: The worg is an omnivore, but prefers meat and carrion, and eats 10-20 pounds (4.5 to 9 kg) of organic matter a day.  
Sleep Requirements: As an artificial organism, the worg requires only four hours of sleep or rest per day.  
Rider: A rider will sit bareback just behind the shoulders.  
Other Data  
Alignment: aberrant (completely loyal to the dark one)  
friend Attributes: I.Q. 9 (medium animal intelligence), M.E. 14, M.A. 28, P.S.27 (Supernatural), P.P. 21, P.E. 28, P.B. 18, Spd. 110 (made to be the best).  
Number of Attacks per Melee: 6.

Combat Bonuses (in addition to possible attribute bonuses): +7  
on initiative, +4 to strike in hand to hand combat, +2 to parry, +4 to automatic dodge (i.e., can dodge without using up a melee action), +3 to pull punch/bite, +3 to roll with punch, fall or impact, +2 to disarm, +10 to save vs Horror Factor, and +2 to save vs poisons/toxins and disease, +3 perception.  
Equivalent (instinctive) Skills of Note: packages: survivalist, reconnaissance/scout  
Begging 75%, Climb 50%/0%, Detect Ambush 80%, Detect Concealment 75%, Herding 80%, Identify Plants & Fruit (i.e., stuff it can eat) 87%, Land Navigation 90%, Prowl 72%, Swim 80%, camouflage 55%, tracking 55%, track/trap animals 65%/35%, and hunting, understands english 80% (cannot speak or read).  
Recognizes robots and machines as enemies to be destroyed or chased away.  
Combat Capabilities:  
Restrained Head Butt: 1D6 S.D.C.  
Full Strength Head Butt: 1D6 M.D.  
Pawing Claw Strike with Front Legs: 4D6 M.D.  
Biting Attack: 5D6 M.D.  
Leap Attack: 2D6 M.D., + 1 to strike and has a 01-70% likelihood of knocking an opponent as large as 12 feet (3.6 m) tall off his feet and onto his back (also a 01-65% chance the victim drops whatever he was holding). If knocked off his feet, the target loses initiative and two melee attacks/actions, and the worg is poised for a fast bite attack (+2 to strike for the

canine's next attack). A leap attack uses up one melee attack for the worg!  
Running Leap Attack: 4D6 M.D., has a 01-85% likelihood of knocking down an opponent and counts as two of the worgs's attacks, otherwise the same as Leap Attack.  
worg Bio-Weapon Systems:  
Standard ,plus  
behavioral modification(super-predator),

sara (gene-thief) [npc]  
HT 5'6" WT 186lb  
lv 5, unprincipled, hf 15  
IQ 15, ME 14, MA 18, PS 17, PP 18, PE 24, PB 21, SPD 70  
SDC 507, HP 132  
bonuses:  
strike +4, parry +5, dodge +4, roll +2, disarm +1, pull punch +2, auto-dodge +4, initiative +4, +4 vs horror factor, +18% vs death/coma, +6 vs poison, trust/intimidate 50%, charm/impress 55%,  
skills: basic math 82%, speak English 92%, read/write 88%, land navigation 72%, prowl 77%, tracking 65%, surveillance 70%, w.p. archery +3strike/+1parry/+2disarm/5attacks per melee, climbing 70%/60%, I. plants/fruit 60%, outdoorsmanship, swimming 80%, wilderness survival 65%, spelunking 70%, hunting, skin/prepare animal hides 65%, holistic medicine 50%/40%, masonry 40%, rope works 45%, leatherworking 50%, horsemanship 56%/36%, track/trap animals 45%/55%, zoology 50 %, carpentry 45%, boat building 45%, preserve food 50%, herding 50%, dowsing 50%, operate bio-equipment 60%, cook 75%, fishing 70%, sewing 70%, HTH-basic, camouflage 40%, basic brewing 45%/50%.

metamorph - shapeshifter  
[combat]-hibagon  
(covered head to toe with thick fur and slightly elongated arms)  
[aquatic]-sobek  
(has a large crocodile head w/ large scales replacing the lobster exoskeleton)  
[armored]-genbu  
(armor resembles massive black tortoise shell)  
(a giant black tortoise)  
[close combat]-cockatrice  
(the head, shoulders, forearms, and calves have feathers w/ the rest covered in fine snake scales)  
[runner]-mantacore  
(given a more human/feline hybrid face and non-combat quills running down the tail)  
[centaur]-ipotame  
(large grinning mouth, small ram horns, goatee)  
[bruiser]-bugbear  
(leathery skin, slightly pointed ears and protruding lower canines)  
[battleram]-nandi(a personal favorite of the dark one)  
(given a golden, smoother skin)  
[giant snake](forum)-lindworm  
(demonic looking snake)  
[h. assault]-kasairex  
(false teeth and eyes are added to top of the cannon)  
[angel]-azreal  
(wings are all ways black)  
[devil]-gargoyle  
(looks to be made of stone/granite/concrete)  
[spider]-anansi  
(black w/white highlights)  
[digger]-azeban  
(raccoon/weasel hybrid)  
[eagle]-harpy  
(given the ability to speak)

their first meeting  
sara knew she was in trouble. she had been in this situation before, chased by humans, half starved, low on arrows. it was nothing new, except for the 4 others she had with her this time. she had gather an adopted family, found them huddling in a cave cold and sick. she managed to revive and extract them from that hole but had not anticipated running into the resistance. it was not a situation she liked. not to mention traveling threw a d@mn foggy swamp in the middle of the night. thankfully it was a full moon so she could see were they were going. she hadn't herd the hounds for a while though and against her better judgment let herself hope they had lost them. she didn't want to lose her new charges. her mind moved from fleeing to hunting she needed to find food soon or the hunger would kick in. not just for her but the others to. she froze, they aren't alone, she almost missed them. at least a dozen, maybe more . humans, not the one that had bean chasing them. these were different, their armor was pitch black and they held perfectly still. only one was different, he had a skull for a face and wore a coat and hat. but they wielded the same weapon, a large scythe. she felt Goosebumps all over her skin and her hair on her neck stood on end. her bow at the ready she took aim at the pale faced one, and let her last arrow fly. she new it wouldn't hurt him, but she had to do something. she wasn't going to let them take her new adopted family without a fight. as the arrow whisked threw the air she prayed that it might hit the eye, but in a flash his hand reached up and caught it an inch from his face. a shudder ran down her spine. that moment a thought crossed her mind "this is it". she dropped her bow and stared at the ground. the pale faced one began to

move forward, 1 step, 2 steps, 3. then she sprang forward expanding her jaw to its full size, charging him with all she had. with a swift swipe he brought his arm up and blocked her. she sank her teeth into it and began to work them in fury, yet he didn't even flinch. as she tore back ripping a chunk of his arm away she looked on in disbelief. he just stood their like nothing had happened, he lowered his arm to his side blood pooling at his feet, and right before her eyes it clotted and began to heal. then he raised his hand index and middle finger extended. she waited for the inevitable, but it never came. instead when he motioned, instead of weapons fire 2 of the black ones walked forward, leading what looked like 2 sheared alpacas forward, and caring what looked like black clothes. they walked right past her toward the children and handed them the ropes and clothes. she stood their in shock, she didn't understand, it didn't make sense. then the hunger kicked in and she no longer cared they all charged the animals an began eating, ripping into the soft skin, the flesh was sweat and more filling than she anticipated. after she had consumed her fill and her wits returned she remembered the humans as she stood up and turned coming face to face with skull. she was curious now, and when he held out his hand to her she stared for only a moment before placing her hand in his. she hasn't looked back sense.

their first meeting part 2 (the dark one)  
his plan was working just as he had hoped. both he and Darrell had spent week tracking their movements, plotting the paths he would force them down. threw carefully placed clues, hints and signs he had lured the resistance to them. then he insured it so that the gene-thieves would get away. for the next few

days he kept up this game of cat and mouse, always insuring that he was never seen. after the girl and the children entered his swamp he made sure that the resistance was thrown off their tail. he wanted them alive, and intact, for he had plans for them. the girl especially, for to obtain her was his foremost goal, the others were an added bonus. after insuring that the resistance had ben sent chasing shadows. he called for his most loyal reapers to meat him at the clearing he had set up exactly for this occasion. he had prepared the lamias ahead of time, he ordered them sheered and their wool made into clothing. making sure the clothes were slightly off size as to not draw suspicion. after his troops were in position he ordered them to remain still and silent. he didn't have to wait long. as she stepped into the clearing, it nearly took his breath away. the moon shown off her hair, her skin smooth and glistening with sweat. she was beautiful. as she crept forward, her bow at the ready and the children following close behind her, he adjusted so that he entered the moonlight ever so slightly. the others did the same. she froze, the children stopped fear spreading across their faces. her stair was intense, he waited suspecting her next action and she didn't disappoint. she raised her bow, pulled back and let the arrow fly. it was amusing, as it sored toured his face he instinctively moved his hand up and plucked it out of the air an inch from his face. the look on hers was priceless, a mixture of fear and rage. she let the bow fall from her hand, now came the moment he had been anticipating. he strided forward slowly, 1,2,3. she was fast, springing forward in fury, and extending her jaw to its full size. it was beautiful, a beauty and a beast all in one. he raised his arm and let her sink her

teeth, as she began to grind them together he felt the pain, it hurt as she began to rend flesh and bone. he held his ground, forced himself to show no emotion, not even a flinch. he did not fear this creature, he adored her. as she pulled back tearing a chunk out of his arm, he had to squelch a yelp of pain. he slowly lowered his arm knowing that his armor would heal him. she stared at him in disbelief. over his bio-com jack spoke, "sir they are gene-thieves we should destroy them now", "silence" he spoke the word with a hushed threatening tone, and jack went quite in an instant. he raised his arm and with his fingers motioned for clara and mac to bring the lamias and clothes forward. ordering them over bio-coms to walk them over to the children. at first their was a slight objection but he quickly put it down. they walked past the girl to the kid and handed them the ropes and clothes. she stared in shock, her expression giving him great joy. as his reapers stepped back, the girl and the children leapt with gusto strait at the beasts.as they began to devour the animals he walked forward, every step silent as the grave, until he was right behind her. she rose from the carcass and spun, blood trailing down the sides of her mouth. her face no longer showed fear of him, but as he looked deep into her eyes he saw something else, curiosity. he reached out his hand, she stared at it for only a second before placing hers in it. a smile spread across his face. all according to plan.

#### GEOGRAPHY

house necropolis is located underneath kali's swamp. a massive tract of land that before the days of NEXUS was used as one of the largest graveyards on the planet. it housed several small mausoleums, tens of thousands of

gravestones, and at its center the great mausoleum, used as a resting place for what at the time were the more important people. situated on a small river that's flow was controlled by a large dam. when the purge came kali immediately claimed the territory and began piling human after human in to the graveyard, her machines blasting as they went. for how long this went on or how many died is long forgotten, yet their remains still litter the ground in droves. also long forgotten is exactly how the dam broke, or when for that matter, but after decades of no maintenance the graveyard/boneyard became a nasty and putrid swamp. do to the fact it was a graveyard there are vary few pre NEXUS tunnels under it as most were redirected around it. after a while kali had to remove her robots from the area because the swamp caused many of her machines great difficulty to patrol it. so instead she has her machines patrol its perimeter in force. it is located only 20 miles from a power farm and 1 of kali's computer cores. sadly the nearest preserve is hundreds of miles away. a medieval retro village is located on the far side of the swamp opposite the farm about 120 miles out. after kali's forces retreated from the swamp gaia attempted to introduce several species into the swamp, but only a limited number succeeded in taking hold, although plant life abounds. gaia gave up on it and has since moved on. though kali remains to watch over her prized possession. this was the location that the dark one chose to build his house, which is located about 2 miles underground. he believed that nexus wouldn't search for them in an area so totally under her control, for why would any human put themselves right under kali's nose. it was in the minds of many a death sentence. it is separated

into three separate levels, with an internal architecture very much castle like in appearance, with corridors of stonework, glow cell torches, and stained glass murals honoring warriors that have fallen in battle against the machine. each level is spread out over a wide area, complete with lots of chambers, secret passages, hidden doors, anti-chambers, full aqueducts, chokepoints and even miraculously indoor plumbing.

the dark one designed it to be confusing and difficult to navigate for anyone or anything not from the house, while enabling defenders to flank and corner any intruders. each level is completely self sufficient and able to cut itself off at a moment's notice in order to hide from the enemy. the top level contains the great mausoleum, the very same one from the surface. the dark one had it sunk down from the surface as his headquarters. extending out from the mausoleum for several miles are the catacombs, here is where all the bonemen reside as well as a significant portion of the houses military forces and a large number of warmounts. brain eater Darrell also resides in the mausoleum on this level. the second level houses much of the storage, warmounts, wendigo offices, dungeons, breeding/housing for the lamias, and gardens. the second brain eater resides on this level. the third level is where the majority of the zombies are, and is where all the children are located, there is also a school, hospital, and even a market. each level contains 3 blood drinkers, and housing for all personnel. overall it is quite spacious and kept very clean. heading up to the surface from the first level are the shafts, with the entrances on the surface hidden, making them almost impossible to find if you don't know where to look. halfway up the



shafts are the house made tunnels, witch extend outward to secret entrances linked to the old pre nexus tunnels so that the dark one can move his forces in and out of the area without drawing attention to the houses actual location. the surface is were the gatormen spend most of there time tending to the surface defenses, though they are under strict order not to use them. this is again done to keep from drawing attention to the swamp. what is probably one of the dark ones most ingenious ideas was to bring in the gene-thieves to the swamp, this was done to help divert attention away as well, because he knows that the machine knows that they are on the resistances s#!t list, and are given special status by nexus. even though house necropolis isn't the biggest, strongest, or best house. it is probable one of the most secure and safest, do in no small part to the efforts of the dark one.

#### GOVERNMENT

house necropolis, like the other houses is first and foremost dictatorship. though it appears to resemble more of a medieval monarchy, with the dark one reining supreme. there is a council of overseers that see to the everyday affairs of the house, each one from a different class and responsible for a different area of the house. every week the overseers meet and discuss new and old business and insure the safety and security of the house. each overseer is specially selected by the dark one based on ability and skill. the dark one can, if he feels that the overseer is failing to do a his/her job properly, immediately revoke their status. this is a very serious consequence as it results in the stripping of all rank, title, and privilege and possible conversion into a stein. this has only happened once since his ascension.

there is Michael the blind(owlman), overseer of the owlmen and master of recon; Shirlene the kind (Jekyll),[wife to Dave] overseer of the jekylls, hydes, ghouls, and of the hospital; Dave the smart(hyde),[husband to Sherline] overseer of currency; Mary the generous(zombie),[wife to Kerry] overseer of the market; Kerry the fair(wendigo), [husband to Mary] overseer of the wedigos and the dungeons; Richard the swift(yowie), [husband to Michel] overseer of the yowies; Michelle the strong(stregoi), [wife to Richard] overseer of the stregoi; Alexis the houndmaster(loup-garou), overseer of the loup-garou and worgs; Quintin the tough(boneman), overseer of the bonemen, steins, and zombies; Daemon the sly(leatherface), overseer of the leatherfaces and keeper of the rite of blood; Gene the schoolmaster(zombie),overseer of the school, library and keeper of history; Deloris the strict(gator(ahem)woman), overseer of the gatormen, snappers, and keeper of the gardens; Mona the crafter(zombie),overseer of architecture and lady of murals; Scott the wise(wraith), overseer and head of the order of the revenant; Martin the steady(swarm lord), overseer of swarm lords, and serkets; Jay the humble(goblin tamer), overseer of the goblins and envoy of the blood drinkers; Mike the herder(zombie),overseer of the lamia herds; Frann the fierce(horseman) overseer of war; Melody the scary(horseman), overseer of death; George the just(horseman), overseer of famine; Nikki the survivor(horseman), overseer of pestilence; and the dark one, ruler of the house, overseer of the reapers, the brain-eaters, the gene-thieves, master of deception, provider of safety, and the last authority of all.

## SOCIETY

before the ascension of the dark one house necropolis was just like every other miner house out there. they wanted to destroy the machine, but the losses and setbacks prevented them from gaining any momentum in their battles. the living conditions were rather poor and the house was on the brink of collapse. after his ascension things changed, instead of focusing on gorilla war against nexus. they shifted to intelligence and reconnaissance, seeking not to beat her through battle, but through knowledge. focusing heavily on misdirection, fear tactics and plain old trickery to insure that they remain hidden. so the dark one instigated many reforms, first the complete and total disappearance of the house from the radar of not only the machine but the resistance as well. he knew that such an act would cut the house off from support but would make every one think the house had ben destroyed. after moving to the area beneath kali's swamp he had a school and hospital built in order to raze the education, health and morality of the house. the average education level now is about that of a 12th grade education, focusing a lot on common sense(it even has a class called such). at the age of 12 all children are placed in an apprenticeship in order to maximize their education. he also banned the use and ownership of all non organic technology, which met with surprisingly little resistance. the next step was the rebuilding and redesigning of the houses forces in order to separate itself from the other houses. while they have separated themselves from the resistance it does not mean that they do not assist them, though the assistance usually comes in the form of packet of Intel dropped near the houses patrol routes. they have also

very rarely come to the rescue of forces from the resistance against machine, but afterwards always leave without a word or even recognition of the resistances forces. their goal is the destruction of nexus not the other houses. in this the fear tactics used by house necropolis are 2 fold, to attempt to intimidate the machine and prevent the other houses from getting to close. the last thing they want is a blood feud as it would be a waste of resources. the house is also very excepting of its non human members, seeing them as steps toward a better humanity. they also are more accepting of things the other houses would usually never consider, like the gene-thieves, which are rapidly gaining acceptance. the house is also heavily militarized, with nearly everyone owning and trained to use mega damage weapons and armor. thus house necropolis has flourished again and they intend to continue on, forever a force not to dissimilar to undeath, never to die and forever to live.

## HISTORY

7 years ago a small house by the name of house daekon was on the brink of collapse. nexus had been driving forward with an intensity rarely seen in this age. it had brought the house to the edge, starvation, disease, and heavy losses had caused moral to plummet. worse yet, warlord daekon ignored these signs and continued a mad campaign against her and continued his feuds with the other houses as if nothing was wrong. this continued for some time until on fateful day a young dreadguard returned to the house, battered and nearly broken after a particularly futile battle. he reported that the machine was nearly at their door, but when the warlord scoffed at this claim and scolded him for not dying with the rest of his squad, this lone dreadguard realized if something wasn't done that

his entire house would be destroyed. he looked up and asked if the warlord would accompany him to the surface so that he may commit suicide and save his honor. warlord daekon, seeing the young mans condition and still believing that he was invincible, accepted the young warriors request and accompanied him to the surface, alone. when they reached the surface the warlord stepped forward, turning his back on the dreadguard as he waited for the young pup to end his life. this was the last mistake he ever made. as the warlord stared out across the landscape, seeing the robots only about 5 miles off, failed to see the actions of the dreadguard behind him. in a furious charge forward, grabbing a piece of sharpened pipe, knowing he only had seconds to spare, ram the metal threw the warlord ribs. using all his might he forced it threw the host armor and straight into the warlords heart. as the man fell to his knees, the nanobots beginning to tear him apart from the inside out, the dreadguard stood and watched silently as the man he had once called father die before him. but he did not have time to waste as he turned and raced back into the house. he appeared before the other remaining dreadguards and began in earnest to explain his plan to save the house from total destruction. none of the others opposed him, for they understood that this was their darkest hour and to argue meant they would all die. they gathered all the explosives they could find and gathered them at the center of the house. at the same time all the rest of the houses forces and civilians gathered at the houses border with all the warmounts that they could muster, and began to dig. it seamed like an eternity as they moved slowly forward threw the earth. young daekon new that his plan only had a slim

chance of working, but it was all he had. he had no options left, he had to do it, the sacrifice that his comrades would hopefully make nexus believe that she had destroyed the entire house and would allow the remaining survivors to escape. as he felt the shock waves threw the ground he could see in his minds eye the other as they battled, down to the last, just before the fire engulfed them, the robots, and what was left of what was once his home. in the weeks that fallowed he lead his people threw the dirt, seeking a knew place to settle. he had long ago found a place to go, but he had hoped to never use that option. but alas one does not always get what one wants, and it was in his mind the only option left to him. he moved forth, his house in tow, until they came upon the remains of an old building long sunk into the ground by the mud and water of the swamp above. he ordered the remaining people of the house into the old mausoleum, and commanded the few tunnel rats at his disposal to sink it even further, further than even he thought they could go. after months of gathering food, medicine and finding a place for the gene-pool that was about to hatch, he stepped forth into the main chamber and looked upon the wall at a mural of a skeletal figure draped in long dark robes wielding a large curved blade at the end of a staff. his thoughts wondered back to when he had first seen that image, the days both his mother and father had passed. 2 dreadgaurds approached him and addressed him, "warlord daekon, what are your orders?" he stood their a moment before ascending the stares to the image, and as he stood there, he turned to the others and said in a tone that made them shudder "do not call me by that title, for I have not earned it, nor refer to me by that name for it is the

name of a fool, and it died with him. I have no name, no title. I am the inheritor of the darkness, keeper of the dead, and the start of a new line. I am the first, the last. I am the reaper, and today begins my reign". as he finished this sentence he saw the new spark of black fire alight in his peoples eyes as they bowed to one knee before him. and so began the rule of the dark one.

## **Panama**

By Killgore

This is a series of posts about my house. It is done up in a manner that you'd expect to see a simple and abridged report to look like, as if it was from a junior diplomat to a higher ranking one about a rival house.

As it was done by people outside the house, I left out details. As it was made using crossover rules, it isn't really compatible with most games. However, I left out mention of the out world nature of the house (the reporter didn't know them), so you can just say that the reason House Panama has so many librarians is because they captured a lot of Saints about to mature, rather than one of them knowing the clone spell (Yin Sloth Jungle). Likewise, Alexandria is just really well hid, not created by an Astral Lord. :-D

As for the world, it is Earth.

The machine controls the entire star system.

There are several colonies. Those that NEXUS gained control of had environments that required artificial air processing (resistance folded pretty quickly). Those of more human friendly environments either managed to stop NEXUS from gaining control or never had the level of infrastructure needed to allow for something similar to NEXUS even being set up. Even those that did didn't have the levels Earth did, so it was somewhat easier to beat the machine.

The colonial coalition has not been undamaged by NEXUS however. Once it realized that they'd try and free Earth, it sent several mass projection attacks through hyperspace and created mass damage to their worlds. Luckily, they had already been colonizing worlds without informing Earth, so NEXUS is

unaware of all the planets in the coalition.

The coalition has managed some discreet contact with the human resistance on Earth since the House of the Barren Marsh was created. This has been very limited, as it's difficult to get ships past the NEXUS blockade. But despite this and the secrecy, hope is beginning to spread amongst the humans of Earth, though they really don't know why.

House rules;

The plague loses power by a -1% on the reaction roll every 2 days it's out of range of a computer core. Thus, the center of the Barren Marsh is free from the plague, though individuals who patrol in the contested zones are not. Every half mile from the edge of the zone sees a slight increase in the power of the plague. Basically, at 75 miles, your at -150%, and the plague has no effect, at 74.5 miles, your at -149% max reduction, giving a slight possibility that the plague will have some sort of effect if you hold metal for a while. This has allowed the coalition to land several ships in the Barren Marsh without ill effect (other then getting blasted by Dreadguard the first time).

House Panama is noted for many things, being named after an old territorial entity, its strange multi-clan based system of government, its extensive tunnel system that goes from what was once Brazil to south Texas where the Barren Marsh is located, to its unusual breakdown of combatants, its extraordinary success in combating both the Machine and enemy houses, it's unusual bio-tech, to its leaders who are said to be both deranged and geniuses all at once (and rumored to be either hellspawn or angels depending on who you ask) , to it's most noted feature, the

fact that it's a major house despite being only 15 years old.

Roughly 15 years ago, a rag tag group of people numbering several thousand showed up at the doorsteps of House Darius. They claimed to be mercenaries and adventures named "The Unruly Throng", but had found all their weapons and armor suddenly attacking most of them (some of them where technojackers). No reasonable explanation was given to the Darius patrol as to why they where using hard tech or how come they suddenly lost their technojacker abilities (if indeed that's what they where), nor could they account for the number of biotics in their group (especially since they too where complaining about their hard tech going nuts). Despite this, it was clear they had just been in a major battle with robots (and there was clearly a large number of dead as well), and a simple test was all that was required for them to be shown as living. So the patrol captain ordered tissue samples be taken of all the unusual biotics seen on the field, and escorted the Throng to a safe hiding spot. He then escorted 3 blindfolded leaders to meet with his Warlord and Librarian. The interview went spectacularly bad with the Warlord, but surprisingly well with the Librarian (in House Darius, it was the Warlord, not Librarian noted for his megalomania). Initially, the warlord was planning on executing the outsiders and taking what little they had left, but the Librarian was able to prevent this by getting several long disgruntled Dreadguard into challenging him for command. The fighting quickly spread (there was no doubt in anyone's mind the Librarian was interfering in the transition of Warlords), and both the warlord and librarian where killed. The new warlord

was sympathetic to the outsiders, but for the newly christened House Lloyd to heal, they needed to leave. They were given what armor and weapons could be spared (mostly the unused sets combat troops get as back-ups), supplies and a large number of house members who had soured on Darius/Lloyd internal politics.

Leading his people (both Unruly Throng and former Darius) down the Pacific coast to what was once Panama, where they set up shop. Now, 15 years later, they are known for being one of the more powerful houses, despite their small size. No one really knows how they managed to become so powerful so quickly, but their reputation continues to grow rapidly, a reputation for success both in combat and innovative bio-tech. It should be noted, House Lloyd is mostly regarded as a minor house that manages to hold its own against the Machine and House Shiva mostly due to tenacity and advanced bio-comms that were invented by the deceased Librarian and are also used by House Panama.

**GEOGRAPHY:** Large Swathes of jungle, particularly in the east. Alpine peaks and volcanic crags in the west give way to dusty savannas of the interior. Rugged headlands, sandy coves and lush plains in the south edge the mountains that split the isthmus along its spine, while thousands of islands that flank the coastlines are surrounded by coral reefs. To the south, in what was once Columbia, once you get past the Darien nature preserve, the terrain tends toward marshy plains until you reach the foothills of the Andes.

**AREA:** All of what was once Panama, plus parts of Costa Rico and Columbia. They also have control/created a series of tunnels called "The Great Maze" that

stretch from what was once Brazil and the Amazon rain forest all the way north to House Barren Marsh at what was once the border of Texas and Mexico along the gulf of Mexico.

**CLIMATE:** Warm and tropical with an average temp that hangs around 80 Fahrenheit all year long (varies by less than 5 degrees on average all year long).

**ELEVATION EXTREMES:** Volcan Baru is a dormant volcano that reaches 11,400 ft above sea level, while most of its coast is (naturally enough) at sea level. Most of Panama is less than 3,000 ft above sea level. At the south east edge of their territory, the Andes spring up with elevations easily exceeding 15,000 ft. In the north western reaches, in what was once Costa Rico, several peaks exceed 12,000 ft.

**NATURAL RESOURCES:** Two different ancient tribes had words pronounced as panama. One meant land of birds, and the other meant plentiful fish. Both terms sum up Panama. The bio-diversity is incredible. Panama also has several ruined cities, one space-port used by the machine to launch satellites, several boneyards, a LOT of retro villages (there where retro villages here from before the time of the Machine, maybe it's where it got the idea) really easy access to both great oceans, and over 30% of it's land areas considered nature preserves. Unfortunately the reference to the space port implies, correctly, that NEXUS also maintains several industrial centers and power farms.

**UNNATURAL RESOURCES:**

The Panama Canal, is always referred to as such, every effort is made to convince the Machine they are using the same canal it uses on the surface to transport raw materials around the globe. The new canal is really 2 gigantic tunnels running

along side each other (one for each direction), and well concealed entrance/exit ways on the side of the shelves of the Clark and Panama Basins. What could easily be described as one of the wonders of the world (if it was better known, the house tries to make sure it isn't), the canal cuts under the isthmus at what was once the border of Panama and Columbia, right under the Darien nature preserve. Control is based out of a small, immature seedling (less than a hundred residents possible) located in the 5,200 ft Altos de Nique, right smack in the middle of one the most dangerous jungles ever to exist on the planet. House policy states that only those in Host Armor are allowed out in the jungle, those who wear Proto-Host Armor or Living Armor are confined to the mountain. Even before Gaia started adding creatures, this jungle was renown for being the most torturous and dangerous jungle that had never been fully explored, even at the height of power in the age of man. The canal it should be noted is completely isolated from the rest of the house. While it possesses its own system of tunnels, no links to any other tunnel system exists. The canal is easily big enough to allow even the kraken to navigate with ease though it. It is however blocked by several locks like the surface canal so as to prevent a current from forming, and to reduce the wildlife migration which might tip off the machine (assuming it was capable of monitoring fish life more than 1,000 ft below the surface). The Great Maze however, is fairly well known to the humans outside House Panama (and even the Machine knows about it). An immense series of tunnels and chambers that range all the way north to the Barren Marsh in what was once south east Texas, and south through

the Andes into what was once Brazil. When thinking of the maze, it's important to remember, that's exactly what it is. Clan Stonegate knew full good and well that enemies would discover their creation, so more than a little effort was put into making it difficult to navigate without well detailed maps (there aren't any known to exist), or a very knowledgeable guide. Clan Stonegate and Rojos Diablos (who actually use it more often) are said to have created a special bio-comm like enhancement that keeps a 3-dimensional map of where it's been in its memory, and then sends the visuals to it's user like the special bio-comms used by Black Talon Hawks. All of them however have been modified to only work for a single user, any attempt to access the memory by anyone else (including librarians) will cause it to delete all memory or self-destruct (though rumors of course hint they have a means to share maps (likely)). The tunnels themselves are generally large enough to fit 2 Burdenbeastes (modified Behemoths) next to each other, or more to the point, to allow them to pass by each other in opposite directions. Nor are the tunnels straight, they twist and wind, circle around, go up and down slopes, many tunnels are completely submerged, sometimes for dozens of miles (making things more difficult for robots), and several places even have a helix like design to their path [[think of a coiled hose, but sideways, or a spring laying on it's side with the metal as the tunnel and the air around it as earth]]. Combined with an endless number of dead ends, chambers, and traps, the maze is no place for the easily confused. Another interesting feature of the maze is the plant life. Many chambers have what appear to be crops growing in

them, and a large chunk of the tunnels have a biotech fungus coating the walls and ceiling that emit low levels of EMP. Not enough to disrupt most well built robots, but easily enough to disrupt any communications attempts though the ground and interfering slightly with the Nanobot Plague [[-20 on response table]]. The moss also absorbs sound/vibrations so has to lessen the likelihood of the Machine finding it through seismic sensors. Several large areas it should be noted, where created, filled with traps, and then closed off, making exploration of accidentally discovered sections even more hazardous. As mentioned, the Machine does know of the maze, and has decided (for unknown reasons, probably Eve) that it's futile to try and destroy it, so it has instead decided to seed it with monsters and robots (especially rat bombs), so any travelers go in convoys and are always well guarded.

**NATURAL HAZARDS:** Mountains, volcanoes, rainy season storms, and let's not forget the bio-diversity that makes it so appealing in the first place.

**PEOPLE:** 52,000

**CAPITAL:** House Panama uses the name Panama City (or Ciudad de Panama) though it's not located anywhere near the historic location (the name is meant to throw the Machine off when searching for it). It's really located in Cerro Chorchá, a 7,300 ft tall mountain in what was once the Boca Del Toro Province. It is a massive underground complex/maze that contains about a tenth of the houses population. It also has 3 of the 5 seedlings the house possesses, but only 1 is mature enough to contain residents (and it's limited to a couple of hundred and used mainly as a hospital, women

undergoing difficult pregnancies are given priority).

**GOVERNMENT:** House Panama, also sometimes referred to as House Unruly or the Unruly Throng (actually the high clans' name) is a clan based military dictatorship. All warlords must be a member of the Clan "The Unruly Throng", though invitations to join are sent to anyone in the house who reaches 6th level. Membership in the clan is not hereditary, you must reach 6th level before you can join and all members are also members of one of the other clans (their children are part of that clan). The leadership of House Panama always refers to the house at large as House Panama. They've gone to some length to get the people of the house to think of it as an entity that will outlive the warlord should he be killed or overthrown.

Warlord Cedric would rather see the people loyal to the house than to him personally. This will give the people a sense of continuity should the leadership change. He has likewise issued rules requiring the individual clans to do the same. Thus neither the house nor any of the clans are named after their warlord or khan. Even though some khans take on the names of the clans, as long as the clan was named before the khan came into power, there is no problem with this.

At present, there are 23 clans other than the High Clan "The Unruly Throng." These are broken down into major (8) and minor (15) clans. To be considered a major clan, it must possess at least 2,000 people, a khan of at least 6th level, an engineer and librarian. Any clan that doesn't meet these requirements is placed under the protection of one of the major clans. There isn't as much resentment to this as you'd expect. The Throng keeps the major clans from



abusing them, and there is always the prospect of advancing in rank. Several of the clans rise and fall with some regularity, mostly due to level of the khan and population setbacks. Also, when new groups seek to join, even if they meet the requirements to be considered a major clan (has happened only once), they are placed as a minor clan, and a major clan is put in charge of them. Observers are placed around the new clan, and members of Clan Magus WILL be granted private audiences with any librarians or engineers the group brings with them so House Panama can gain a better understanding of the new group. The audience is NOT optional, it happens before the groups enter their territory.

“The Unruly Throng,” or the High Clan is small, though the single most powerful clan in the house. Membership is not hereditary, and is only open to those who reach 6th level. All warlords must be a member of this clan. All Clans are considered subordinate to The Unruly Throng; therefore no minor clan has been attached. Warlord Cedric acts as Khan of this Clan; he is the only warlord House Panama has ever had. Half of all members are also members of clans Raging Bear and Richthofen.

“Clan Magus” is the smallest of all the major clans (the 2,000 citizens’ rule was waved for Magus). Led by Khan Randolph they are also the most secretive of the clans, but enjoy the full confidence and support of Warlord Cedric. They base themselves out of the same area as Panama City, but in a separate and well hidden complex call Alexandria. Very few people ever get to visit Alexandria, and far fewer people know how to find it, Clan Magus is not the friendliest clan. One of the requirements for anyone who is less than

caste 6 to visit is to be wearing either host or living armor that replaces pilots’ vision with its own. This seems like a strange requirement until you realize that it was Clan Magus that invented the Bio-Senses Override. All members are part of the original Throng, and no one outside this clan or the original members of the Throng really understand what they do for the house. But they do something, as a large chunk of the houses resources go to this clan. It is known that they possess more engineers and librarians than all the other clans combined. Something that’s never been explained, how a group, who are all members of the original throng, who did not possess any bio-tech, could in less than 15 years achieve that number of librarians and engineers. Just another mystery in a clan full of mysteries. Clan Magus has no subordinate clans; they are the only major clan not to.

“Clan Stonegate” is the second smallest of the major clans, though unlike Magus, it meets all of the requirements. Khan Jerry “The Spearman” leads this second secretive clan. Membership is reserved to those born into it. So far there as not been a single person from outside this clan who has been adopted in. Members are known for being rather short and squat, but possessing powerful builds, though there are several biotics who have gone the opposite route. They are excellent miners and craftsmen and are the ones primarily responsible for “The Great Maze.” They are also the clan that has the most to due with the new underground ecology that the house is setting up. Deciding that farming the tunnels and caves (natural and man made) is more efficient than raiding the surface in the long run, the Clan Stonegate librarian has created a wealth of apparently normal plant and animal

life that has been adapted to life in tunnels. Clan Stonegate is also noted for their fondness of Tunnel Rats. Every warrior class that receives a Mega-Horse instead receives a Tunnel Rat (outriders who take tunnel rats receive the maximum bio-e they can receive, tunnel rats only). Packmasters almost always have what are called "Baby Mice" instead of Gorehounds. Looking like a somewhat small tunnel rat, baby mice use pretty much the same stats as Gorehounds (double digging speed, half running speed, and switch from carnivore to lithovore). Clan Diablos Rojos is subordinate to Stonegate, and was one of the houses that were in Panama when the Unruly Throng showed up.

"Clan Richthofen" is a surprisingly large clan that has set up base in the Cordillera Occidental range of the Andes in what was once Columbia, guarding the southernmost border of House Panama. Khan Manfred "The Baron" is actually an Archangel of incredible skill and ability. All combat troops are required to have the ability to fly, either by mount, wingpack, or bio-mods to host armor (this includes packmasters who are issued basic wing packs instead of mega-horses and all of their beasts possess wings of some sort). Like his namesake (the clan had the name before he joined), Khan Manfred has chosen bright red as his signature color. He wears what House Panama refers to as Host-Lite Armor (living armor given a metabolism) that has been permanently bonded to his wingpack. Both of them can now share energy (allowing them to survive on either meat or sunlight) and has been formed into what looks like a bright red humanoid hawk [[the picture of Hawkiods from Rifts South America is the closest]]. Khan Manfred is silent

about his past, even with the other members of the original Throng, but he is generally considered the second in command of the House. If Warlord Cedric was to die in combat, it would be Khan Manfred who'd assume the position of Warlord. Clans Bloodfist, Gaucho, and Siroccos are subordinate to Clan Richthofen.

"Clan Dark Step" is a somewhat strange clan. It's led by Khan Lucius, who is generally believed to be a failed biotic experiment (he's a SDC creature). Whatever his origins, he is now a Dreadguard of some repute. Standing close to 9ft tall, with the head, fur and legs of a wolf, Khan Lucius is an imposing sight even without his Host-Armor. He has midnight black fur all over his body except on his hands and elongated toe/feet which is a weird sort of blending grey, making it look like he's an apparition floating down the hall if you're not used to him. His Host-Armor looks like a bigger version of himself, with wings, and is built for scouting. Its midnight black wings have been modified in a manner similar to an owl, to allow for absolute silence while gliding, and the entire thing has somehow been modified to absorb radar. A large percentage of his warriors (especially Dreadguard) have taken to bio-sculpting their own armor to mimic his appearance, something he and Khan Kurg of clan Spirit Fox find absolutely hilarious, though they never really explain why (this strengthens the rumor he's a failed biotic, if he was a former criminal sentenced to conversion, the idea that Dreadguard would try and mimic him would be amusing). Clans Spirit Fox, Sun Runner and Kuna Yala are subordinate to Dark Step. Clan Kuna Yala, like Diablos Rojos, was a minor house located in the region before the

Unruly Throng showed up. Khan Kurg of Spirit Fox is a large (8 ½ ft) man who is apparently a long time friend of Khan Lucius, often referring to each other as brother, this could be spirit brother or brother in arms, or biological brother, no one really knows.

“Clan Raging Bear,” also called “The Wave of Destruction,” a name they have earned several times over. Khan Kodiak leads this most awe inspiring clan.

Apparently unable to bond to host-armor and other bio-tech (though still able to use it so he’s not a technojacker), Khan Kodiak usually wears normal Living-Armor, often with a bears head sculpted on. Despite this, Khan Kodiak is known for being personally, VERY powerful and dangerous in combat. While Warlord Cedric, and Khans Manfred and Lucius are higher in the chain of command in House Panama, none of them ever forget, it’s because Khan Kodiak wants them there. Easily surpassing the warlord in raw power (remember, he can’t use host-armor), Khan Kodiak has repeatedly made comments to the effect of; “Many houses that have died, would have lived had their warlord been less capable in a one on one challenge, and more capable in strategy and tactics.” While Khan Kodiak admits that Warlord Cedric and Khans Manfred and Lucius are superior tacticians to himself, he’s not what you’d call incompetent in either tactics or strategy. Raging Bear controls the northern and western most areas of House Panama. They control the only mature (relatively speaking) seedling (acquired in the Iago incident), located in the 12,500 ft Cerro Chirripo, in what was once Costa Rica. Both of the minor clans under Raging Bear are former major clans. Clan Iron Foot is a clan of Technojackers (the requirements for

Librarian and Engineer are waved) that recently lost over two thirds their numbers when their main holdings were discovered by the Machine. Now hovering around 1,100, Clan Iron Foot has a tough road ahead. It should be noted though, ALL members of Iron Foot are Technojackers, and therefore at least caste 3, and around half of their survivors are members of The Unruly Throng (many gained immensely in experience while rescuing their fellows). Clan Erectus is the home clan of Warlord Cedric, and it was the circumstance of the near destruction of this mighty clan, and Khan Kodiaks retaliation that earned Raging Bear the nickname “Wave of Destruction.” After it was all over, many expected Warlord Cedric to boost his clan back up to major status, but he quietly placed it under the protection of the single most powerful major clan (this has also done a lot to ease tensions within the minor clans). “Clan Ghost Tarantula” is a former major house that had hit a steep decline and was being driven out of their homelands in California and northern Mexico. When the Unruly Throng (during their migration south) intervened in several major battles and saved them from complete destruction (though they still lost their lands). Utterly and completely loyal to the Throng, this major clan is the only one with no members who were part of the original Unruly Throng. It was Khan Adonia who is credited with coming up with the clan system, allowing former houses to join with their dignity and cultural traits intact, as well as allowing greater flexibility in surviving major disasters, as has happened several times. Clans Enokid and Blackbird are subordinate to Ghost Tarantula.

“Clan Nindakando” is led by Khan Masou and has the distinction of being the only minor house to have actively sought the Unruly Throng out simply so they could join up. As their name implies, Nindakando warriors prefer to ambush their targets whenever possible, and stealth features are very common on armor and mounts. Khan Masou is an original member of the Throng, but was apparently a member of this house before that, or at least a similar and allied house, as he was quickly accepted into its ranks, and when the former Khan/Warlord died fighting the Machine, Masou was able to save the rest of the warriors and lead them out of danger. Clans Roaring Water and Silent River are subordinate to Nindakando. While some laugh at the names of the subordinate clans, Silent River is actually a reference to the dead; and Silent River warrior/priests preside over major funerals and give sermons on Remembrance Day.

“Clan Stone Cougar” is the last of the major clans, and the one with the least renown. Khan Michelle, “The Earth Child” is NOT as her nickname would portray a pacifist. Though she doesn’t seek combat out with quite the same relish as most of the other clans do, she has managed to lead her clan through several major battles and has earned distinction every time. She pilots a lithovore based host-armor that is said to grow much more powerful than one would think possible, and it is rumored she’s had its strength upgraded to the same as proto-host armor. Clans Red Oak and Firebrand are subordinate to Stone Cougar.

**DEPENDENCY STATUS:** House Panama is not dependent on anyone. They are fully self-sufficient and capable. Several of their clans are equal

to some of the minor houses on their own (several where minor houses at one time).

**HOLIDAYS:** Wise Men Day, Martyrs Day, Good Friday, Carnival, Arrival, Remembrance (a day of mourning), Halloween, Christmas and New Years Day. Several of these holidays are old, pre-machine religious holidays, but they’ve been given new twists. The ones that are unique or have been altered by the house are listed below.

Wise Men Day has also become the day that starts the yearly Conclave of Khans. Martyrs Day, in addition to its original meaning, now celebrates all the warriors who have died fighting the machine. Carnival is a week-long celebration of life. A rather carnal time for the house, it acts as a coming-of-age party for the new adults, and it’s during carnival that castes are assigned to those entering adulthood.

Arrival is a holiday dedicated to House Panama’s arrival in Panama.

Halloween, in addition to being an evening for children to gather treats from random strangers, is also the day the young are tested to see where their future lies. It’s also interesting to note, Halloween is roughly 9 months after Carnival, and over a third of all babies in Panama are born in and around Halloween.

Christmas is unchanged, but to note that each year, the house engineers give all combat troops who have survived the whole year a Christmas bonus in the form of 2 Bio-E per character level (regardless of OCC, Skinjobs and Saints can spend it on gear).

**LEGAL SYSTEM:** Courts Martial; House Panama, like most Houses, is a military dictatorship and does not recognize anyone in the house as being outside the jurisdiction of the military.

Anyone who protests this, is more than welcome to submit themselves to a retro-virus memory wipe that targets any memory that contains house secrets, including the locations of gatherings, where after they will be given a single non-living melee weapon, a suit of "Poor mans Leather Armor" and released in the ruined city of Panama where if they are captured/interrogated by the Machine, it will reinforce the image the house is located in the ruins.

All citizens of House Panama are assigned a caste and expected to obey the commands of a higher caste (within the caste, rank is sorted by level). Caste 1 is populated by the general workers and non-combatants. They take care of general labor and are expected to perform services and entertainment to combatants as needed or ordered. Caste 2 consists of the laborer officers as well as the highly skilled non-combatants. This caste is where the second-line warriors but not actual combatants reside. In addition, Biotics are considered caste 2. Caste 3 is for the low ranking, but actual combat warriors. All members of the classes in the core book (except Biotics) are at least caste 3 (this does include technojackers). Caste 4 is for the officers of all the classes except Dreadguard. All Dreadguard are considered officers and counted as caste 4. Caste 5 is for officers of the Dreadguard, as well as all members of the Clan "the Unruly Throng." Once 6th level has been achieved, the class distinctions break down to a certain extent. Caste 6 is only the officers of the Throng as well as the Khans of the individual major clans (all are members of the Throng).

**ECONOMY:** The economy of House Panama is booming. Thanks to the bio-diversity, librarians, and engineers, they

have been able to devise several unique bio-apps, as well as maintain a healthy surplus of standard gear (living armor, bio-weapons ect). They also possess enough technojacker members that they where, until recently, able to sneak into machine compounds and raid them for storage disks for additional currency. House Panama allows it's warriors to purchase additional Bio-E at roughly 1,000 credits per point. They also possess the Panama Canal and the Great Maze allowing for unequalled trade throughout the region and, to a much lesser extent, the world. They have trade agreements and diplomatic ties with at least 3 other great houses (and several score minor houses). The major stumbling block for trade is the very location that makes it possible in the first place. All of the surrounding houses are at least somewhat concerned about being absorbed into House Panama, and there aren't many other choices but north or south. The Great Maze allows them to bypass some of their neighbors (those that don't want to be absorbed through trade are smart enough to not risk being absorbed through force because they raided the Maze), and easy access to the oceans has allowed them to use large submersible mounts as limited cargo ships.

**MILITARY:** The military is pretty standard in make up for a great house, but this is modified from clan to clan, Clan Richthofen has many more archangels than Stonegate for instance. The main exceptions seem to be in Technojackers and Scarecrows. Until recently, technojackers made up roughly 6% of this house, and even after their massacre at the hands of the machine, they still represent 2% (and half of those are higher 6th level). While Scarecrows make up a minuscule portion of their

population (they're rumored to have more librarians than scarecrows). Likewise, biotics seems to be a strange issue, as many apparently biotics also seem to be members of other OCCs. There is likewise an upswing in unusual OCCs that are hard to understand by those looking in from the outside, while non-combatants are less common than in other great houses. Although somewhat strange, House Panama's military would seem to fall within norms of the great houses, but their success is nearing legendary status (they've yet to completely take a surface region like House Barren Marsh however). The big question seems to be the number of librarians and engineers. Quite apart from understanding how they got so many so QUICK, there is the simple fact that they are one fifth the size of the Barren Marsh, but possess more than 5 times the number of engineers, and 10 times the number of librarians. House wide, the population breakdown is as follows;

- 52,000 people
- 8% Archangels
- 4% Biotics
- 12% Dreadguard
- 8% Outriders
- 2% Packmasters
- 20% Roughnecks
- 4% Saints
- 0% Scarecrows (less than 40)
- 1% Skinjobs
- 2% Technojackers
- Librarians (more than 40)
- Engineers (more than 100)
- 25% Non-combatants
- 14% Other OCCs

TRANSNATIONAL ISSUES: Like most houses, House Panama has had its share of rough patches with other houses, most notably, the Iago incident. House Iago was a largish minor house

based out of what was once Costa Rico. For several years after Warlord Iago took over, there were a series of border skirmishes and raids into the Great Maze that Iago somehow usually managed to come out worse for were on. This enraged Iago to an insane degree. Whipping his people into fanatical hatred for House Panama, Iago did what was probably the stupidest thing imaginable; he cut a deal with the NEXUS personality Kali. Sending envoys to House Panama, ostensibly for peace talks and a cease fire agreement, their purpose was to locate the capital of House Panama. They however mistook the Clan Erectus stronghold for Panama City. Their part of the deal complete, Iago sent the location to Kali who attacked with near overwhelming force. She however loudly broadcast the fact that it was Iago who betrayed them for everyone to hear. Iago MIGHT have been able to convince Warlord Cedric that it was just a trick of Kali (doubtful), but he made the mistake of timing a major strike at Panama for the same time, specifically due to the new weakness, a weakness that they could only have known about if the statement from Kali was true (and many Iago survivors would attest to the truth as well). While the other clans were racing to save as many of Clan Erectus as possible, Khan Kodiak of Raging Bear ordered an immediate assault on House Iago and several other clans assaulted Machine holdings so as to divert attention away from the Clan Erectus stronghold. When the dust settled, Clan Erectus is nearly wiped out; the Machine had suffered major damage to its spaceport, industrial centers and to the surface canal. House Iago however, was completely destroyed. Every single warrior of Iago was executed. No

surrenders were accepted, those few who tried were gunned down where they stood. Any non-combatant who made the mistake of picking up a weapon (and many who didn't) were likewise executed. After the battle, those non-combatants that survived were thoroughly questioned, then their minds were wiped and they were sterilized. After the Iago incident, most of the surrounding houses backed off on attacks and/or shut down diplomatic ties with Panama. While this caused problems with their neighbors, it also secured the borders.

Their issues with other houses are not anywhere near that violent. For instance, they've gone out of their way to assist the Kraken and its crew on its noble endeavor. They are the only House to do so when they aren't trying to get something in return (they already got what they wanted; now they're living up to their end of the bargain). They made a deal early on with the Krakens crew about usage of the Panama Canal, and now House Panama has a kraken gestating in a side chamber off the canal (it's only 5 years into gestation). They provide food and supplies to the kraken and its crew both in a special dock area inside the canal and at sea with mounts based on whales carrying cargo. They've shared several bits of bio-ware, but this cozy relationship has recently hit a snag. Warlord Artemis tried to send some agents into Panama to kill the unborn kraken, and wipe the information on how to produce Artemis invented bio from the minds of Panamas Librarians. Fortunately, they didn't come close to succeeding, running into several snags, not the least of which being that they didn't know where most of the librarians were located, and the protections around the kraken were much tougher

and of a type the agents didn't quite grasp. This has put a strain on the relationship with House Artemis and as a result, the Krakens crew as well (though they continue to assist the Kraken, they've asked that any bio-ware given to the Kraken NOT be shared with Artemis at large). This has placed the Bridge Crew, who can understand Warlord Cedric's response, in a tight spot as they are still loyal members of Artemis. Recent overtures to the Dreadguard amongst the crew to challenge their warlord have been received with mixed results. Like the bridge crew, they understand the problem, but aren't quite up to a challenge. Plus they've spent so much time at sea, when they do return to their home port, they are often treated as outsiders who no longer quite fit in so they're not sure a challenge from one of them would be seen as legitimate. Another possibility, though very unlikely, is to convince the crew to switch loyalty to House Panama. While this has been raised at a conclave, Warlord Cedric has decided that to attempt it would only send the relationship with the Krakens Crew spiraling downhill, not to mention destroying what little remains of good will that still exists with House Artemis. Meanwhile, House Lloyd (formally House Darius), has responded well to trade agreements. With so many members of House Panama being former housemates of Lloyd, plus several innovations of Panama specifically targeting/overcoming House Shiva bio, has made trade with Panama VERY attractive. Plus, Warlord Cedric is trying to repay the debt he feels he owes Warlord Lloyd for helping them out, even if he had to banish them. Besides, Cedric HATES Shiva.

House Barren Marsh has likewise responded favorably (if somewhat coolly). They are aware of the Iago incident, so they are wary, but the fact that the Great Maze has reached them, and there are legitimate trade issues that Barren Marsh needs (their population growth since taking the Marsh has not quite met with food production increases as well). House Panama has offered several sweet deals, but Barren Marsh remains wary and fears some sort of long term trap. In truth, Cedric and the Conclave of Khans would just like to assist humans in taking, AND HOLDING the surface. The one caveat to the trade deal that really bears mentioning is that Panama gets access to the memories of the warriors who participated and survived the taking of the Computer Core. Indicating Panama may be gearing up for an attempt of their own, possibly in response too the Iron Foot massacre. NEXUS needs to be mentioned here as well. While House Panama most certainly does NOT have any dealings with the personalities of the NEXUS, several of them have taken interest in Panama. Due to the Bio-diversity, Gaia is the most prominent. Interestingly, Hecate as taken interest as well. The Panama Canal (the one on the surface) as well as the spaceport is VERY important to Hecate, so it found the damage done to them after the Iago incident irksome. Thanks in no small part to Lilith; both Gaia and Hecate are convinced that either Kali or Ishtar will irrevocably ruin things. In the case of Ishtar, it once tried to dismantle the Panama Canal because it was convinced the humans were using it (something House Panama goes to some length to convince it of). In truth, it was Lilith impersonating Ishtar. Ishtar has no idea

why the 2 are so mad at it, and has gone off to sulk and ignores Panama, while Shiva has tried to use chemical weapons on the forests and preserves of Panama. This as resulted in Gaia and Hecate hedging the other personalities out of the computer cores in the region. If they must devote too much of their attention away from Panama, they ask for the assistance of Eve, even though they know she will do something to aid the humans, they feel it's a better deal then either Shiva riling the humans up more, or Ishtar destroying the very infrastructure that allows it to wage its war. Simply put, Gaia and Hecate view the other 2 as being a bigger threat then the humans. Hecate has even gone as far as to try and offer some sort of appeasement to the humans by reducing security around the Panama Canal (the one it controls) so as to make it easier for the humans to use it, thinking that as long as they are using it regularly, they won't try and destroy it. A belief Eve takes care to strengthen. This is somewhat ironic as the attempt to convince NEXUS they're using the surface canal is dependent on those "attempts" to "fail" on occasion. With the reduction in security along the canal, the outsiders, criminals and political activists who are given the assignment to "Disrupt the lock system at a certain point and time so as to allow the Kraken/ Whale Ship through UNDETECTED" are starting to succeed and not be noticed by the Machine.

UNIQUE BIO-WARE: House Panama has created several unique bio-apps. To list them all would take discovering them all first. However, here is a list of the ones known and rumored; The Auto-Mapping Comm used by Clan Stonegate as well the rumored app to



retrieve memory from them. Plus all of the plant life created for the Great Maze, including the EMP Fungus.

Improved Belladonna is a trap plant.

Given different shapes and forms, usually similar to food crops, this highly toxic plant contains within it a small bio-comm that is geared to only certain other bio-comms (only House Panama has the "Frequency" and is normally only used by Stonegate and Diablos Rojos) that continuously broadcast an "I'm dangerous, don't eat me" warning. Used almost exclusively in the Great Maze (especially within the closed off sections), this herb is more than capable of disabling mega-damage constructs and beasts seeded into the tunnels by the Machine and other houses. Nonlethal, even to SDC creatures it is designed to incapacitate for long periods of time (between 12 to 36 hours, more if SDC) so has to allow Stonegate or Diablos Rojos members to investigate and terminate in relative safety. It is of course only effective if eaten, making herbivores and omnivores the only real targets.

Acid Plants are another trap plant used in the Great Maze and around strongholds and habitats, though this one only works against robots. Basically just a plant that has electromagnetic sense and a couple of acid nodules to spray on robots it senses. Given multiple shapes and sizes so as to prevent the Machine from learning to recognize them, these plants are proving to be an effective early defense against Cable snakes and Skitter Pods, as well as possessing the ability to significantly damage Sewer Prowlers. Because of this, the house is considering giving them bio-comms to alert others to machines (this has been done around habitats), but there is also

consideration into making them full plants capable of self reproduction. Burdenbeastes are for all intents and purposes, large draft horses (actually based on Behemoths) used to carry stuff and pull wagons through the Great Maze. They are fairly well armed however, so don't think of them as defenseless, but the giant gore cannons are gone (not good underground where height, both of the creature and the arc of rounds is an issue).

Krill Producers are an interesting construct. They feed off salt and other minerals in the oceans (thus allowing them to feed in the lifeless deep), and possess within them the genetic code for krill, and produce large amounts of them so as to be able to feed their whale constructs as well as the kraken. And to do so in areas not normally known to produce food on that scale, such as the open ocean where there is very little life, or deep water so as to prevent the Machine from spotting them with fly-bys, or simply to allow the whale ships and Kraken to feed outside of a few limited areas of algae blooms, most of which Gaia knows about. The docks inside the Canal have several modified versions of these to provide food for docked whale ships or the Kraken, but designed so as to not allow the krill out to where they could, conceivably, be noticed by the Machine.

Whale Ships that feed on the krill are used both for combat, but also for trade and transport. Being able to carry several tons of supplies or up to a hundred warriors (short trips only with those numbers), Whale Ships are ideal for getting around the ocean. Some of them have also been disguised and formed to resemble normal whales so as to be able to monitor the Machines activities within the ocean without drawing attention to

themselves (or more likely drawing the protective “instinct” of Gaia). Host-Light and Medium-Host Armors are another innovation. Simply weaker versions of Full-Host Armor, Medium-Host has about the same protective value as Dragon Scale living armor, and what would be considered enhanced strength, while Host-Light is about equal to Leatherback Armor (no enhanced strength). Both receive all the benefits of a metabolism, greatly extending their field use. Any of the primary combat OCCs that do not receive full-host armor, but only living armor (archangels, packmasters and their offshoots) receive these instead. The backup armor used by those who get host armor however is not upgraded. Dreadnaughts however are another matter. Standing roughly 16 to 20 ft tall, these armors have slightly more than double the MDC of full-host armor and twice the speed (except digging) and increasing the strength to supernatural proportions as well as doubling the damage from melee weapons that are part of the armor. Of course they require a lot more resources to grow, and need 8 times as much food for all metabolisms except for Photosynthetic since the surface area that can receive light and therefore produce food is increased. So far only 3 Dreadnaughts have been created for testing (1 lithovore, 1 carnivore, and 1 photosynthetic), and are only piloted by Dreadguard. It’s unlikely these will ever be produced as Parasites due to the increased feeding requirements. Another tidbit about this armor, unlike Host Armor, the Dreadguard can wear his living armor inside it (this assumes the living armor has been genetically coded to the Dreadguard, if he’s wearing off the

shelve armor, it won’t work, he’ll have to go nude like everyone else). Resin Guns are a modification to Casting Guns. Routing the resin from a Resin Duct (a prerequisite) up to the Casting Gun (another prerequisite) and forming it into additional ammunition for said gun. Each glob of Resin will provide 30 shots, and since the resin of lithovores is somewhat stronger, the increase to damage on casting guns lithovores gain remains even with resin ammunition. Resin guns are the name of another interesting, though minor innovation, hand guns and rifles (as well as ammunition) made out of resin so as to not set off the nano-plague. Gore-Frogs are a somewhat amusing concept. Looking like large frogs, these gore beasts have a very special, and highly useful ability; their “VENOM” is actually a special chemical that neutralizes chemical explosives, specifically the type used in Rat Bombs (though it’s effective on nearly all chemical explosives, it was designed for rat bombs). The venom is injected by the tongue when it strikes the target, so even if the bomb would go off when it’s captured, the explosives already been neutralized. Many of these creatures have been modified to look EXACTLY like normal frogs and toads so as to confuse the machine. Also, since frogs are so COMMON on areas controlled by House Panama, it’s unlikely the Machine will modify Rat Bombs to go off on sighting frogs. The “Venom” will only make living creatures sick if they don’t contain explosives within them, but the combination of venom and explosives creates a highly toxic compound that insures death in seconds, even if a mega-damage creature, even those normally immune to poison except the Gore-Frogs themselves (breaks down in seconds

when exposed to certain trace elements in air, but not the oxygen in blood). So has to maximize resources, the small SDC versions have been made into normal creatures that possess their own reproductive abilities; they do lose the bio-comms however. Both versions have Electromagnetic vision and enhanced smell/taste combined and geared towards noticing implants in life forms (especially explosive) and instincts dictate attacking such creatures.

Dog-Frogs are modified SDC Gore-Frogs/dogs used as animal friends/pets by House Panama. Having all the above traits of an SDC Gore-Frog, Dog-Frogs are actually mammals and behave like dogs do (they look like dog sized frogs without the slimy skin). Since frogs aren't known for being human companions, their shape has not been programmed into most robots to destroy (see above), this gives the humans (usually children) one last line of defense against rat-bombs as well as a friendly companion.

Though long range bio-comms have been invented by many houses, Panamas' uses a unique design [[even if the game stats are the same, double range]]. Interestingly, the long range bio-comms of Panama can be enhanced with the Omni-Upgrade [[20 bio-e]] just like weapons can. They've also invented "Filters" that allow them to sift out the background noise in bio-comm communications [[I've always envisioned bio-comms as being like talking to someone, and when several bio-comms are in use, it's like talking in a room full of other people talking, making it hard to hear specific conversations, but perversely allowing others to listen to yours, and anytime you talk, everyone with a bio-comm can overhear]]. This filter basically allows

you to whisper to each other, assuming they too have a filter. Another innovation is the creation of "Channels" for Bio-Comms that improves the filter from above to work more like a radio that if the channel isn't known, you can't listen in. All of these Bio-Comms except Channels was invented by the Librarian of House Darius (now Lloyd), and are used by them as well (Warlord Cedric has authorized Channels to be given to them as well).

Bio-Comm Antennae aren't actual antennae like on an insect, but more like the antennae of radio communications. Small parasitic (normal, not the increased abilities of parasite host armor) globs of flesh that are inserted into large plants such as trees or cacti (the insertion hole looks like a woodpecker den). They then release chemicals into the plant that allow it pickup and transmit bio-comm signals. It's the creature not the plant doing it; the chemicals just make the plant into antennae for the transmitting parasite. This additional boost is only possible if you and the receivers have "Channels" on your Bio-Comms.

Bio-Comm override is a useful addition to the bio-comm standard. It allows the user to override the signals of standard and advanced bio-comms and say whatever he wants over it. This is generally used to announce warnings or emergencies but is also used when combating enemy houses. If the override also possesses the channels feature, then certain channels may be left open to allow your side to talk normally, but not the enemy.

Bio-Senses override is a rather difficult to understand bio-app. By placing this small creature on anything that has a bio-comm, anyone with a special bio-comm (or it can work off internal

memory) can alter what said thing sees and hears. It should be noted, if your living armor has a bio-comm, but no eyes, you must use your own, so unless YOU have a bio-comm, your own eyesight can not be altered. On the other hand, when in host armor, you're using the senses of the armor, which can be overridden. This bio-app has been given to the crew of the Kraken (though they've been asked NOT to pass it on to the rest of House Artemis), who use it much like House Panama; to allow them to control Kamikaze Cruise Missiles by altering the appearance of whatever the intended target is into that of a Land Dominator, and filtering out real Land Dominators. You can also make it so the Kamikaze sees one "Just Ahead" so as to increase the effective range. House Panama also will sometimes slip one onto guests with unknown intents so has to conceal any house secrets, or in at least one case, to convince the target he was talking to someone in person rather than over bio-comm (the guest promptly tried to kill his host).

Weather Flowers are creations of limited scope, but incredible usefulness within that scope. Based on various flowers that open and close based on weather, plus some alien DNA, and channeled bio-comms has made a rather useful weather station. Monitoring wind speed, air temp, ground temp, humidity, air pressure and several other weather factors, these plants use their flowers as antennae and continuously broadcast conditions in a 6 mile area. By tuning to the correct channel, you can get a weather report. If you've got a visual bio-comm (like a Falconer), you can receive the information in a manner similar to a heads up display superimposed over your vision. Created by Clan Richthofen, most of the

Archangels have modified their bio-comms to receive the information visually.

Flame Wreath is a rather nasty close range weapon. To obtain this weapon, the Host Armor must possess Electromagnetic Vision, Bio-Force Field, Resistance to Heat and a Flame Weapon. Somehow combining the flame weapon and Force Field into a constant on (it CAN be turned off) aura of fire. Each body part grows a small nodule on it that creates a force field around the armor, this is similar to how plasma weapons work, except that the flame is not contained within a magnetic bottle, but wreathes around the armor. As an upgrade, it can fire its flame weapon from any point on its body at any target it can sense in range.

Tunnel Worms are at best a rumor. Said to be an innovation of Clan Magus and Stonegate librarians working together (assuming they are real), they are believed to possess mighty heat and acid weapons that allows them to slide through the toughest of rocky materials with ease and SILENCE. They are also believed to leave much larger tunnels than other borrowing creations (explaining in part both the maze and canal).

Rubber Feet is an inspired and very simple creation. Based on the fact that the machine uses rubber coating to protect wires, this feature coats the bottom of the feet in a treaded rubber coating that allows the armor or beast/mount to travel across areas of metal without setting off the nano-bot plague. This of course assumes you stay on your feet.

Holo-Tables are biological imitations of the identically named machine, though based on a very sophisticated setup of super light cells.

Holotraps are disguised versions of halo tables that work either off a person controlling it via bio-comm or by a small internal memory and command feature. Used mostly in areas where there are other static defenses and doors, when it senses threats (based on programming, always includes robots), it will contact via bio-comm channel any surrounding house members and attempt to receive instructions. Failing that, it will fall back on preset instructions which may include using its holographic abilities to mimic humans close by (to detonate rat bombs if no gore-frogs are around) and to lure robots into some sort of trap which could be gore-frogs for rat bombs, acid plants for other robots, or any of a variety of similar traps. A well programmed holotrap will maintain an illusion of a fighting, but wounded human in the mist of harmless plants while the real acid plants whither away the robot who is trying in vain to kill the false human. Used extensively in the Great Maze, but only in areas actually controlled directly by the house.

Anti-Shiva applications are actually a category of creations that specifically target House Shiva creations. For instance, for a rather small bio-e cost, your armor (beast/mount) will filter out the pheromes used by house Shiva to induce fear and for stealth. If enhanced smell is included, it will automatically target and locate the unit producing said pheromes (very useful in finding Nihilist Suicide Beasts). House Panama also uses modified versions of every single warmount House Shiva has created except the swoop Dragon. For instance, the Agni is shaped like Turkey and called a Plasma Turkey. They also use the Naga Serpent, but have modified it to be somewhat kinder than Shiva prefers. House Panamas version however, losses

the Bio-Empathy and House Panama do not have anyone of the Naga Dancer class (Packmasters get the nagas). Clustered or Combined weapons are 2 different weapon upgrades with nearly the identical results. A clustered weapon is a group of weapons (they do not have to be the same, but must have the same range and firing arc) that with a small bio-e cost, can all receive weapons upgrades as a single weapon. However, they can never be individually fired. They can only fire in barrages, and only at the same target. If for what ever reason, one of the group can not fire (ammunition or damage for instance), then the entire system is out of service and off line. A combined weapon actually takes multiple weapons of the same type and combines them into a single unit. This might be thought of as a cheap version of the mega upgrade, but you must have all the individual weapons. On the other hand, you can combine all the weapons of a single type on the bio-construct. Most often used for super light cells and somewhat more expensive than clustered.

Target Independent Acquisition Cores allow a weapon that is part of armor (not an externally carried extra weapon) to acquire, target, and shoot itself just in a manner identical to a mount (basically the weapon is considered a mount), each weapon gains 2 attacks (or 1 if the weapon itself is only usable once per round). You must possess Enhanced Neurological Connections as well as the weapon to be upgraded. Not compatible with clustered weapons, but it is with combined.

Conical Weapons are an incredible menace not only to your enemy, but also any allies you may have in the area. It allows (but does not require) the weapon to be fired in a manner that it affects

everything in a cone with a 45 degree angle out to half the normal range of the weapon. It may be taken multiple times, each time increasing the arc by 45 degrees and reducing the range by half (90 degree arc is quarter range). It is compatible with the omni upgrade and combined, but not with clustered or any sort of projectile (and hopefully this is obvious, no melee) weapon.

**NOTABLE PERSONALITIES:** There are several people who are quite exceptional throughout the house. Listed below are some of the most noteworthy. Warlord Cedric; Standing a mere 5 ft tall, Warlord Cedric possesses an incredible aura of power and strength. Nothing is known of him before his arrival at the doorsteps of House Darius, except that he was the firm and well established leader of the Unruly Throng. This is interesting, has he appears to be in his early thirties. It's rather unlikely a 15 year old was the leader of such a large group. Incredibly intelligent and having a knack for tactics and strategy, Warlord Cedric is in no danger of being replaced. Aloof with most of the house, he is quite willing to grow talkative with those who share his hobby of philosophy, history and science (especially genetics and astronomy), and he can often be found conversing with the head librarian of Clan Unruly Throng and Khan Randolph about such matters, when the time permits.

Khan Randolph is the head of Clan Magus, and a deeply private individual. Partly due to the mystery surrounding his clan, and partly due to his own desire for privacy, almost nothing is known of him. Average height and build, average looks, but startling eyes that are said to be the color of fire (and according to rumor, actually shift and swirl as if his eyes were fire, but produce no light).

Warlord Cedric credits Khan Randolph with a much greater intelligence than himself.

Khan Manfred of Clan Richthofen is the second in command of House Panama, and an incredible Archangel. In 15 years he has not lost a single wingpack or armor he was piloting. As with so many of House Panama, very little is known about him. But unlike the rest, he remains something of an unknown even to the original members of the throng. Maintaining an air of nobility and aloofness, Khan Manfred is the epitome of professional and is an downright dangerous combatant who views his targets (human and machine) as prey to his hunter. Strangely, he has never had a mission he was part of cancelled due to weather, but strange weather often disrupts opponents. His wingpack is also said to be much faster than is normally possible.

Khan Kodiak of Clan Raging Bear is a BIG man, standing a little over 7 ½ ft tall and built like a brick. Khan Kodiak is an immensely strong individual. Believed to be a human looking biotic, Khan Kodiak is known to be an MDC creature and to possess supernatural levels of strength (very high levels at that). During the Iago Incident, Khan Kodiak engaged Warlord Iago in personal combat, during the fight he ripped the warlord's arm off (while in his host armor) and used it as a club to beat him to death. Khan Kodiak is a rather brooding individual, not prone to laughter or good humor. He is known for visiting graveyards and praying for the strength to achieve vengeance for the innocents killed.

Dreadguard Anastasia was the young leader of the patrol for House Darius that first encountered the Unruly Throng all those years ago. Piloting a suit of Proto-

Host armor, she has spent all of the bio-earned from being a Dreadguard on her heavy super-light cell rifle. The rifle has been shaped to appear as if it was part of her armor, leading many to underestimate it and her. The rifle can fire in a cone up to 90 degrees wide with a range of 2,000 ft (4,000 ft with a 45 degree arc and 8,000 ft for a single target), and is able to unleash an ungodly amount of damage (having had several extra super light cells added and combined) and has had the mega and omni upgrade several times each. Outrider Snopps is a gregarious personality in Clan Richthofen. He flies a bright red Zephyr, named Doghouse, in a highly aerobatic and dangerous manner, while his host armor is white with black spots. Friends with Khan Manfred, he is not one of the original Throng, but a House Darius adoptee. House Panama is of course located in Panama.

## **Pegasi**

By Phalanx

This noble house derives its name from the distinctive and unique War Mounts developed to emulate the mythological flighted horse. House Pegasi has long made its home in the high mountain ranges where the machines have difficulty traversing the ice and snow. Their War Mounts and Splicer mods tend towards high altitude, cold weather, and flight abilities.

House Pegasi is one of the oldest and most stable of the Great Houses, so much so that its name does not change even when the Warlord does. Among the houses, they have become reknowned for their dignity, honor, and aloof demeanor. Many say that the Pegasi have become as cold and distant as the mountains they live within.

Mountainhome is House Pegasi's fortress and one of the single largest Seedlings on the planet, as well as one of the first. It forms a giant torus within the walls of a dormant volcano as the primary structure, with numerous tentacles that reach down deep into the belly of the mountain.

These enormous tentacles are actually bio-engineered geothermal conductors that carry heat from the volcano's dormant lava dome up to the main body of the Seedling. Combined with access points hidden in natural cover and protected by reinforced blast doors made from infusing the Seedling's tissue with the mountain rock, Mountainhome is almost impossible to detect unless one knows where to look.

The Pegasus War Mounts are the pride & joy of the House and comprise the elite legions. Every Warlord since its creation has been a master of the Pegasus. The Chief Librarian further improved on the Mega-Horse design by

adding Fully Functional Wings and "antifreeze" blood derived from certain frogs that can freeze without dying. Pegasus Outriders tend to prefer enhancements to their armor that improve their ranged senses and combat abilities. Their weapon of choice is the Lava Caster. It is shaped like a combat staff with a high-frequency spear at one end and a bio-napalm projector at the other end.

Patrol units and ground forces are most often equipped with the Tundra, a fusion of size, strength, and cold tolerance of a polar bear with the intelligence, cooperative mentality, and agility of the tundra wolf. Tundra Outriders see themselves - rightfully so - as the protectors of the wilderness they call home and the main line of defense. Their Host Armors emphasize stealth and prey detection. Visitors from other Houses say that they are often unable to detect their Tundra escort until they are upon them.

## **Pearson**

By Taalimn

AgroWar is an effort by the Resistance to mount a 'passive offense' against the Machine by infiltrating the Bio-Preserves and reclaiming the Wastelands with rapid-growth plant lifeforms genetically tailored to both resemble natural(or naturally mutated) species, and provide the Resistance with specialized bio-weapons----Such as fodder, cover, and protection. These organisms are low/non-maintenance, and most propagate on their own once deployed, making, ideally, for a creeping 'area denial' offensive. The Machine might be able to root out and burn entire forests of agrowar organisms, but in the process the Machine's efforts prepare the soil for new growth, or inadvertently spread the seeds and spores of the plants to new regions. It is uncertain who first proposed the concept of 'warrior trees', but small House Pearson is generally regarded as one of the masters of this particular endeavor. The use of Agrowar Trees is seen as an effort to counter the Machine's Sentry Towers by similarly attempting to deny the enemy access to its favorite target(i.e., humanity). Efforts have been made to secretly seed agrowar weapons into all manner of regions, where they can slowly build up and establish 'greenways' that the Resistance can use.

Neither the strongest nor the largest, House Pearson has had to survive by laying low and using its brains. Specializing in plant bio-tech and camouflage-form, House Pearson does most of its trade with other Houses in the form of new plant species and engineered foodstuffs. It has largely remained away from open conflict with the Machine, by secreting its refuges in a



geothermally-active hotsprings region that hides its tunnels from Machine thermal sensors, as well as providing it with energy and minerals for its hothouse tunnels and seedling beds.

Recent NEXUS activity in its area(they suspect that NEXUS may be preparing to exploit the geothermal energy of the region for its own purposes), however, has led the House to step up weapons development, both to stall the expected Machine assault when it comes, while the House relocates, and to give it something more valuable to trade to the Resistance and other Houses for protection.

House Pearson typically gives its experimental agrowar bio-weaponry to scouts, Couriers, and rangers to plant in test grounds away from House Pearson territory to better avoid the Machine making any connection between sudden bursts of growth of mutant plants with anti-robot properties and a given area/reports of human activity. Proven agrowar weaponry is freely distributed to its surface operatives, allies, and friendly travellers with the intent of ‘johnny appleseeding’ the new plants as far as possible(House Pearson makes the bulk of its ‘income’ from selling new foodstuffs and domestic animal templates, while freely sharing its weapons tech---figuring that it’s better to share means of defense with larger more powerful Houses that will be more inclined to help defend their ‘green-grocer’).

Besides encouraging travelling Splicers to help distribute its agrowar weapons, House Pearson also asks them to gather samples of useful plant and animal species that they encounter, so that the House can engineer future species with a greater genepool to select from.

Ultimately, House Pearson hopes to ‘re-green’ the planet with varieties of plants both resistant to Machine control measures(physically or by fertility) and more useful to the Resistance, making the whole planet effectively the Splicers’ larder and arsenal, while the Machine is forced to rely on concentrated industrial plants and resource zones(and thus more attractive targets).

Size/Population: 10,000

DreadGuard: 10%

Roughnecks: 18%

OutRiders: 10%

PackMasters: 2%

Biotics: 3%

Archangels: 6%

Librarians: 2

Engineers: 18

Saints: 3%

Scarecrows: 1%

Skinjobs: 3%

Non-Combatants: 32%

Other: 12%

TechnoJackers: House Pearson barely tolerates TechnoJackers---while recognizing their usefulness, the House is very leery of welcoming in anybody so intimately affiliated with the Machine(as it were). House Pearson will readily sell foodstuffs to

TechnoJackers(may give food away to them if other Splicers speak up for them) at the same price as anybody else, but will not allow them into the refuges.

Geography: House Pearson is secreted deep underground in a series of refuges and tunnels woven throughout a geothermally active region of mountains and deep valleys...House Pearson actually has not one, but THREE Seedlings(though the extra two are a carefully guarded secret; only the Great House of Barren Marsh is KNOWN to have three), spread out through its underground territory.....House Pearson

actually has far more tunnels than its population would seem to require, but if they were ever discovered by enemies, House Pearson plans to wage a running underground battle, evacuating its community tunnels ahead of a staged withdrawal and explosive collapsing of spaces behind them.

Law: House Pearson takes its laws seriously....While fairly easy-going when it comes to peaceful activities, troublemakers and those who threaten the stealth and low-laying posture of the House are quickly and severely punished...typically hard labor in the greenhouse tunnels or conversion into a labor-Biotic. Hardcases are killed, and recycled into fertilizer.

Quality of Life: Quality of life within House Pearson is surprisingly good...if you like vegetables....Trading in the development of new foodstuffs has made life good for the citizens of House Pearson, since there's always plenty to eat(though the occasional experimental foodstuff tested on the populace has led to the odd complaint of stomach upset, flatulence, or other irritation), though this has aroused some comments and envy from other Houses and visitors, who see House Pearson as 'growing fat while others fight'. Socially, however, outsiders often comment at the drone-like manners of House

Pearsonites....working long hours in the labs and greenhouses, and going about their business without much fanfare. House Pearsonites for the most part, however, know they have it good compared to many others, and tend not to rock the boat.

Colors/Insignia----A green and tan fist-shaped tree frond

Motto: "Growth is Resistance"

Notable Social Factions:

Church of Mother Earth---The Church of Mother Earth(aka the 'Dark Mother') is the largest organization within House Pearson, and teaches a Gaiaistic ecology-conscious litany, with the message that all forms of organic life are bound as one network. Though some outsiders sometimes mistake the CoME for an insidious NEXUS-Gaia cult, the Church of Mother Earth is quick to take offense and point out that they worship the 'True' Mother Earth, who they see as a mainly shapeless, formless entity binding all life on the planet. The Gaia aspect of NEXUS is seen as an abomination, a cold made thing trying, out of jealousy, to be part of something it never can be, and which has instead tried to usurp the role of Life instead. The more extreme elements of the CoME would like to see Humanity never again take up inorganic technology, and would have all aspects of machine-life and machine-science destroyed(including, incidentally, the elimination or exile of all TechnoJackers), and forever forbidden. Nearly 70% of House Pearson's population subscribes to the tenants of CoME in one form or other, and diligently toil in the fields and labs to grow 'Mother Earth's Little Defenders'.

Booster Shrub

The biggest problem with Bio-Comm systems is their abysmally short range(6 miles) making for great difficulties in coordinating large scale troop movements and strategies....The Resistance has had to use manual relays and messengers...both of which are time consuming and vulnerable to interruption.

To increase the operational range of Bio-Comms and facilitate long range communications, the Engineers have

created Booster Shrubs, cactus-like electro-active plants that are engineered to act as organic automatic relay stations, picking up Bio-Comm signals and transmitting them again to other receivers. The booster shrub itself resembles a scrubby grey-green or dunn-colored cactus with long spines, typically 2-3 feet wide, that can grow with little water, breaking down surrounding rock and sand for nourishment, but needing at least moderate sunlight to gain energy. It can survive in open desert, in the debris of wrecked cities, or on the seashore, hidden among rocks, with little trouble. Once planted as a seed, the Booster Shrub reaches operational maturity in 2d4 days(1-2 days if planted as a seedling). It is estimated that a booster shrub can live 8-10 years, perhaps longer.

Ideally, by planting networks of booster shrubs 6 miles apart from each other, the Resistance can create chains of communication over continental distances.

There are a few drawbacks to the system....Senders using a Bio-Comm Booster Shrub relay network occasionally complain about getting 'echoes' of their original message bounced back to them, especially in areas where the fields of signal reception from several Booster Shrubs overlap. Another problem is that booster shrubs don't always thrive where planted...occasional bad turns of climate, plant diseases, and action by Machine drones can destroy the shrubs, interrupting the network-chain. Another problem is occasional signal loss at night, due to power-down in the dark. The Engineers are attempting to solve these problems by various means, such as stronger organic batteries, signal

discrimination, and more adaptable strains.

Resistance soldiers on overland expeditions are encouraged to carry seeds and plantings to establish more booster shrub networks.

#### Telephone Vine

Another attempt to resolve the problem of reliable communications is the introduction of the telephone vine, an engineered subterranean fungus spliced with kudzu and Bio-Comm DNA, to create a tunneling organism that forms closed-circuit underground land lines capable of passing signals. Lithovoric 'Nodes' are planted in the ground that immediately begin sending out roots in all directions, chewing through the surrounding soil and rock...Using a lower powered form of the Bio-Comm signal system, when a node's tendrils detect the presence of another node in the distance(typically six miles away), the tendrils nearest the signal begin growing towards it(typically moving at a speed of  $3d4 \times 10$  meters a day) , eventually linking up and intertwining to form an integrated network of neuron-like fibers that the Resistance can tap(using an antenna-probe attached to the Bio-Comm) to send secure communications. Since the telephone vine grows underground, it is less susceptible to detection and destruction by the Machine...however, being a hard-line, the organism may have problems growing and connecting through dense rock and metal, and other intervening obstacles). The Librarians and Engineers hope to be able to create more advanced Telephone Vines that can also send high data thru-put visual images as well as audio signals, but that is several decades in the future yet. Another application of this biotech is to create 'ghost webs' of

active Telephone Vines around Human communities....interruptions of the nets may provide advance warning of robots tunneling in to attack the underground human enclaves(rather than come in through the regular access ways). As with the Booster Shrubs, Resistance soldiers are encouraged to carry vine node 'spikes' and plant them where they can to establish vine networks.

Living Fencing----The simplest Agrowar weapon is Living Fencing----crossbred kudzu and acacia thorn bushes that form thick, dense, interwoven hedges. The secret is that these plants grow megadamage carbon fibers in their woody stems, creating a living megadamage chainlink fence. While not very strong individually, a thick stand of these plants still can entangle and slow down any robots attempting to pass through them. These plants also tend to have thick waxy leaves that are resistant to fire damage(takes HALF damage from fire/heat attacks), making burning them a difficult proposition. House geneticists are also working on a way to make the Living Fencing burn generating an acidic smoke, further hampering clearing efforts. Aquatic versions of this plant can also be infiltrated into waterways, to be taken up by Machine factory cooling pipes and hydroelectric powerplants, where the megadamage fibers clog and foul filters and turbines.

A typical 10 ft thick patch of Living Fencing has 5d6 MD, and effectively entangles with a Physical Strength of 30.

#### Rust-Ivy

An attempt to splice rock and metal-dissolving lichens with rapid-growth weed species like kudzu. This rapid-growth weed quickly grows(sometimes

as fast as a foot a day), setting down hard-biting rootlets in crevices, cracks, service apertures, and angles, with each root 'piton' digging in set down roots, dissolve nutrients, and sprout further growth. Passively, the powerful oxidizing enzymes of the Rust-Ivy can do 1 MD per day, but the plant network also has a fiercely acidic sap held in bladder-like reservoirs and pumped throughout the root/runner system. If the Rust-Ivy comes in contact with electrically-charged metal, or is violently cut/trampled, the plant immediately pumps acid-sap to the points of contact and spews dissolving sap(does 1d6 MD per melee for 2d6 melees per fresh contact/cut to metals, stone, and plastics).

Rust-Ivy is also very tough; a single 15 ft-long runner has 7d6 SDC, making it all the harder to casually eradicate. Rust-Ivy is often planted in conjunction with Living Fencing; one providing cover and protection/camouflage for the other.

#### IronTide

Rust-ivy's aquatic cousin, IronTide is the result of engineering a symbiosis between metal-eating bacteria, kelp, and duckweed. When crushed or otherwise disturbed, pods on the drifting weed break up to release powerful metal and ceramic-dissolving acids. Though the solvents disperse more quickly in water and are overall less effective, they can still do considerable damage to machines, and ideally opening their innards up to inundation. Iron Tide acid does 1d4 MD per melee for 2d4 melees per fresh contact/cut to metals, stone, and plastics. Large floating rafts of the weed also serve as effective camouflage for underwater operatives.

BubblerWeed---Bubbler Weed is actually part of a larger House Pearson project....Looking much like mats of duckweed with floatation bubbles, Bubbler Weed actually is the growth stage for an airborne deterrant---Air Jellies---The Bubbler Weed slowly electrolyzes sea water into hydrogen gas to fill expanding pockets and bubbles...when large enough, these bubbles rise, trailing ballast/trigger tentacles into the air to become airborne spore mines.

Mature, Air Jellies resemble pale green transparent bubbles with a fringe of green tendrils at the bottom, and are roughly beach-ball to small-car sized. A colony of modified algae inside them keeps turning moisture and sunlight into nutrients to feed the airborne plant and keep its hydrogen lift gas replenished. The organic lift envelopes are invisible to radar and thermo-imaging, and the translucent/transparent Air Jellies are equally hard to spot visually. However, each Air Jelly is a metal-devouring spore bomb(use the damage stats for the Spore Sprayer) ready to unleash its payload of spores should a Machine come into close proximity of the floating plant, or should the plant detect large concentrations of metal below it(within 200 ft). Air Jellies can last as long as 2d6 months, producing and spraying spores whenever they encounter concentrations of metal, and are currently encountered in 'floats' of 1-50 Jellies. The Jellies' plastic-like envelopes are fairly tough, with 1d4 MD each, but they are easily popped/destroyed. They are wholly at the mercy of the winds, moving at 10% less than local windspeed, and can survive being lofted to altitudes as high as 30,000 ft.

The Air Jelly project is still in the experimental stages....the Air Jellies

have problems being ignited by thunderstorms, for instance, and the trigger mechanisms are still rather iffy, but if it proves workable, and the plants distributed in enough quantity, House Pearson hopes to deny the Machine the skies with clouds of Air Jellies.

#### Killer Pines

Killer Pines resemble natural conifers, but for their pine cones---actually biological explosive fragmentation grenades. When the modified root system of the Killer Pine detects heavy movement and electrical fields nearby(within 60 ft radius), special woody tension branches 'snap-toss' the pine cone grenades away from the tree so it doesn't blow itself up. The biological explosives and megadamage scale fragments do tremendous damage, and incidentally, catapult the Killer Pine's seeds to fresh growing grounds away from the parent trees. Killer Pines also produce a sticky turpentine-like mist that can cover and foul optical sensors and other exposed machinery.

Height: 15-40 ft

SDC/MDC: 2d6x10 MD per tree

Pinecone Grenades:

Range: 50-80 ft

Damage: 3d6 MD to a 20 ft blast radius

Rate of Fire: Can typically heave 1-5 pinecones in the same arc at a time.

Payload: A Killer Pine typically has 5d6 pine cones ready to throw at any given time(truly large specimens---30 ft +--- may have 2-5 times that number), with twice that number in various stages of maturation. Can grow/regenerate new pine cones within 3d4 weeks

Sap Spray---Sap sprays out to 50 ft and congeals into a thick, plastic-like goop that can foul optical sensors(-1d4 to strike using optical systems) and glom up exposed joints(-1d4 to bonuses to

strike, parry, and dodge, and reduce speed by 10%), until scrapped or dissolved free(takes about 1d6 melees). Attempting to burn the sap off with a low powered laser takes about 1d4 melees, but the sap will ignite and do 1d6 MD per melee it is still on.

#### Laser-Tatter

A bizarre cross between a tuber and a chemical laser. Laser-Tatters store up chemical energy in a large underground root in the form of special high-energy starches, accumulating the energy both from absorbed solar energy, and from conversion of nutrients in the ground. When the Laser-Tatter's extensive shallow sensor-root system detects the movement of metal within 100 ft of the plant, the tuber unfolds a mirror-surfaced blossom with a Light Cell in the center, and opens fire with an organic laser. Individually, a single Laser-Tatter plant's attack is weak, only able to get off 1d6 shots before depleting its root-batteries(requiring about a day to recharge each shot), but when grown in large fields of 1d4x100 plants, a concentrated barrage from dozens of plants at once can melt a Steel Trooper in seconds.

Despite their potato origins, Laser-Tatters CANNOT be eaten; their special starches are actually poisonous to human beings and most animals.

House Pearson geneticists are trying to devise a more advanced version that would be hardier, and would actually tap the electromagnetic fields of the Machines to power the organic lasers to greater strength.

Height: 3-4 ft tall; a dark green low-lying plant with widespread fronds and ground runners.

SDC/MDC: 3d4 SDC per plant

Organic Laser---A single Laser-Tatter will typically have 1-4(1d4) emitter blossoms.

Range: 100 ft

Damage: 1d6 MD per shot

Rate of Fire: 1d4 attacks per melee, depending on the number of blossoms

Payload: 1d6; recharges at 1 shot per 24 hours

#### Snake Mold

Snake Mold is an acidic slime mold designed specifically to counter the threat of Cable Snake robots. Unlike most other agrowar weapons, Snake Mold is typically found growing underground, near the warmth and humidity of human habitats(where Cable Snakes are most likely to gravitate towards). Normally, Snake Mold is inactive; a thick creeping discoloration or yeast-like growth slowly growing like other molds and fungi, soaking up humidity and breaking down rock for sustenance.

All that changes when the Snake Mold encounters EM energy, such as that from a Cable Snake's electric motors. The fuzzy growths liquify into a very mobile slime mold form that pours(moving at a speed of 2d6) towards the source of the EM energy, pooling in its proximity. The thick syrupy mass entangles and gloms the snake robot, making it difficult for the robot to slither free(reduce the Snake's speed by 3/4, reduce bonuses by HALF, and reduce the effectiveness of its sensors by HALF), while at the same time powerful digestive enzymes are brought to bear, doing 1d6 MD per melee. The Snake CAN slither free of a pool of Snake Mold and outrace it, but its sensors and joints will continue to be glommed and impeded for 2d4 melees until shaken free, and corrosion damage

will continue for an additional 1d6 melees after the robot breaks out. Snake Mold spores are typically sold/traded in eight-ounce spray-bulbs and misted into likely locations.

#### Scramble Brush

Scramble-Brush is a fast-growing shrub that forms large low-lying banks of plants that stand 4-6 feet off the ground, with 1-4 slender trunks branching out to a thin, but dense-packed canopy of small, scale-like leaves that interweave to form an almost broccoli-like upper growth. Scramble Brush has been specifically engineered as camouflage for the Human Resistance. Seen from above, a stand of scramble brush looks like solid-spongy growth, but due to the plant's ability to mimic the coloration of its surroundings, it can be easily mistaken at a distance for grass, dirt, or rock...belying the open spaces underneath that can be used for cover (some Splicers refer to it as 'Earth's false bottom'). Further improving its camouflage value is the fact that the dense-packed leaves help muffle sound and disperse heat signatures...preventing humans hiding underneath from being spotted effectively by Machine thermal sensors (-20% to detection by those means). To prevent the MACHINE from using the same properties to lay in ambush for humans, Scramble Brush has been engineered with shark DNA to be sensitive to strong electromagnetic fields---should an electronic device or robot come near the Scramble Brush, of take shelter underneath it, the plant's fronds will change color to an off-orange, a sign that an intruder is underneath.

#### Ratsucker

"Like my Monaco Orange Leaper? Raised her myself! She can jump a rat from eighteen feet away! Come see her at the rat-races!"

Ever since the existence of the horrid Ratbombs has become public knowledge, Humanity has bent its ingenuity as never before to rid itself of the scourge of these rodents. What earlier generations THOUGHT was all-out war, was but prelude to the efforts made to keep the furred vermin and their walking timebomb kin out of the habitats of humanity. Not since the Black Plague has the offensive against rats been given such impetus, such desperate ingenuity, and such importance. Given the Machine's awareness of Humanity's past use of cats and dogs to destroy rats, and the Machine's subsequent programming of its Ratbombs to explode on contact with these domesticated allies of Mankind, the Splicer resistance has come up with a number of biotech weapons to outsmart N.E.X.U.S. and remain ahead in the arms race.

The Ratsucker is one solution; a genetically engineered giant spider, combining the trapping habits of smaller trapdoor and web spiders with the size and robustness of the tarantula. When trapping is poor, the Ratsucker will instinctively leave its web and go hunting, sniffing for rat-spoor and fresh prey. The Ratsucker uses a variety of techniques to snare its prey; entangling it in a pre-set trap or stalking and leaping on open-range prey; in both cases the Ratsucker then injects the hapless rodent with a powerful paralyzing venom, cocoons the rat, then injects it again with corrosive venom that dissolves the rodent into a broth of liquified tissue that can be sucked up.

Despite long-situated arachnophobic reactions among the human population, and fears that the spiders might mutate and start preying on humans, the Ratsuckers are actually quite docile and even friendly towards their creators, having been genetically programmed to regard humans as bad prey (rats are their food of choice). Some people even keep the critters as pets. Many enclaves humans keep domesticated Ratsuckers as pets, and harvest their webbing for fibers, but it is the autonomous Ratsuckers in the wilds who have the most important role; hunting and containing the burgeoning rat population. The Splicers regularly release hundreds of Ratsuckers into the wild regularly, but some Splicers are wondering if the breed can't be made self-propagating and able to reproduce on its own without human help.

Class: Autonomous Arachnoid Rat-Catcher

MDC/Armor by Location:

Main Body/Torso : 1d6

Speed: (Running) About 8 MPH  
 (Leaping) Can leap up to 12 ft  
 (Climbing) Expert  
 (Flying) Nil  
 (Swimming) Nil  
 (Digging) Nil

Statistical Data:

Size: Roughly 8-18 inches long, main body (and fully folded up)...legs can reach another 6-14 inches

Weight: 1d6 lbs

Production Cycle: Typically gestates in 2 months

Operational Lifetime: 8 years

Trade Value: A breeding or champion rat-killing Ratsucker can bring 50 credits or more

Bio-Regeneration Rate: 2 MDC per 24 hours

Horror Factor: 12 against (some) humans, none against machines

Feeding: Carnivorous; eats rodents and insects, but especially favors rats. Typically needs a rat a day to remain healthy, though they will store and hoard cocooned rats for later.

Sleep Requirements: Typically rests 4 hours out of 24; a ratcatcher's work is never done

Alignment: Effectively Unprincipled; will not attack humans and other animals, but kills rats. Indifferent to the Machine, though it may attack Cable Snakes for disturbing its layer (attempts to wrap them in webbing).

Metabolism: Carnivorous

Physical Attributes:

I.Q.: (animal)

M.E.:----

M.A.:----

P.S.: 4

P.P.:-----

P.E.:-----

P.B.:-----

SPD: 12

Equivalent/Instinctive Skills of Note:

Prowl 98%

Track Animals (Rats) 60%

Climbing: 98 %

Acrobatics: 55%

Special Abilities:

\*Cling to Surfaces---Ratsuckers can climb with the best of them...only Teflon-like surfaces give them problems.

Special Senses:

\*Nightvision 250 ft

\*Sense Vibrations---The fine hairs on a Ratsucker's legs can pick up noise and vibrations---especially rat-noise---from as far away as 80 ft

Combat Capabilities:

4 actions/attacks per melee

+2 Initiative

+2 Strike

+3 Parry



+3 Dodge

Bio-Weapons Systems:

\*Poison Fangs---Massive fangs inject a powerful toxin; 1d6 for the bite, plus 4d6 for the poison (lethal poison specifically tailored for rats; humans and other non-rodent mammals get a +2 to save versus it)

\*Web Spinnerets---The Ratsucker can spray webbing as far away as 10 ft, and can produce enough for 14 uses every hour. The webbing is otherwise identical to that employed on Host Armor. The Ratsucker can wrap a Ratbomb in enough webbing, fast enough, to blunt the explosive force....If the Ratsucker has a Parry roll of 10 or better on the Ratbomb, the spider has managed to spin at least 20 MDC of web around the rat before it explodes, reducing the bomb's blast radius to 6 ft and damage to HALF. A Parry roll of 16 or better, and the damage is reduced by 2/3, and on a Natural 20, the Ratbomb is completely muffled (no damage whatsoever and the Ratsucker actually escapes alive, though somewhat frustrated by its prey becoming char).

SteelEater Pigeon---The SteelEater is a modified Rock Dove or Common Pigeon, a hardy variety of urbanized birds. The SteelEater is one of the few 'semi-autonomous' or 'expendable' bio-forms capable of independent reproduction, and used as 'nuisance' weapons, deployed en masse to inconvenience the Machine whenever possible.

While looking indistinguishable from their pre-modification pigeon-kin, SteelEaters are genengineered to be absolute pests to the Machine and its minions. With extensive gene-grafts from homing pigeons and cliff swallows, SteelEaters are compelled to seek out the

electromagnetic fields typical of large metal structures to make their roosts, particularly inside cliff- or tower-like structures, even pecking and burrowing roost-holes into concrete and stone. Engineered to be lithovores, with a taste for certain synthetic compounds like electrical insulation and certain mechanical lubricants, SteelEaters have rather exotic and tough digestive systems, leading to the production of highly acidic droppings---the SteelEaters' primary weapon against the Machine. Built-in immunities and resistance to disease and to pollutants allow the pigeons to survive the fumes and pollution of Machine industrial facilities....albeit at the cost of becoming veritable toxic sumps, similar, but even more so, than pre-N.E.X.U.S. crows and comorants. Drawn to roost and feed in the heart of the Machine's installations, flocks of SteelEaters can gradually erode away the metal and concrete of their workings, through their nesting behavior and accumulation of toxic guano. Even when the Machine sets out to exterminate the pests, the birds often get the last laugh; when killed, their chemically-drenched blood becomes a vicious metal-eating acid that can do considerable damage before it becomes inert.

Several different varieties of SteelEaters exist, but the variations tend to be mostly cosmetic; too, the SteelEaters have a high rate of color mutation, even with their parthenogenic reproduction. Some breeds are raised to crave certain chemicals and synthetic substances, such as lubricants or coolant materials. Because of their status and design as autonomous weapons, SteelEaters aren't usually part of a Wingmaster's flock and will NOT have the Man/Beast interlink. However, Wingmasters may be assigned

to release flocks of SteelEaters or check samples in the wild to see how they are doing independent of Man. SteelEaters are specially pheromonally 'tagged' to prevent natural (and Splicer-created) predators from mistaking them for 'safe' pigeons.

Size: 14 inches long, 1-2 lbs

SDC/MDC: 6

Speed: 72 flying, 3 running

Bonuses: +3 Dodge, +5 vs toxins

Metabolism: Lithovores---Typically need about 8 ounces of material a day to stay healthy, but do tend to binge when feeling safe(like holed up in a burrow in the footing of a factory).

Lifespan: 5-10 years

Reproduction: SteelEaters typically mate and raise up to 2 clutches of hatchlings, producing 1-3 young at a time. The young remain hidden in their early life, but mature very quickly, acquiring adult plumage and becoming independent after 2 weeks(just as with normal pigeons).

Systems/Senses of Note:

\*Enhanced EM Senses---Is drawn to high levels of EM activity

\*Resistance to Electricity----Early on, N.E.X.U.S. tried using electrical barriers to dissuade pigeons...the Resistance countered. Takes NO damage from electrical barriers/HALF damage from MD electrical barriers

\*Enhanced Toxin Resistance----

SteelEaters are +5 vs toxins(they actually eat some chemical lubricants)

Weapons Systems:

\*Acid Blood---Does 3d8 MD per melee round for 1 minute/4 melees to metals and plastics. Because these pigeons tend to be rather plump and well-fed, typical splatter radius is 8 ft

\* Acidic Droppings---Not as powerful as that used in Host Armors, nor in such quantity, but arguably longer-lasting.

SteelEater guano does about 1d6 MD of damage per hour for 3d6 hours, and can do an additional 1d6 SDC per day for 3d6 days(great for slowly eroding non-MDC materials). Typically, a SteelEater can make 3d6 'deposits' per day

\*Pecking----Superhard beaks can actually do 1d6 SDC per attack/ 1 MD per 5 minutes of continual pecking---slow, yes, but when you have a flock, over time.....

Combat Bonuses: +1 strike(beak and droppings). +3 dodge

Augmentations: None

### ORGANIC DEFENCE TURRETS

Effectively static organisms once anchored to the terrain, these organitech defence systems come in several varieties. All share several common features; tough external bone/enamel armour, an "instinctive" form of organic radar (about 5 miles/8 km range) that can directly link via neural tendrils to any gunner/operator, and visual tracking optic clusters that resemble lines or clusters of organic "gems", and allow the organism (more plant DNA than animal, but of course incorporating xenomorphic strands for increased durability and metabolic efficiency/productivity) to independently target and track targets as a form of programmed instinct response. When manually operated, these organisms extend an organic link that wraps around the ear/cheek of the operator (or directly to any Host Armour suits), thin filaments wrapping around their spinal cord. This allows for an unprecedented response time and accuracy as the gunner corrects for trajectory and target movement with instinctive precision. However, damage to the turret can conversely be felt by the operator, despite the Librarian's best efforts to inhibit pain and neural

feedback bleed; for every 40 points of Mega-Damage dealt to the turret, the operator suffers a cumulative -1 penalty to all actions for 2D4 Melee Rounds due to muscular spasms and disorientation. Host Armour reduces this time to 1D6 Melee Rounds; the Advanced Regeneration and/or Improved Neural Connection (I lack the book in front of me; you know which one it is...) enhancements reduce this time to 1D4 Melee Rounds. The maximum version of Regeneration eliminates it utterly. Turrets usually look like an enamel-armoured version of a modern turret, and can have between 2 to 6 "barrels" depending on what the GM and players desire. They move by means of slow locomotion on 3-6 blade-like legs, and anchor themselves firmly to the terrain when deployed (Effective Speed statistic of 8; and no, Turrets are mindless collections of instincts and neural bundles at best, they will NOT run away if they come under attack! ) In all Turret cases, the turret provides a +3 bonus to Strike with Ranged "single" shot attacks, or a +1 bonus to Strike with a burst attack accumulative with operator bonuses in both cases (uses the Heavy Bio-Weapons W.P.), or possesses a straight +3 single/+1 to Burst attacks if firing independently. Turrets track organic/inorganic targets through a form of bio-comm radar, and will only fire independently at inorganic signatures of a certain mass (which can be reprogrammed). When operated, the lose all instinct response, coming utterly under the control of the operator.

#### "Maelstrom" Bio-Energy Turret

Purpose: Ground control & asset support  
Armament: Bio-Energy cannons (5D8 M.D. "single" attack/burst, 1D8x10

M.D. for a multiple-pulse volley.  
Effective range of about 1,200ft)  
Payload: Effectively unlimited, as long as it is fed (using a nutrient bath as per normal Splicer rules). This limits deployment range far from a feeding source. The turret can fire 10 multiple-pulse volleys before it needs to rest; one volley is regenerated at the rate of 1 per melee round. Regular short pulse bursts can be fired without restraint or pause. At their risk, a user can choose to feed the gun with their own bio-energy as per normal rules for the Splicer Bio-Energy Pistol/Rifle. However, one such volley can be fired for every \*3\* P.E. points of the user. Normal penalties are accrued for every volley fired afterwards. Natural Bonus to Strike: None/normal +3/+1 to Strike on a Ranged attack, NOT accumulative with the +3 provided to an operator's natural instincts; straight roll only.  
M.D.C.: 220 + 1D6x10 M.D.C.  
Variants: Whilst by default these turrets fire bio-energy blasts, variants grown also fire bone shards or slivers (for GM's wanting a more "machinegun" like effect). Of course, such variants cannot feed from the user to recharge their volley bursts, but can be fed bone to achieve the same effect (it'll require a kilo or so per volley; GM's discretion).

#### "Spitter" Anti-Aircraft Turret

Purpose: Anti-aircraft & air superiority  
Armament: Cluster-shard launchers (6D8 M.D. to an 80-foot area, or 1D8x10+10 M.D. to a 160-foot area for a triple shot burst to a wide area; three shots are used, but it doubles the damage and effective area of attack; effective range of about 2 miles/3.2km)  
Payload: 36 cluster-rounds, which regrow at a rate of 1D4 per hour. The rounds are small, sliver-coated organic

bombs about the size of an American football that are extraordinarily sensitive to the chemical and energy signatures released by robotic targets, causing them to explode like tamped charges when a flying Machine passes within its effective radius or upon impact. The turrets can be lowered to fire at ground targets, but are not designed for such a purpose, and there is a 65% chance that complications will cause the shot to detonate before reaching a ground target, or long after...which can have potentially disastrous consequences for Resistance ground warriors in the combat zone.

Natural Bonus to Strike: Special: An additional +2 to natural/operator bonuses both to strike at an aerial target with a single precise cluster round. Airborne targets may dodge as normal.

M.D.C.: 280 + 1D6x10 M.D.C.

Variants: Variational versions of this turret can use organic energy bombs as opposed to cluster shards for their armament; all effects remain the same otherwise, other than a glorious energy blast. Perfect for highly pyrotechnic displays.

#### "Hurricane" Missile Turret

Purpose: Massed area destruction & aerial support

Armament: Bio-organic rockets (see the Splicers RPG). Stats and range are the same as the standard rocket

Payload: 24 organic rockets. The turret regrows launched rockets in 24 hours, and the organisms cannot be removed and combined/reloaded with Host Armour or handheld launchers.

Natural Bonus to Strike: Normal/none. See rocket strike bonuses for additional to-strike rules. These turrets can fire their rockets in volleys of 1, 2, 4, 8, or 12 in one strike, making them terrifying surprise attack weapons.

M.D.C.: 240 + 1D4x10 M.D.C.

Variants: None.

Again, rules are probably imperfect and feedback will be greatly appreciated. Feel free to modify as needed; it probably makes sense that the Resistance will grow turrets for area defence purposes. Same as the mines, these organisms are totally non-canon, and must be ignored as utterly irrelevant/nonexistent if they offend sensibilities. New variants bubbling up for "volcano" bio-organic napalm mines, and water/sea based variants for oceanic/underwater defence (should the Computer devise a reliable method of creating autonomous underwater combat drones). Too many ideas... Again, the purpose of these ideas is to get the creative juices flowing for those that like the ideas, nothing more. Like all Spicers technology, the organitech turrets employ alien DNA and growth/metabolic methods spliced with terrestrial DNA to provide their abilities. Please don't try to apply real world physics or rules to them, you will only hurt yourself. Think cinematic. Enjoy!

#### BIOTECH "LANDMINES"

Less traditional landmines and more bioengineered organisms in "portable" form, these creatures resemble large (about 3' diameter), flat plates of glistening muscle and tubes with a serrated series of sharp, folded teeth like a lamprey mouth and short, underdeveloped anchoring tentacles on the underside when undeployed; the general colouration of each mine indicates function it performs. Splicer teams set the organisms in place by simply pressing them into the ground, and inserting a special "arming device" in the form of an enzyme sliver.

Once inserted, the organisms draw nutrients from inbuilt biopacks which are rapidly consumed, and from their surrounding terrain. They grow extremely rapidly, the underside tentacles and mouth chewing rapidly through even M.D.C. concrete as the organism expands and burrows into the ground, making them useful for deployment even in the dark, ruined wrecks of the ancient cities. Though they could theoretically be used as particularly gruesome weapons by slamming them against the chest of an opponent and inserting the arming sliver (the teeth and tentacles inflict 3D10 M.D. per melee round; the organism is assumed to have a single attack), the 2D4 second delay before the landmine begins to grow and expand make it a fairly pointless and impractical idea, as the organism won't even be strong enough to hold itself in place for 30 seconds.

#### 1. General Purpose Landmine (A.K.A. "Sacs", "Digesters", "Gloop Tubes")

This is by far the most commonly-employed form of bio-organic landmine, useful against human-sized or smaller Machine drones and anything metallic which can fit through its mouth aperture. Appearing as a nondescript "nub" about the size of a manhole cover on the ground, coloured and camouflaged to the surrounding terrain (ALL mines resemble this, and possess an effective passive Camouflage skill of 65%); the organism beneath resembles a gruesome, muscular sac covered with veins and sinews, about 7' deep. Whenever the sensory organs within the "nub" detect the presence of inorganic pressure upon it (literally by "tasting" the offending object), 4 thick, writhing tentacles erupt from the nub and lash to hold the target

in place; a split second later, muscular action from the creature's mouth sucks the victim into the sac beneath the ground.

The digestive tract of the landmine is filled with a thick, potent acid that inflicts 1D8x10 M.D. per melee round to any inorganic object trapped inside. On the rare occasion the landmine swallows an organic victim (Human, animal, whatever; possibly due to muscular spasm or unusual circumstances), they suffer 1D4 S.D.C. damage per melee round from the acid (the same type as used in Splicer blood and armour; the organism feeds in part on insoluble minerals and metals). However, 1D6 seconds after swallowing the person, the landmine contracts violently and the mouth aperture relaxes, expelling the victim back out or at least allowing them to climb out easily. Though icky, deeply disturbing and mildly traumatic, the experience is hardly a dangerous one for a Human (even a child as young as 6 or 7) unlucky enough to trigger one of these potent but virtually harmless organisms.

Type: Ground Control & Denial  
M.D.C.: 1D4x10+10 (Main Body), 20+2D6 (each tentacle, of which there are 4)

Applicable Attributes: Splicer P.S. 32 (victims held cannot move or fight within the sac unless they too possess a Splicer P.S. of 32 or higher; 26 for Supernatural Strength). N/A for all others.

Bonuses: +4 to Strike

Damage/Attacks: 1D8x10 M.D. per melee round (swallowed; inorganics only)

Lifespan: 1D6 Months after deployment. The creature hibernates between "feedings" to conserve energy stores.

Colouration: Red/Fleshy. As a partially lithovoric organism, the mine has a glossy sheen to its appearance.

2. Inhibitor Landmine (A.K.A. "Graspers", "Burrowers", "Tineaters")  
Similar in undeployed appearance to the General Purpose landmine, this breed of biotech mine lacks the digestive sac, instead resembling a burrowed, inverted cone of spiny, muscular tentacles. When an inorganic object passes over the mine, the tendrils explode from the ground and burrow deeply into the target in a manner similar to the Tendril Injector attack (See the Splicer's main rule book). The tentacles tear through metal and plastics, wrapping around vital components and sprouting other winding protuberances as the mine rapidly metabolises its energy stores. Intended for capture and immobilisation of large Machine assets for examination/destruction/whatever, even a large vehicle like a Battle Track can find itself in trouble if it rolls over a specially-planted cluster of these creatures; human-sized battle droids are often ripped to pieces.  
Type: Capture, Ground Denial and Inhibition  
M.D.C.: 1D4 x 10 (Main Body), 20 + 2D10 (each Tentacle, of which there are 3D4)  
Applicable Attributes: Splicer P.S. 35 (the strength or higher needed to break free from the tendrils once caught); this \*increases\* by 1 per round for 2D4 rounds once the tendrils have burrowed into a target, as they grasp and entangle internal systems. N/A for all others.  
Damage/Attacks: 3D8 per attack; the mine has the equivalent of 3 attacks per round, plus 1 for every 2 tentacles over 8, round down. On a successful attack, there is a chance the target is entangled

by a burrowing tentacle cluster: 80% for man-sized machines, 65% for truck-sized, 30% for Battle-Track or Assault-Slayer scale, and a mere 10% for any target larger than that. An entangled target automatically takes 1D6 x 10 M.D. per melee round to its legs/locomotion systems as its internals are torn to shreds, and the mine ceases its regular attacks to grasp its "prey" firmly in place. Held targets are helpless (+6 to Strike rolls made against them), and cannot effectively engage in Hand to Hand combat unless their limbs are free. Common sense should dictate any other effects; each attack, the machine may make an opposed Strength test (1D20+ P.S. equivalent bonus) vs. the mine to break free, an act which inflicts 4D6 M.D. to the machine for each mine it is affected by. A maximum of 4 mines can affect one single target at once; the rest are cinematically "held", miss, or have graphic but ultimately visual-only effects.

Bonuses: +3 to Strike. Due to the nature of the attack, large targets have a very difficult time parrying or dodging these attacks (effective blind effort; -10)  
Lifespan: 3D6 Melee Rounds after triggering. Whilst the live, the tendrils of a Grasper have a bright, pulsating, writhing aspect to them. When the organism dies, the tentacles contract and resemble vegetable matter with a leathery look, the colour dulling towards brown. Due to their limited lifespan and "one shot" use, these mines are usually deployed for specific purposes and are rarely used for "general" ground control.  
Colouration: Yellowish-Brown.

3. Area-Effect Mine ("A.K.A. "Spikers", "Puffballs", "Death Blossoms")  
A very simple mine design, this organism reacts to the presence of any

pressure above a certain weight (approx. 20 kg+) upon it (unlike the GP or Inhibitor mines). Upon contact, the roughly medicine-ball sized organisms (which resemble a leathery, glossy puffball) explodes violently, its internal core releasing a large charge of bio-energy and internally-grown razor- sharp ceramic slivers. Ironically, due to their indiscriminatory nature, they are less commonly deployed than "Gloop Tubes."

Type: Destruction of Enemy Assets & Tactical Ground Denial

M.D.C.: 20 + 2D6 (Main Body; no extremities of any kind)

Damage/Attacks: 2D4 x 10 M.D. to a 20-foot blast radius. The cloud of slivers rips into targets beyond that, inflicting 5D6 M.D. to targets further than 20 feet but within 40 feet of the epicenter.

Bonuses: +2 to Strike. Targets cannot parry this attack, but may attempt to dodge/drop flat at a -8 penalty (there is a split-second delay which allows the perceptive to react; PC's should be given a chance. Machine targets are usually caught before they can react; whichever benefits your story the most, use it!).

The explosion is explicitly permitted as being able to roll with, even in the sliver cloud, but rolling targets still take 3D6 M.D. from impact/lacerations, even if they succeed.

Colouration: Greenish/Grey

Addendum: Due to the nature of the energy field, Force Fields will *\*not\** trigger an organic landmine. However, since the forcefield by nature cannot interpose itself between a machine and the ground it stands/rolls on, this will rarely be a problem, though force fields WILL protect against the digestive effect of the GP landmine if a robot small

enough and possessing one (very rare) is swallowed.

## **Skyrus**

By Krispy

H. Skyrus is located in the Great Dividing Range (or the Eastern Highlands) of Australia with their primary base at Mt. Kosciuszko, the highest mountain in Australia (the mountain is normally 2,228 meters (7,310 ft) but following the global disaster it has risen to 3.6kms  
Population: 105000  
12% Arch Angels  
2% Biotics  
11% DreadGuard  
Engineer, Geneticist & Librarian: 4  
Librarians, 18 Engineers & 72 Geneticists  
9% Outrider  
2% Packmaster  
18% Roughneck  
3% - Skinjob (3150: 450 are the New Gen SJ)  
2% - Saint  
1% - Scarecrow  
15% - Technojacker  
25% - Non-Combatant  
Unique Splicer creations of H. Skyrus  
Oracle WM & its skants  
Fates & their Sky Chariot  
Yeti HA & Premiers Sasquatch Biotics roam and patrol the snow peak mountains  
New Generation SJ (sometimes called Infiltrator SJ)  
Sentinel Trees  
Their Warlord is a Bioborg: someone who has had their brain put into the body of a modified Dracos that has one head and is given the title of Dragon Lord  
The Elementals  
H. Skyrus also uses Slappy's Mountain Lion War Mount  
They are a reflective house that knows knowledge is one of the most powerful weapons. Information, knowledge gives you more options, more choices. They

have amassed a vast amount of information and understanding of this world

They are masters of the subtle tactics of war. One of their main tactics when it comes to the Art of War is: divide and conquer. – A House divided cannot stand. Using their SJ to cripple a H. from the inside

That being said they are quite capable of full scale war, guerilla tactics, ambushes, etc

many say they are an extremely elusive House, known by many but not seen unless it is too late or you enter their territory with hostile intentions.

Their vision is cast far and wide. They were involved in the genesis of H.

Necrys. They have a strong friendship & alliance with H. Necrys and H. Myre and a couple of other Houses (House of the Red Sands & House Lebryntha)

They have representatives placed within their allies Houses only known by the respective House (not advertised)

They pursue artistic endeavors such as bonsai, stone sculpting, ice sculpting clay, painting etc

The Dragon Lord the Warlord of House Skyrus

The individual chosen to become the House Warlord has their brain removed and placed in a Dragon Bioborg body  
MDC

Head (heavily reinforced): 350

Neck: 450

Head Horns (3) 30 each

Eyes (4): 30 each

MB: 880

Tail: 340

Legs (4): 280 each

Clawed Feet (4): 120 each

Wings (4) 260 each

Reinforced Brain Casing: 200 – it is situated in the chest cavity of the Dragon



Running: 180km/h but a cruising speed of 90km/h  
 Leaping: not possible  
 Digging: 40km through sand or dirt but 20km through rock, clay or stone  
 Swimming: this dragon bioborg is an exceptional swimmer reaching speeds of 80km underwater  
 Flying: 360km with a cruising speed of 140km. the bioborg can reach a speed of 500km for a period of 1D4+2 minutes after which they must drop back to cruising speed for 10 minutes  
 Maximum altitude: 5km  
 Flight range: 8 hours before a rest period of 30-120 minutes is required  
 Statistical data:  
 Height: 3.3m at the shoulders, 8m to the top of the head  
 Width: 4m from shoulder to shoulder  
 Length: 8m from chest to rump, plus another 8m for the tail  
 Weight 8 ton  
 Physical strength: supernatural of 50  
 Operational lifetime: 80 years  
 Bio-regeneration rate: 6D10 per hour for main body & 3D10 per hour for everywhere else  
 Horror Factor: 15  
 Senses & Features: standard for WM plus.....  
 Feeding: the dragon bioborg is an omnivore and needs to eat 120kg of food a day  
 Sleep Requirements: the bioborg needs only 4 hour sleep a night and can stay awake for up to 3 days then requiring 8 hours to recover  
 Dragon Bioborg Attributes:  
 IQ ME is that if the individual MA receives + 5 with a minimum of 16 for intimidation factor as it is a talking dragon. PS 50 supernatural, PP 18 PE 23  
 Speed stated earlier  
 Number of Attacks: 8

Combat Bonuses: + 3 Initiative, + 3 strike with ranged weapons, + 5 Strike, + 5 to parry, + 2 dodge, + 4 pull punch, + 2 roll with punch, fall or impact, + 3 to disarm, is totally immune to poison and disease  
 Skills: that of the one who became the Dragon Lord  
 Combat Capabilities: similar to the Dracos with a few alterations....will edit later  
 Such as tail swipe: 1D8\*10+40  
 Wing Swipe: 6D6  
 Weapons:  
 1. Signature Weapon - Dragons Breath: House Skyrus has a unique OCC in their ranks called Crystal Masters. They study the natural occurring crystals of the world and came across a unique form of crystal called Tourmaline  
 Note: Tourmaline is a real world crystal  
 Tourmaline has the unique property of Pyroelectricity: it can produce a voltage when heated or cooled  
 A large tourmaline crystal is situated in the chest of the bioborg  
 The same chemicals used in Flame Halo is injected into the chamber holding the crystal and ignited, as the flame passes over the crystal, electricity is generated and what is emitted out of the Dragons mouth is 'Fire-Lightning'  
 The damage is the a combination of Fire & Lightning  
 Damage: 3D8\*10 for the Flame Halo & 4D12 for the Lightning  
 Range: 5m wide cone for 65m  
 Payload: the bioborg body can store enough chemicals for 24 blasts per 24 hour period  
 2. Needle Death Blossom: Follow Dracos  
 The edges of the wings are covered in larger versions of combat spurs with the

tip of the wing ending in a giant bone spike use for wing swipes

3. Head Mounted Super Light Cells (6): same as Dracos

4. The tail is basically a giant spiked mace, a 500kg wrecking ball delivering a whopping 1D8\*10+40 MD

Each tail swipe counts as 2 attacks  
Enhancement: starting at level 2 the Dragon Lord receives 15 Bio-E to enhance their body

#### Fates & Sky Chariot

Fates are elite DGs that are given a unique template HA and 3 of them together pilot a creation that pushes the boundaries of Splicer classification  
They are the Fates, those who decide you destiny, and with the firepower they carry not many survive

They pilot a unique creation called a Sky Chariot that is a beefed up Wing pack (that is close to a WM) designed for 3 pilots that

Fates are trained in many forms of synchronized activities (dancing, swimming) that enables them to work together when 3 of them are piloting a Sky Chariot

#### Sky Chariot

The SC maintains the same speed and maneuverability of its smaller version for its 3 pilots

I can't draw but imagine a ball that is partially squashed and has a triangular shaped circumference. At each of the 3 points of the triangle there is a long tentacle, which has something, resembling a Venus fly trap at the end of it.

Along the sides of the triangular circumference are 3 thruster appendages  
The Venus Fly trap structure at the end of the tentacles wraps around the torso

of the Fates and links them to the Sky Chariot

MDC

MB: 540

Tentacles (3): 250 each

HA neural link (at end of Tentacle): 110 each

Thruster appendages (3): 360 each

Flying: maximum speed 480km with a cruising speed of 160-256km

Accelerated Dive: 800km in a steep downward dive

Max Altitude: 4572m

Flight range: if flying non-stop, must rest for one hour after every 10-12 hours.

Indefinite with frequent (once every hour or so) intermittent rests for a few (1D8) minutes at a time

Weapons & Abilities

1. Zeus Cannon: The SC is the first Splicer creation to have 3 Omega Blasters built into the base design (6D8\*10) with a blast radius of 10m

2. Organic Rockets: 30

3. Bio-Force Field. Note: the Sky Chariot can combine its FF & that of the 3 Fates into one field for all

Upgrading/Enhancing the Sky Chariot

Upgrading the SC?? I have been thinking that the House gives their SCs a set upgrade per level for the Fates to keep them uniform

The way the cells are connected you can mega upgrade the 3 Omega Blasters 1 at a time with the total damage being adjusted accordingly

Ideas:

Say a set MDC increase per level

The FF increases per level

At level 4, 8 & 12 the chariot automatically gets one of the Omega Blasters Mega Upgraded

At Level 5 the organic rockets are Omni-upgraded, doubling their range

At level 10 the organic rockets are Mega-Upgraded, doubling the damage

3 OB – 6D8\*10

1 mega – 8D8\*10

2 mega – 10D8\*10

3 mega – 12D8\*10

Feeding: The Sky Chariot is bathed in nutrient fluid

Fates Template HA (omnivore Metabolism +30)

Majestic angelic humanoid HA compared to the Pariah's hideous humanoid appearance

Organic thrusters: 35

Bio-Force Field: 35 (the sky chariot unifies the FF of the Fates and its own FF together)

ENC: 20

Reinforced Exoskeleton: 5

SR Spore Discharger 10

Increased Metabolic Rate: 45

Resist elec: 10

2 BEEV 20

Electrical Discharge: 5

Resistant to Lasers: 15

Regeneration Enhanced: 10

210 (180 + 30 points for omnivore metabolism)

Unique Weapon of the Fates HA

Arc weapon (2): Arc weapons are BEEVs have been linked to the Electrical/Lightning Discharge for a more powerful weapon (R. Australia) damage is both the BEEV and Electrical/Lightning combined

They are situated on the forearms

So a level 1 Fate can fire her arc

weapon: 2D8 + PE + 4D12

Range: 549m (274m underwater)

Rate of fire: each blast counts as one melee attack

Payload: effectively unlimited but if fired more than 20 blasts a minute (5 per melee round) the pilot gets weakened

Personal Fates HA

The Fates DG gets 5D6+10 Bio-E at first level for customization of their individual HA and from 2nd level on, another 3D6+10 per level

NOTE:

Fates automatically select Lightning Discharge at level 1

They try to max out their Bio-Force Field ASAP as it is combined by the Chariot

The beev is combined with electrical Discharge (and eventually lightning) the weapon fires the BEEV energy first and the electricity

So the damage is 3D8 + PE + electrical/Lightning

Can mega upgrade both

At H. Skyrus one Librarian decided to focus its talents towards studying the enemy and devising tactics to defeat N.E.X.U.S. & other threats to humanity. To achieve this goal it designed a special War Mount

The Abdomen – houses a hollow sphere, big enough to fit 3 individuals, in which storage bladders fill the sphere up with a liquid crystal medium and generates a 3D model of the battle. The viewer can then assess the battle at any time or location (angle) depending on the number of harvesters that were involved in observing it.

MDC

Armored Back Hatch (to enter viewing chamber in the Abdomen) (2): 600 each

Legs (8): 600 each

Eyes (8): 50 each

Head/Maw: 1140

Main Body: 2250

Running: 100km with a cruise of 50km

Leaping: not possible

Digging: not possible

Swimming: .....?

Flying: not possible

#### Statistical Data

Height: 10.8 m

Width: 12.9m

Length 7.2m

Weight: 12 tons

Cargo: none but can carry .....

Physical strength: 45 supernatural

Production cycle: 4 years gestation, plus 8 years growth

Operational Lifespan: 120 years

Bio-regeneration rate: 5D6 per hour for the MB plus 3D6 per hour for all other locations

Senses & Features: standard for a WM but the Oracle can make Skants & Riders

Feeding: the Oracle is an Omnivore & requires 130kg of food a day

A suggestion from Taalismn in my original Oracle & Harvester thread gave me the idea to create the following 2 additions to the Oracle

The oracle can create 2 types of observer drone spiders (Thank You

Taalismn :ok: :-D ) that record every skirmish the House is involved with

1. Riders--- a spider the size of a dinner plate with many eyes, even along the legs. They hitch a ride on Biotics, HA, WMs, acting as living cameras and bio-comm boosters...

these little spiders are also able to run on water due to surface tension

2. Skants (sky ants) an interesting blend of spider & Sugar Ant. this lightweight creature is about 1 meter in length that can distend its abdomen with Hydrogen/ or Helium ?? gas created in chemical reactions, turning it into the equivalent of a zeppelin/ weather balloon

It is a floating aerial drone that is designed for surveillance and topography it can relay information to the Sentinel trees so they can travel quite far from the mountain

With amazing optics and a stealth field this creature rises to the highest points of the atmosphere to observe the landscape  
MDC

Head 30

Eyes (8): 10 each

MB: 50

Abdomen: 30

Legs (8): 15 each

Abilities & Enhancements

\*Photosynthetic Metabolism

\*Nutrient storage bladders that enable the creature to stay airborne for 7 days at a time

\*The respiratory system of insects is different to that of most animals. Instead of lungs their bodies are filled with a system of internal tubes and sacs in which gases pass through either via diffusion or actively pumped. Organic thrusters have been implemented into the respiratory system not for flight but more for maneuverability and to provide enough oxygen to the Skant at such high altitudes

\*Bio-Force Field

\*Chameleon skin & Stealth Field

\*amazing telescopic eyes enabling the WM to see fine detail even when 5km up in the air

Maximum altitude 5 km

Repo-Men: House Artemis has some Bio-Tech designs, like their Silkworms, that they want to remain proprietary. It is a bit selfish, but Warlord Artemis looks at everyone within his House as his children, and he wants to make sure the little scraps remaining for the human race go to his family first. To keep their trade secrets a secret, he created a special division composed of Skinjobs, Butchers, and Scarecrows called the Repo-Men. Their job is to penetrate any offending Great Houses and destroy all traces of their stolen designs. This

involves the physical destruction of actual items plus the more difficult task of erasing the genetic code stored by the Engineers. This is accomplished by a special Retro-Virus programmed to destroy a specific genetic sequence. The genetic code for the item is destroyed in seconds making the creation of that item (and only that one item) impossible. Even if their Librarian remembers the gene sequence, the Gene Pool is forever contaminated and new genetic strands for that item will also be destroyed once they are introduced to the Engineer. However, in order to accomplish this, the Repo-Man must release the virus directly into the Gene Pool. These are some of the most tightly guarded areas in any Great House, so only the best of the best are ever asked to join the Repo-Men.

## **Solarius**

By Jedrious

House Solarious is one of the few Great Houses that does not reside underground; rather they inhabit one of Gaia's largest nature preserves. They have survived the wrath of Gaia through one main fact: the Librarian, Solarious, has only ever produced Gardener Host Armors. By focusing exclusively on one variety of Biotech, Solarious has managed to develop some unique creations.

Name: Ænt

For most Gardeners, their primary weakness is their lack of mobility; the Ænt was developed to mobilize Solarious' forces in order to bring maximum firepower into any engagement.

Bio-E Cost: 60+

Growth Time: 1D4 hours for an immature plant (Æntling), 3D6 days to develop into a mature plant.

M.D.C.: Æntlings have two legs for fortifications that take up less than 5 square feet, and four legs for larger fortifications, with 5 M.D.C. each that gain an additional 5 M.D.C. every day until fully matured, in addition, the M.D.C. of the bonded Plant Fortification acts as the creature's Main Body M.D.C..

Effect: Ænts are mobile gardens in their own right, beginning as creatures similar to gorehounds, and eventually growing into creatures of similar size to War Mounts when they are Elder Ænts. Ænts do not produce effects in and of themselves, rather a Gardener may plant a single Plant Fortification onto a seedling and it will grow and develop without needing to be planted in the ground. An Ænt sapling cannot be

planted without first being grafted to its first bonded Plant Fortification.

**Additional Penalties:** Plant Fortifications grown on an Ænt mature at half the speed of Plant Fortifications grown in soil.

**Control Bonus** (in addition to the bonuses above): As the Bonded Plant Fortification, however, a Plant Fortification bonded to an Ænt counts as one more Fortification than the number of bonded Fortifications on the Ænt (see Elder Plant Bonus) towards a Gardener's limit.

**Elder Plant Bonus:** As an Ænt becomes an Elder, it is able to be bonded to additional Plant Fortifications, once the bonded Plant Fortification gains its first Elder bonus, a new sapling may be bonded to the Elder Ænt, once this new Fortification becomes an Elder another sapling may be bonded, and so on and so forth. An Ænt's legs gain 5 M.D.C. per month after maturity.

**Ænt Vital Statistics:**

**Speed:**

**Running:** as per Speed Attribute.

**Leaping:** 5 feet (1.5 m) up and 10 feet (3 m) across.

**Digging:** One quarter Spd in dirt, cannot dig in concrete or rock.

**Swimming:** Not possible.

**Flight:** Not possible.

**Statistical Data:**

Height, Width, and Length are all dependent upon the bonded Plant Fortification(s), use the largest of the Fortifications, all others inhabit the same space.

Weight is determined by combining all of the bonded Plant Fortifications together.

**Cargo:** Only what can be carried.

**Physical Strength:** 3D6+6 Splicer Strength.

**Trade Value:** Limited. Will only obey the Gardener that created it, if its creator Gardener dies it will listen to Solarious and only Solarious.

**Bio-Regeneration Rate:** As per bonded Plant Fortification(s).

**Horror Factor:** 8.

**Senses & Features:** As per Plant Fortification(s) and Photosynthetic Metabolism, also a Gardener may spend additional Bio-E to enhance their Ænts, any Host Armor modification can be made, however, these modifications cost 5x as much Bio-E and apply to all future Ænts, once an Ænt has left the sapling stage it can only be modified by being bonded to a Plant Fortification.

**Feeding and Sleep Requirements:** Photosynthetic Metabolism, requires 4 hours of Sunlight per day.

**Alignment:** Same as creator Gardener.

**Attributes:** I.Q. 1D8+5 (low human), M.E. 2D6, M.A. 1D6+4, P.S. 3D6+6 (Splicer), P.P. 3D6, P.E. 3D6, P.B. 1D6+4, Spd 5D6+10 (MPH).

**Number of Attacks per Melee:** 2, Plant Fortification(s) each individually gain their own actions.

**Combat Bonuses** (in addition to possible attribute bonuses):

In addition to the bonuses for Photosynthetic Metabolism, +2 to Initiative, +1 to strike for all Plant Fortifications, +5 to save versus poisons, toxins and diseases and +4 to save versus Horror Factor.

**Equivalent (instinctive) Skills of Note:** Botany (80%), Identify Plants (not animals) (75%) Land Navigation (65%) and Dowsing (98%).

**Combat Capabilities:** Can kick, but knows no other combat moves. Hand to hand damage is based on the P.S. of the Ænt. Ænts can also use whatever ranged or melee Bio-Weapons have been grown on them.

Name: Topiary Spore

The Topiary Spore is a devious trap developed by Solarious, by grafting in DNA from various beasts and even Biotech, the Topiary Spore was developed to baffle the Machine's (and rival Houses') sensors and senses by mimicking the thermal and electromagnetic signatures of common Bio-Tech such as Gorehounds and War Mounts. This trait is used to draw in a reconnaissance unit to be subjected to the highly corrosive spores that constantly surround the fortification. The Machine is at -75% to recognize the Topiary Spore as a trap as opposed to an ordinary Splicer Unit, whereas Splicers must make an Operate Bio-Equipment roll at -60% to recognize the ruse, members of House Solarious make this roll at no penalty; Humans operating machine sensors, such as Technojackers, must make either a Read Sensory Equipment or Machine Technology roll at the same penalty as the Machine. Immature Topiary Spores are approximately the same size as a Gorehound, mature Topiary Spores are about the same size as Host Armor, Elder Topiary Spores have been known to dwarf even the largest of the common War Mounts.

Bio-E Cost: 55

Growth Time: 2d6 minutes to grow from a sapling to an immature plant, 3d6 weeks to grow from an immature plant to a mature plant.

M.D.C.: 15 as an immature plant, 2d4x10 as a mature plant.

Damage: 1D6 MD per melee of exposure and 1d6 melees after exposure for an immature plant, 2D8 MD per melee of exposure and 3D6 melees after exposure for a mature plant. Flora and Biotech creations with Photosynthetic or

Thermosynthetic Metabolisms are immune to the spores.

Range: Creates a cloud with a 20 foot radius around an immature plant and 80 foot radius for a mature plant.

Payload: An immature plant has 1d4 hours of spore production before it dies, spores must be released in 10 minute increments, mature plants never stop releasing spores.

Control Bonus (in addition to the bonuses above): When under the control of the Gardener, the penalty to recognize the Topiary Spore is increased to -89% for the Machine and -74% for Splicers not of House Solarious. In addition, controlled Topiary Spores deal an additional die of damage per melee.

Elder Plant Bonus: Topiary Spores gain an additional 1d4x10 M.D.C. for each six months after maturity, in addition for each year of maturity their spores deal an additional die of damage and are spread out an additional ten feet.

## **Sparta**

By Gmmulder

- Sparta is highly militaristic.
- Only women and children under the age of 18 do not serve in the resistance.
- Women MAY volunteer.
- High amount of Criminals are brought to Sparta.
- Criminals are brought in and turned Biotic.
- Lots of Biotics, means lots of derranged people.
- Curfew is at 10pm and enforced by....military force.
- Crime is low
- Kinda wierd being that lots of criminals are sent to Sparta.
- Reason for low crime is the 2 strikes and your wiped rule
- If ur in the military than you get 3 strikes.
- People see what biotics are like and do not wish to get any strikes.
- Men are drafted at the age of 18
- Sparta is known for having a HIGH standard of living and low mortality rate.
- A dreadgaurd is the Warlord of Sparta
- Michael Synmore
- Has been ruling for 20 years and is now 40 yrs old.
- 12th level dreadgaurd
- Sparta is coming close to being an opponent of The Great Barren Marsh
- Lifestyle
- Nearly 85% are literate! This is do to the military
- Although they are literate, they are only given very few pamphlets and books to read b/c of the BOOKWORMS O.C.C.
- What is given to read is what is scraped together and what the military feeds them.
- Poorest population is only 60%

- Those who refuse to serve in the Human Resistance are turned biotic or flee to other socities
- This is never really seen due to high standard of living and low mortality rate.
- Has two seedlings
- Located in a barren enviroment underneath a mountain. there is a 2 mile tunnel to the city and is nicely gaurded.
- POPULATION PERCENTS
- 175,000 people
- 10% Archangels
- 15% Biotic
- 20% Dreadgaurd
- 5% Outriders
- 5% Packmasters
- 15% Roughnecks
- 10% Saints(this helps to keep down the mortality rate)
- 1% Scarecrows
- 1% Skinjobs
- 5% Technojackers (coming and going, good place to rest)
- 15% Non-Combatants
- 13 Engineers
- 2 Librarians



## Section 4: War Mounts

### Abomination

By Slappy

The struggle for survival has turned brother against brother countless times during the humans' great struggle against the Machine, but most of the Blood Feuds between the Great Houses are surprisingly civilized with little collateral damage (few Splicer casualties and civilians are never targeted).

However, some Houses are willing to cross any line to ensure their own survival. The most vile predators within the Resistance will stalk and kill their fellow Splicers just to loot what little scraps they can from their shattered corpses. The worst of these fiends pilot a horrid War Mount known as the Abomination. The War Mount is built to attack and kill at close range, so it has a Stealth Field to help it safely stalk its prey from the shadows. Once the beast is ready to strike, it will usually drop the field in order to terrify its victim with its horrific appearance. The Abomination is as much a weapon of psychological warfare as it is an instrument of death and destruction.

The Abomination War Mount looks like it crawled out of a Librarian's nightmare. This large, barrel-chested War Mount has a black chitinous exoskeleton covering powerful wiry, grey muscles. Its monstrous head looks like that of a giant spider with over a dozen black insect eyes, a pair of enormous articulated mandibles, and a mouth full of shark-like teeth. The "small" mouth in the head can inflict relatively damaging bites, but the horrific nature of the War Mount's design becomes apparent when the beast opens its true mouth. The jaw in the head splits down the middle and spreads wide open, and the chest and neck of the

beast tears open along the sternum to reveal an enormous seven-foot long, five-foot wide gaping maw filled with row upon row of razor sharp teeth. Within this giant mouth is a long prehensile tongue that is strong enough to grab a suit of Host Armor and drag it to its doom. The true mouth can deliver a powerful bite, but the main purpose is to hold prey tight while it is bathed in a stream of deadly acid. Two extra pairs of insect limbs are mounted below the head on either side of this enormous maw to attack prey that is putting up too much of a fight or to pin an opponent to the ground in order to make it easier to bathe him in the corrosive liquid. The acid can also be sprayed up to 60 feet away in order to melt victims from afar, but most attacks from the Abomination will be delivered up close and personal. Unlike other organic technology designs, the acid spray and acidic blood does equal damage to robotic and organic targets. The War Mount is immune to its own deadly acid, but any Outrider that pilots the beast must have his Host Armor enhanced with the same chitinous skin in order to protect himself from the lethal corrosive spray.

The legs may seem somewhat short, but they are capable of impressive speed and leaping power. At full height, the Abomination stands a little taller than a Grendal, but it generally leans forward on the knuckles of its oversized arms like a gorilla. The Abomination has prehensile hands and feet, and a prehensile tail to provide the beast with incredible agility, maneuverability, and climbing skills. The War Saddle locks the Outrider in place, so he will not be tossed off during acrobatic maneuvers. However, it does take some time to get used to piloting such an agile beast. The War Mount can strike from any angle,

which is what further adds to its terrifying reputation. Any tree, rafter, or innocuous pile of debris may contain an Abomination patiently waiting for prey. This fearsome creature could be hiding anywhere, and its built-in Stealth Field makes detection even more difficult. No one knows when or where an Abomination will strike.

Additional armaments include a Tendril Injector mounted on each forearm and a row of eight-foot long barbed tentacles that runs down each side of the rib cage from the shoulders to the hips. These tentacles can entangle prey or tear them apart with wicked bone hooks. The beast (and the Outrider pilot) has total control these tentacles, but when not in use, they flail about wildly to add to the fearsome appearance of the Abomination and to shield the pilot from attack.

Much like the acid within this War Mount, the Tendril Injectors have had their safety mechanisms removed so that they can be used against Splicers and other human targets. Some Great Houses have tried to alter this design to be used solely against the Machine by using standard acid and reinstalling the safety mechanisms for the Tendril Injectors. Unfortunately, the history of this War Mount is steeped with tales of mass murder, wholesale slaughter, and other horrible atrocities, so most Splicers that see an Abomination will strike first and ask questions later (even then most answers are assumed to be lies).

Everyone in the Resistance knows that the Abomination was spawned from the darkest depths of organic technology, and only the most depraved people will ever pilot this revolting creature.

Class: Splicer Hunter/Killer War Mount  
Crew: One rider

M.D.C. by Location:

- Arms (2): 180 each

- Legs (2): 200 each
- Clawed Hands (2): 100 each
- Prehensile Feet (2): 100 each
- Prehensile Tongue: 85
- Prehensile Tail: 150
- Insect Limbs (4): 180 each
- Barbed Tentacles (16): 50 each
- Tendril Injectors (2): 85 each
- Mandibles (2): 95 each
- Chest-Mounted Giant Mouth: 200
- Head: 205\*
- Main Body: 470\*
- Rider's War Saddle: 100\*\*

\*Depleting the M.D.C. of the Head or Main Body kills the Abomination.

\*\*In order to strike the rider, he must first target the War Saddle. Even then, the attacker must roll a 12 or higher to strike the saddle through the mass of writhing barbed tentacles. A roll of 11 or below means the attack struck one or more tentacles (1D4 tentacles). If the damage is greater than the M.D.C. of the tentacles, it severs the appendage and the remaining M.D. of the attack travels through and strikes the War Saddle.

Speed:

Running: 150 mph maximum. The act of running does not tire out the War Mount or the rider.

Leaping: 40 feet high our across, increase by 50% with a short running start and double when running at full speed.

Digging: 15 mph through sand or dirt. 10 mph through clay, rock or stone.

Digging does not tire out the War Mount.

Swimming: 40 mph.

Underwater Depth: Maximum depth is 200 feet.

Flying: Not possible.

Statistical Data:

Height: 13-14 feet standing straight up, but 9-11 feet when hunched over on its knuckles.

Width: 5-6 feet  
 Length: 4-5 feet with an 8-foot long tail  
 Weight: 1.5 to 2.3 tons  
 Cargo: Can carry 1200 lbs. on its back are drag 2000 lbs. behind it.  
 Physical Strength: 1D4+34  
 Production Cycle: 2 year gestation period plus 2 year growth cycle.  
 Operational Lifetime: 50 year life span.  
 Bio-Regeneration Rate: 6D6 per hour to the main body and 3D6 per hour to all other locations. Severed tentacles can be completely regenerated, as can a destroyed prehensile tongue or tail.  
 Horror Factor: 18  
 Feeding: The Abomination is a Carnivore. It needs to eat 30 to 60 pounds of animal matter a day, and may gorge on up to 300 pounds at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects. Although the true mouth is enormous, the throat in the back is relatively small. In order to digest large prey, it must be held in the giant maw and dissolved into sludge with acid.  
 Sleep Requirements: As an artificially created organism, the Abomination only requires 4 hours of sleep per day.  
 Other Data:  
 An unmanned Abomination is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Despite its horrible reputation, an unmanned Abomination is surprisingly docile. It will not attack a robot or human until it is struck first, and even then it will likely try to flee. However, if the beast is cornered, it will fight back ferociously. It will obey the general orders of any human, but it will only attack if commanded to do so by an Outrider or Packmaster.

Alignment: Anarchist. The Abomination has no personality and functions more like a living machine than a sentient being. It is not inherently evil, the Outriders who guide it are.  
 War Mount Attributes: I.Q.: 1D6+1, M.E.: 1D6+12, M.A.: 3D6+6, P.S.: 35-38, P.P.: 1D4+17, P.E.: 1D6+22, P.B.: 1D4, Spd.: 150 mph on the ground  
 Number of Attacks per Melee: 4  
 Combat Bonuses: +6 on initiative, +4 to strike in hand to hand combat, +6 to parry, +4 to dodge, +5 to entangle, +3 to roll with punch, +3 to pull punch, +4 to disarm, impervious to horror factor, disease, and poison.  
 Equivalent (Instinctive) Skills of Note: Climb 98%, Land Navigation 90%, Prowl 90%, Swim 90%, Acrobatics 70%, Track by Scent 80%, and Hunting 70%  
 Combat Capabilities:

- Bite: 3D8
- Mandible Sting: 2D8
- Bite from the True Mouth: 3D4x10+15
- Clamping Bite from the True Mouth: 1D4x10+10, plus the victim is pinned/incapacitated within the giant maw. It requires a combined Splicer P.S. of 50 to break free from the enormous maw.
- Restrained Claw Strike: 2D4
- Claw Strike: 4D8
- Power Claw Strike: 1D6x10+10, but counts as two attacks
- Insect Limb Strike: 3D6 per limb
- Kick: 6D6
- Leap Kick: 10D6+20, but counts as two attacks
- Tail Whip: 1D8
- Body Block/Ram: 5D8, but counts as two attacks

Senses and Features: Standard for War Mounts plus:

- Stealth Field: The field makes the War Mount and Rider semi-invisible. The

Abomination is 90% undetectable when standing still, 80% when moving slow, 60% moving at a walking pace or slower, and only 33% when moving at full speed. Invisible to infrared optics, thermal-imaging systems, heat sensors, and nightvision.

- **Acid Blood:** The blood of the Abomination inflicts 3D8 points of M.D. damage to metal, plastic, and organic tissue. The acid burns for 1D4+1 melees. Humans and other living creatures sprayed with the acid will be in horrible pain and suffer the following penalties: reduce attacks per melee by 2 and they are -2 to strike, parry, and dodge the entire time the acid is inflicting damage and for 1D4 melees after.

- **Impervious to Acid:** The tissue of the War Mount is impervious to its own deadly corrosive acid as well as all other types of acid. Note: Any Outrider that pilots an Abomination War Mount will need to have their Host Armor enhanced with this feature as well. The color of the armor's skin is always dark grey and any heavy armor plating is pitch black. The cost of this upgrade is 25 BIO-E points.

- **Butcher's Organ:** The pilot can relive the last 1D6x10 minutes of a victim's life by having the War Mount eat the flesh of a person that has died within the last 24 hours. This can only be done through the smaller mouth in the head since the acid from the true mouth destroys the tissue.

- **Multiple Eyes:** The head of the Abomination has over a dozen insect eyes that provide a 270 degree field of vision.

- **Reinforced Exoskeleton**

Bio-Weapon Systems:

1. **Prehensile Tongue:** Within the true mouth is a large prehensile tongue that is strong enough to hold the weight of the War Mount. The end of the tongue has a

large ball of muscle that can grip most any surface like a toad, or it can wrap itself around objects like a whip. It can be used like an additional limb or to help the beast climb, but it is primarily used to ensnare prey and drag it into the giant maw.

Primary Purpose: Assault

Secondary Purpose: Climbing

Mega-Damage: None.

Rate of Fire: Equal to the number of attacks per melee, but using the tongue adds one extra melee attack.

Effective Range: 30 feet.

Bonuses: +3 on initiative, +5 to strike, +5 to entangle, and +4 to dodge. These bonuses only apply to the prehensile tongue and no other bonuses apply.

2. **Prehensile Tail:** The tail of the War Mount is prehensile and is strong enough to hold the weight of the Abomination.

This also means that it is more than strong enough to ensnare human prey. It is not designed for whipping, so it cannot deliver a very powerful strike.

Primary Purpose: Climbing

Secondary Purpose: Defense

Mega-Damage: 1D8

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 8 feet.

Bonuses: +3 to strike and parry and +5 to dodge. These bonuses only apply to the tail and no other bonuses apply.

3. **Insect Limbs (4):** Four insect limbs are mounted in the chest just below the head. One pair of armored limbs is located on either side of the sternum. Each limb ends in a sharp spike. They cannot be used like hands to hold anything, but they do make formidable weapons. All four limbs can strike the same target simultaneously. When not in use, they curl up close to the chest like the claws of a praying mantis.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D6 from one insect limb. Up to four limbs can engage the same target for a combined damage of 1D6x10+12.

Rate of Fire: Equal to the number of attacks per melee. When multiple limbs engage the same target, it counts as one melee attack.

Effective Range: 7 feet.

4. Barbed Tentacles (16): Running down the sides of the rib cage are 16 writhing tentacles. Each tentacle is eight feet long with a wicked barbed hook mounted on the end. They can be used to entangle a victim or tear his flesh apart with whipping strikes. Multiple tentacles can engage the same target for increased damage. These are a secondary weapon of the Abomination and are mainly used to attack opponents that try to climb on the War Mounts back or attack the rider. When not in use, the tentacles thrash about wildly to add to the beast's menacing appearance and to protect the rider from ranged attacks. Anyone trying to strike the rider, must roll a 12 or higher. A roll of 11 or below means the attack struck one or more tentacles (1D4 tentacles). If the damage is greater than the M.D.C. of the tentacles, it severs the appendage and the remaining M.D. of the attack strikes the War Saddle. Note: The tentacles do remain still when the Stealth Field is engaged.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 2D8 per tentacle whip.

Up to 4 tentacles can whip the same target for a combined damage of 8D8.

Rate of Fire: A combined strike with up to 4 tentacles counts as one melee attack.

Effective Range: 8 feet.

Bonuses: +3 to strike, +4 to parry, +3 to entangle, the tentacles themselves flail about wildly when not in use, which

gives them a bonus of +3 to dodge directed attacks. These are the only bonuses that apply to the tentacles.

5. Acid Sprayer: In the back of the Abomination's true mouth is an acid sprayer that can launch a 10-foot wide spray of deadly organic acid up to 60 feet away. Unlike most organic technology designed by the Resistance, the acid within this War Mount inflicts the same damage to metal, plastics, and organic tissue. The acid spray is the Abomination's only ranged attack, but it is also used to devour large prey held within its giant maw. In this case, the damage is much greater since the victim is covered with a larger amount of acid, and the deadly corrosive liquid flows into the many cuts and puncture wounds caused by the War Mount's razor sharp teeth. Only the Abomination (and the enhanced Outrider) is immune to the acidic spray.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 4D8 for the initial blast plus an additional 4D8 per melee round for 1D8 rounds or until it is washed off.

If the target is held within the War Mount's mouth when the spray is launched, damage is 6D8 per melee for 1D6+2 melees. Humans and other living creatures sprayed with the acid will be in horrible pain and suffer the following penalties: reduce attacks per melee by 3 and they are -3 to strike, parry, and dodge the entire time the acid is inflicting damage and for 1D4 melees after.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 60 feet with a width of 10 feet.

Payload: 25 spray attacks. The acid continuously regenerates at a rate of one spray every 1D6 minutes.

Bonuses: +4 to strike. This is the only bonus that applies to the acid sprayer.

6. Tendril Injectors (2): A Tendril Injector is mounted on each forearm. This hollow bone tube is used to inject its prey with tiny filaments that rip and tear the victim's insides to shreds. In order to inject these deadly tendrils, the character must call his intention to make an impalement strike and then roll a natural 18, 19, or 20 (or 22 or higher with strike bonuses). It only requires a 14 or higher if the M.D.C. of the Main Body has been reduced by 50 percent. The injectors on the Abomination have been altered so they can be used against Splicers and other human targets. When used against a human in Living Armor, there is a 50 percent chance that the tendrils will pierce completely through the armor and attack the human within. The tendrils can also pass through Host Armor to damage the pilot, but there is only a 20 percent chance of this occurring.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 5D8 for the initial attack. Once the tendrils are injected into the target, they inflict an additional 5D8 every two melee actions against robots, Living Armor, or Host Armor. The tendrils inflict 1D8x10 points of S.D.C. damage to humans. Against a living target, the horror of this invasive attack causes the victim to lose initiative and half his normal attacks per melee.

Rate of Fire: Equal to the number of attacks per melee.

Duration: The attack cannot be maintained for more than one melee round.

Payload: The War Mount can manufacture enough tendrils for 15 uses per day for each Tendril Injector. Spent

tendrils regenerate at a rate of one use every two hours.

### **Absorption Host Armor**

By Kevarin

This is a new suit of Template Host Armor designed by the engineers of the Violet Wave using a new unstable DNA strand and like the Metamorph can be modified and changed but currently is limited to just weapons systems. The armor works and has the same basic shape and appearance of a standard suit of armor the difference is when it comes to spending Bio-E points and acquiring new weapons.

Bio-E points gained by the pilot can only be spent on sensory and defensive abilities while any weapons must be absorbed in to the armor. Any weapon in the resistance inventory and even weapons off of other suits of Host Armor can be absorbed in to the armor by placing the weapon or part of the Host Armor with the weapon against the open chest of the Host Armor it is then broke down by the armor and the DNA and organic material is used to design the weapon system for the Host Armor then the weapon will take the shape and position on the armor determined by the pilot and will remain till destroyed or the DNA of the weapon is changed to somethingelse.

Feeding: This Host Armor feeds by absorbing the organic material of living creatures; unfortunately, the feeding process kills its victim, usually small animals like rats but any living creature or living bio-tech item can be feed upon. The Host Armor must feed on the equivalent of at least 40 Hit Points of organic material

per day, and failure to do so brings on weakness and starvation. (A starving Host Armor sees its Spd, number of melee attacks and bonuses reduced by half). If the suit is not fed with a full 40 Hit Point meal every 6 days, the Host Armor dies of starvation. To feed to the chest plates on the host armor open up and the belly plates push out making a pouch. then a bio enzyme is excreted from the skin of the host armor chest this enzyme rapidly breaks down any organic material that touches it and the resulting fluid is absorbed by the host armor as it runs down in to the sponge like skin in the belly area

**Sleep Requirements:** The suit requires 1D4 hours of sleep per day generally during the night time hours or when its pilot is sleeping.

**Color of Host Armor:** Black to pale grey, with dark purple or blue highlights or accents.

**Special Senses:** No enhanced senses, unless purchased with Bio-E.

**Special Abilities:** Bio Absorption Points are use in the absorption of Bio-Tech this host armor has the ability to absorb bio tech weapons and equipment to augment the suits powers and ability's. Each suit starts out with 4 absorption points and gains 1D4 points at lvls 3,6,9,12,and 15. it cost one point and takes 1 melee to absorb light to medium bio tech, 2 points and 2 melee to absorb heavy bio tech, and 3 points and 4 melee to absorb host armor lvl bio tech. The process to absorb Bio-Tech is the same as absorbing food.

**Bonus Bio-E Points:** 25 additional Bio-E points, All Bio-E points can only be spent on sensory and defensive augmentations.

**Bite Damage:** Not applicable; has no mouth, just breathing vents.

**Bonuses:** +2 on initiative, +3 to strike, +2 to parry and +3 to pull punch, as well as base predatory instincts that provide Track (people/humanoids) 60%, Prowl 60% and Track Animals 70%.

**Penalties:** Do to the unstable nature of the Host Armors DNA weapons slowly start to break down after being absorbed in to the armor light to medium weapons last 1D6 days and heavy to Host Armor lvl weapons only last 1D4 days before breaking down so much that they will no longer function and have to be replaced.

## **Abysal Banshee**

By Krispy

Then...

We are our own salvation or damnation. House Shiva is an abomination. They have betrayed human kind and for that they will experience a savagery not even witnessed against the machines.

They have opened the gates and we are hell unleashed. Their Pariah's may drink our blood but we will feast on their flesh (this is something I wrote in one of my earlier posts)

Now...

The war continues. H. Shiva is relentless. One by one other neighboring Houses have either been obliterated, fled or amalgamated into our House Their new Scorpion, Liger & Ganesh War Elephant WMs have caused considerable losses

We are all that stand in their way (always loved that quote in matrix). We have learnt a dark and grave truth. H. Shiva is either in league with NEXUS or is being manipulated by her. The fear we have; is not for our enemy...but for our failure.

A group of skilled Technojackers have joined our fight. A few of them had a device that they explained was an attempt to replicate our Stealth Field ability. They call it a 'Light Distortion Field' (LDF). Watching it in action was astounding and it was the final piece we needed for a new War Mount design. They also provided us with a small quantity of a crystal that is not native to our geography a crystal that converts electricity to sound and sound to electricity... they call it a Piezoelectric Crystal

Our Librarians had delved into darkest depths of the abyss and brought it back with them, and a new WM was born. Following in the steps of the Brahma & Medusa

A rippling black skinned (shadow's living ships in B5) humanoid WM and like the Brahma & Medusa before it, the rider is permanently bonded to the WM M.D.C

Head: 210 (crowned in horns)

Armored Eyes (4): 40 each

Upper Arms (2): 100 each

Forearms (2): 80 each

Hands (2): 70 each

Legs (2): 200 each

Feet (2): 90 each

Main Body: 450

Barbed Devourer Tentacles (4): 150 each

Speed:

Running: 180mph with a cruising speed of 90mph

Leaping: 30 feet high or across from a standing position, double with a running start

Digging: 10mph through sand or dirt, half through clay rock or stone

Swimming: with thruster: 160kmh

Depth: 1000 feet

Flying: starts at 320kmh

Altitude: 6.5km

Statistical Data:

Height: 13ft

Width: 6ft (at shoulders)

Length: 4.5 feet

Weight: 1.5 – 1.8 ton

Cargo: can carry 500kg on back and drag twice as much

Physical Strength: 1D4+36 supernatural

Production Cycle: 2 years gestation plus 2 years growth

Operational Lifetime: 80 years

Trade Value: 5-6 million credits for a healthy undamaged unit

Bio-regeneration rate: 6D6 per hour for MB & 3D6 per hour for all other locations

Horror Factor: 16

Senses & Features Standard for WM

Feeding: the WM is Omnivorous and must require 30-45kg of food a day.

The WM also has the Symbiotic Nourishment for the rider

Attributes:

I.Q. 2D4+2 (high animal intelligence)

M.E 2D4+4, M.A. 1D6+3, P.S. 37-41 supernatural, P.P. 2D4+15, P.E.

1D8+14. P.B 1D6+3 (humanoid female features). Speed (see above)

Due to the nature of the bonding of the outrider to the WM the mental attributes of the WM are suppressed when the rider is awake and piloting. When the rider is sleeping the WM mental attributes are awakened so to protect pilot and WM. NOTE: this WM and the other 2 (Brahma & Medusa) are WM that do not take commands from anyone else unless the WM is given recognition from the rider of allowed commanders

Number of attacks: 4 + outriders

Combat Bonuses (in addition to any possible attribute bonuses):

+4 initiative, +3 strike with ranged

weapons, +4 strike H2H, +4 parry &

dodge, +5 pull punch, +3 roll with

punch/fall/impact, +3 disarm,



+3tentacle, is impervious to horror factor, disease and poison  
 Equivalent (instinctive) Skills of Note: Climb 85%/80%, Land Navigation 80%, Prowl 66%, Swim 88%, Identify Plants & Fruits 80%.  
 Note again these skills are only in place when the pilot is asleep. When the pilot is awake then the skills of the Outrider are in play  
 Combat Capabilities:  
 Restrained Punch: 1D6  
 Full Strength Punch: 5D6  
 Power Punch: 1D6\*10 but counts as 2 attacks  
 Claw Strike/Slash: 6D6+10  
 Power Claw Strike/Slash: 1D6\*10+15 counts as 2 attacks  
 Kick: 6D6  
 Leap Kick: 1D6\*10+12 counts as 2 attacks  
 Head Butt: 3D6  
 Biting Attack: 2D8  
 Stomp Attack: 2D6 only works on targets under 3 feet  
 Body Flip/Throw: 2D6  
 Body Block/Ram: 4D8  
 Abyssal Banshee Bio-Weapon Systems  
 1. 'Last Breath' Tentacles (4): these 5m long tentacles were given the nickname 'Last Breath' because if you are struck by one you will take your last breath. Are situated between the shoulder blades of the WM  
 a while back Slappy posted 'Independent Intelligent Tentacle Maws' which I thought were cool; this is my version. mine do not have independent intelligence  
 Each tentacle has a circular mouth filled with hook teeth to enable it to latch onto a target (bite does 2D4+4)  
 Once latched on the tentacle fires a Tendril Injector (safety removed) into the target (follow std damage)

If that isn't enough the tentacle also injects digestive juices / or Shiva's blood into the target  
 More than one tentacle can attack the same target  
 So the whole process would be as follows:  
 1st attack: latch on.  
 2nd attack: fire tendril injector.  
 3rd attack: inject digestive juices/ Shiva's blood.  
 4th attack onwards: to feed if choose  
 Once the tentacle has latched on there are 2 options.  
 1. Attempt to rip the tentacle off you which will require a Splicer P.S of 35, if successful the hook teeth do an additional 2D6 + 6 damage as it tears chunks of flesh away with it  
 2. Cut the tentacle. The tentacle has 150MDC. to sever the tentacle at any point takes 60 MDC. the tentacle moves around even when latched making it difficult to strike. have to make a called shot with - 2  
 2. Sonic weapon: 'Banshee Scream' (always loved the Weirding Module from the movie Dune...interesting it isn't in the novel. I have wanted to replicate it for quite a long time)  
 'Though NEXUS delivered a blow with her Siren's which crippled us more than we would like to admit. We were handed a gem in the form of the sonic weapon.... now they will hear our war cry  
 A series of piezoelectric crystals (these crystals convert electricity into sound) are housed in the WMs throat. The neck and jaw are heavily reinforced. The process to produce Lightning Discharge has been implemented into the design of the WM and linked to these crystals.  
 Note: due to the nature of how the Lightning Discharge is implemented into the WM and linked to the crystals. The LD cannot be used as a weapon as the

electricity is channeled into the crystals to generate the sonic blast.

Nor can the WM select it later as an upgrade as it would be too taxing for the WM

Damage: 2D6\*10 +40 MDC and 2D6\*10 + 60 underwater to everything in a conical shape range like a flamethrower. Range: 35m with a 3m cone in air & 45m with a 4m cone underwater

It takes a bit of time to recharge the electric batteries per se. so one blast per 2 melee rounds

If choose Ultra Upgrade (cost 20 instead of 10) the Banshee can fire the sonic weapon once every melee round cant choose Mega-Upgrade as it would overload the crystals and destroy the WM

Other abilities:

1. The WM has Organic Thrusters. Additional ports have been placed in the lower legs to enable the WM to better hover just above the ground and glide across the battlefield. Std starting speed 2 A Light Distortion Field (inspired by the power Blur page 15 Powers Unlimited one).

Instead of making the individual invisible it distorts the light making it appear that the individual is appearing and disappearing, & shifting to be in more than one place at a time. For the WM it is a diameter of 4 meters.....created by modifying a Stealth Field a number of ways. one way is to make it appear that the Field is malfunctioning. causing the WM to appear & disappear.

N.B: the WM cannot have a regular Stealth Field due to the nature of its alteration to create the desired effect Bonus of + 1 initiative, + 2 automatic dodge, + 1 disarm

When activated, the device makes them extremely difficult to hit: – 3 strike, parry and dodge. Aimed shots are impossible & long-range attacks are – 4 to strike

You have all seen the movies where the ghost appears and disappears sporadically whilst moving towards someone....that's what this WM can do when the LDF is operating for duration of this device. I was thinking of going along a similar path to the BEEV Some riders implement the Smoky Ink Dispenser from the Dracos to add more eeriness to the mix

Bio-E: due to the nature of the permanent bond between rider and WM the rider gets 15 Bio-E per level instead of the standard 12

### **Allosaurus**

By Kakuma

Outriders of house Hammond have a choice of two different war mounts. An Allosaurus can sometimes be confused with juvenile tyrannosaurus. When a large mouth filled with teeth that look like steak knives you may find the difference moot. It has been noted that there are carnivorous theropods of smaller build, adult Allosaurus have a combination of horns fins and bony ridges covering their skulls. They also have extremely dexterous grasping forearms, enabling them to grab a hold of prey and finish them off with their serrated teeth. It has also been noted that the Allosaurus is covered with intricate camouflage patterns in colors of greens, browns and dark reds making it an excellent choice for scouting and missions requiring some degree of stealth. Some of the first enhancements riders purchase are Chameleon Skin and or Stealth Field to help in these missions.

Class: rapid strike war mount used by the Outrider's of house Hammond

Crew: one rider

MDC by location:

Head – 180 \*\*

Eyes (2) – 15 each \*

Forearms (2) – 120 each \*

Serrated whips (2) – 60 each \*

Hind legs (2) – 200 each

Feet (2) – 90 each

Tail – 120

Underbelly – 200

Main body – 500 \*\*\*

Riders war saddle – 100

\*A single Astrix indicates a small, low profile, or shielded target that is difficult to hit. An attacker must aim and make a "called shot" to hit such targets, and even then is -3 to strike.

\*\*Destroying the head will stop the war mount in its tracks, eliminates all optics and sensory systems, reduces the speed to 10% of Max, reduces the number of melee attacks to three total (including the riders) and negates all bonuses from the animal, but the rider can still fire the weapon systems and makes the war mount walk (at a ponderous pace) for up to 12 hours after the head is gone.

\*\*\*Depleting the MDC of the main body will shut down the war mount completely, rendering it totally useless and effectively destroying and killing it. Note: the war saddle comes up and wraps partially around the rider, giving him some extra protection. This saddle must be destroyed before the pilot can be hit.

Speed:

Running: approximately 90 mi./h cruising, capable of short bursts of speed at 180 mi./h.

Leaping: the powerful legs can leap up to 40 feet high or cross from a standing position, double with a short running start.

Digging: 10 mi./h through sand or dirt, but half that speed through clay, rock or stone. Digging does not tire out the war mount. To dig down enough to adequately bury itself and hide takes 2D6 minutes.

Swimming: not possible.

Flying: not possible.

Statistical data:

Height: 25 feet tall

Width: 8 feet high and shouldered a hind shoulder.

Length: 40 feet long.

Weight: 4 tons.

Cargo: can carry 900 pounds on its back or drag twice that amount along the ground.

Physical strength: 50 to 55

Production cycle: two years gestation period followed by two years of growth.

Operational lifetime: fifty-year lifespan

Trade value: 4.5 to 5,000,000 credits for a healthy undamaged unit.

Bio regeneration: 5D6 MDC per hour to the main body and 2D6 per hour for all other locations. The war mount cannot regrow severed limbs or destroyed it weapons systems (reduced to zero or less), there must be at least two MDC points remaining to regenerate lost limbs, and such extensive regeneration takes 1D4 +1 days.

Horror factor: 15 against humans outside the resistance, none against robots.

Senses and features:

Neurological link and controls, instinct driven reflexes, enhanced sight, enhanced hearing, bio-comm, enhanced sense of taste, enhanced olfactory sense, instinctive sense of direction, armored eyes.

Feeding: the Allosaurus mount is a carnivore and eats 100 to 200 pounds of meat per day.

Sleep requirements: as a modified organism, the war mount requires only six hours of sleep/rest per day.

Rider: the rider is located on top of the shoulders behind the head

Bio weapons systems:

1. Serrated whips: a thorny whip – like cable spools out from the Palm of the war mounts hand, wrist or forearm. It extends 10 feet and functions as a serrated whip covered in small shark like teeth/thorns. The whip as the thickness of rope and is extremely flexible. When retracted, the serrated whip appears to be nothing more than a button shaped depression in the middle of the mounts palm, wrist or front part of the forearm (usually on the underside), and does not interfere with the use of the hand at all. Each whip has 15 MDC. It is actually a living, tentacle-like appendage, so if a piece of it is severed, it writhes on the ground like a manic worm for 1D4 melee rounds before it stops. Even if cut to the quick, the dismembered whip regenerates within 24 hours.

Primary purpose: assault

secondary purpose: defense

mega-damage: 2D8 M.D. per lash of the whip.

Maximum effective range: 10 feet

payload: can be used repeatedly unless whip is severed or destroyed.

Bonus: +1 to strike and parry, +2 to disarm, and +4 to entangle. Bonuses only apply when the serrated whip is used.

2. Organic rocket launchers (2): each of the Allosaurus hind legs are topped with an arsenal of organic rockets. Each organic rocket appears as a small point protruding from the war mounts plated hind legs. These are the organic versions of high-tech mini-missiles. Each organic rocket has its own independent neurological bundle (similar to a tiny

brain) and a single I mounted in the nose of the rocket allowing it to see, track and hit its targets independently. This provides each of the organic rockets with one attack/action per melee round, and a bonus of +6 to strike and Dodge, until it strikes its target (and is destroyed), is shot down (each rocket has 11 MDC), or peters out and dies in 2D4 melee rounds. Primary purpose: anti-aircraft and anti-robot.

Secondary purpose: assault and defense.  
Mega-damage: 5D10 per individual organic rocket fired, with a blast radius of 10 feet.

Rate of fire: one at a time or in volleys of 2, 4, 6, or 8. A volley counts as one melee attack. Roll once to strike, either all the rockets in the volley hit or they all miss.

Maximum effective range: 1 mile.

Payload: each launcher has a payload of 16 rockets, for a total of 32. The war mount can manufacture enough rockets to replace its entire payload of rockets in 6D6 hours, but needs 300 pounds of food to make them.

Bonus: see above.

Damage:

Head Butt 1d6+6 M.D.,

bite 1d4x10 M.D.,

claw attack with hind leg 1D6x10 M.D.,

kick 5D6 M.D.

slashing tail 1D4X10M.D.

Biological enhancements:

Other Data (used when the War Mount is without a rider):

An unmanned Allosaurus is able to function independent of a rider using its animal-like intelligence and instincts to respond to any given situation. However, the creature tends only to take action to defend itself when threatened or when obeying the commands

of an Outrider. Allosaurus like humans and accept them as an equal member of the pack, but as an equal they don't respect other people's privacy or property, and only obey their Outrider/master and other forceful Outriders or people they know very well and like. Otherwise, the War Mount ignores, nips or runs away from people who try to command, corral or bother it. The animal recognizes robots as a dangerous enemy, but attacks only if threatened or commanded to do so by someone it will obey. Though the animal likes humans, it won't come to their aid out of loyalty or friendship. Unless the Allosaurus is under the command of a rider, it is every man (and Allosaurus) for himself.

**Alignment:** Considered Unprincipled or Anarchist.

**War Mount Attributes:** I.Q. ID4+6 (medium to high animal intelligence), M.E. ID6+7, M.A. ID8+8, P.S. 26-30 (Supernatural P.S.), P.P. ID8+8, P.E. ID8+ 18, Spd (see Speed above).

**Number of Attacks Per Melee:** Four.

**Combat Bonuses (in addition to possible attribute bonuses):** + I on initiative, +2 to strike with ranged attacks, +3 to strike in hand to hand combat, +3 to parry and dodge, + I to pull punch, +2 to roll with punch, fall or impact, +2 to disarm, +5 to save vs mind control attacks and the War Mount is totally immune to Horror Factor (and possession).

**Equivalent (instinctive) Skills of Note:** Climb 60%/20%, Escape

Artist 65% (infamous for untethering itself, undoing rope, slipping chains, opening pens and corrals, etc.), Identify Plants & Fruit (i.e., stuff it can eat) 80%, Land Navigation 90%, Pick Pockets 50%, Prowl 50%, and understands languages (3) at 80%. Recognizes robots and machines as enemies to be avoided.

**Combat Capabilities:** The War Mount may use its long-range weapons (each use counts as one melee action/attack) or engage in hand to hand combat, or combine the two.

**Restrained Forelimb Strike:** 5D6 S.D.C.  
**Full Strength Forelimb Strike:** 3D6 M.D.  
**Restrained Kick:** ID6 M.D.  
**Full Strength Kick:** 3D6 M.D.  
**Leap Kick:** 6D6 M.D., but counts as two attacks.  
**Sickle Talon Kick:** 5D6 M.D.  
**Leaping Sickle Talon Kick:** ID6x10 M.D., but counts as two attacks.  
**Stomp Attack:** ID6 M.D.  
**Head Butt:** ID4 M.D.  
**Biting Jaws:** 2D6 M.D.  
**Body Block Ram:** 4D6 M.D. and has a 01-50% chance of knocking an opponent as large as 12 feet (3.6 m) tall off his feet. If knocked down the victim loses initiative and two melee attacks/actions. This attack counts as two of the War Mount's melee attacks.

**Archangel Archeopteryx class Wing Packs aka Tank Buster/Close Troop Air Support.**

Kinda like a Bio-A-10 Warthog.  
 By Kakuma  
 The Archeopteryx class Wing Pack was developed by House Mendel for the Archangel class O.C.C. as a heavy

hitting Wing Pack. When worn the Archeopteryx head lays flattish-ly on top of the head of its' pilot. It extends a small series of pincher like claws from its neck and throat that pierce the neck of the pilot to better connect with its bonded pilot giving him/her superior flight control and a bonus to aim both the rockets and bomb-lets, plus the added benefit of also letting its pilot use its eyes to see and help with targeting. This also means that any enhancements to the Packs eyes are passed along to the pilot. The same goes for any other sensory enhancement.

When not connected to its pilot its' head takes on its normal shape so it can consume the rocks and minerals needed to regrow/replenish its weapons. Further enhancements are usually limited to sensory enhancements, flight enhancements i.e. Organic Thrusters, and those that enhance its current weapons configuration.

Class: One-Man Aerial Wing Pack  
Meant for Anti-Tank/Large Robot (i.e. bigger than humanoid size)/Close Aerial Troop Support.

Crew: One pilot. Available only to the Archangel O.C.C. of Minor House Mendel and the other Minor houses of House Hammond

M.D.C. by Location:

Head (1): 30 Note head is small and requires a "Called Shot" with a -3 penalty to hit.

Wings (2): 120 each -

Main Body: 180 (Depleting the M.D.C. of the main body kills it. If this happens in flight, the pilot could fall to his death, 10D10 M.D. per 200 feet 161 m of height).

Note: Any additional features added with Bio-E points are small and difficult targets to hit, thus, they can only be hit

when an opponent makes a "Called Shot" with a -3 penalty to hit.

M.D.C. Regeneration: As a living organism, the Wing Pack regenerates and heals from damage at a rate of 1D12 M.D.C. per hour for the main body and 1D8 M.D.C. per hour for the wings and other locations. To regrow wings or other destroyed systems, each must have at least two M.D.C. point remaining. If M.D.C. is reduced to zero, that feature/item is destroyed.

Speed:

Running: The pilot can run on the ground with his own legs while wearing the Wing Pack as normal for him.

Leaping: Leaping is not possible, unless the Wing Pack is used to give the pilot a lift and a little gliding action. 60 feet (18.3 m) high and 150 feet (45.7 m) across for wing assisted leaps.

Digging and Swimming: Not possible when the Wing Pack is attached.

Flying: Top speed of 300 mph (480 km). Cruising is typically 100 to 170 mph (160 to 272 km).

Gliding: The Wing Pack is capable of silent gliding at speeds between 60 and 160 mph (96 to 256 km).

Accelerated Dive: 500 mph (800 km) in a steep downward dive.

Maximum Altitude: From a stationary hover up to 15,000 feet (4,572 m) above the ground.

Flight Range: If flying non-stop, must rest for one hour after every 10 to 12 hours of flying. Indefinitely with frequent (once every hour or so), intermittent rests for a few (1D8) minutes at a time.

Statistical Data:

Height: Equivalent to a large backpack with wing-like and tail-like appendages protruding from the back.

Width/Wingspan: 4 feet (1.2 m) folded, 16 feet (4.9 m) with wings fully extended.

Length: 3 feet (0.9 m) at the center of the main body.

Weight: 300 pounds (135 kg).

Cargo: Only what the wearer can carry in his hands or strapped to his chest.

Physical Strength: No change or bonuses due to the Wing Pack.

Production Cycle: Six months gestation, plus four months final growth time. This is due to it's dual metabolism.

Operational Lifetime: 2D10+40 years.

Trade Value: 50,000 credits, but they are rarely sold or traded.

Senses & Features: Archeopteryx class Wing Packs come with Feathered Wings (add 40 mph/64 kph to all flying speeds and +1 to strike when airborne),

Feeding: Archangel Archeopteryx class Wing Packs have been modified to have a dual metabolism:

- 1) Just like an air fern, the Wing Pack uses sunlight, water and microorganisms filtered from the air to produce its own food via photosynthesis, so the suit needs no outside food source as long as it is regularly exposed to the light (at least five hours a day).
- 2) Lithovore metabolism: The suit eats from 100 to 150 lbs of minerals (stones, rocks, dirt, clay, etc.) a day. This is for the Plasma-Bird Bio-Weapons Systems: Plasma Rockets, Plasma Bomb-lets, and dual Casting Guns mounted to the tops of the Wing Packs shoulders.

Sleep Requirements: The Wing Pack does not actually "sleep" but needs a total of four hours of inactivity per day.

Combat Bonuses (applicable to any wearer of a Wing Pack): + 1 on initiative, +2 to dodge and can come to a complete (hovering) stop in one melee action (about three seconds). Bonuses only apply when airborne and are in

addition to any bonuses from an O.C.C. or Pilot Wing Packs skill.

Archeopteryx Weapon Systems:  
Feathered Bio-Weapons Systems:

- 1) Crystalline Feather Rockets: The outer first five feathers on each wing tip and the eleven largest tail feathers at the end of the tail are crystalline feather rockets which are as beautiful as they are deadly. If fired from the ground or in normal flight these rockets will fly out straight out and away from the wing pack then coarse correct to hit it's target. If however they are released in a flinging/whipping fashion i.e. when the tips of the wings come together to the front of the Archangel and or the tail is whipped forward between the pilots legs they get a +2 to hit bonus and a +5 to damage. This is on top of the fact that each feather rocket acts as the bio equivalent of a high tech mini-missile. The coloration on the tips are also a neural bundle that makes each feather it's own guided missile. This gives each feather an innate +5 to both strike and dodge until the target is hit (that's in addition to the bonus caused by the a fore mentioned flinging bonus) and the feather detonates on impact. There are multiple types of rockets available and the pilot can chose at the time of creation. Choices have certain rules, individual feathers of a wing maybe different rocket types (i.e. the right wing may have a mix of 1 he, 1 heap, and 3 heat then the left wing must be 1 he, 1 heap, and 3 heat) so long as both wings fire the same missile type. The tail feathers can be different also so long as each side match's.

Types available are: he - high explosive - 1D4X10 M.D. to a 10 foot area.  
: heap - high explosive anti-personnel - 2D4X10 M.D.C. Additional damage occurs from the crystalline

shards/shrapnel. Anything between 21' to 50' takes additional 4D6 damage.

: heat - high explosive anti-tank - 1D6X10 M.D.C.

: plasma - 1D8X10 M.D.C. and additional burn damage from the continuing burning plasma doing 3D6 M.D. for 1D4 melee rounds till it burns out. Additional damage occurs from the crystalline shards/shrapnel. Anything between 21' to 50' takes additional 4D6 damage.

-Special note choosing Plasma requires authorization (i.e. the player must provide a really good argument to the GM why she/he should be allowed to have the plasma option) from not just the Warlord of their own House but the Warlord of the main house, House Hammond. The reason this Wing Pack was created is to give the houses a close-in aerial anti-armor support for troops on the ground. This Wing Pack is meant to be a surgeon's scalpel not a baseball bat swung around by a town drunk on the Fourth of July. \*\*\*

Primary Purpose: Anti-Robot and Anti-Armor

Secondary Purpose: Assault and Defense  
M.D.C. of the Rockets: 20 each, after launch the feather/rocket is treated as a high tech mini-missile to be shot down as per usual.

Mega-Damage: Depends on the type of rocket chosen. See the above for damage per type. Type is determined at time of creation.

Rate of Fire: They can be launched volleys of 2 (1 per wing/tail side to get the volleys of 2) up to it's entire payload.

Effective Range: 3 miles

Payload: 5 per wing tip, and 11 on the tail tip.

Bonus: The coloration on the tips is also a neural bundle that makes each feather it's own guided missile. This gives each

feather an innate +5 to both strike and dodge until the target is hit. If however they are released in a flinging/whipping fashion i.e. when the tips of the wings come together to the front of the Archangel and or the tail is whipped forward between the pilots legs they get a +2 to hit bonus and a +5 to damage.

2) Crystalline Feather Bomb-lets: These are the equivalent of rifle powered/thrown grenades. Smaller explosive feathers designed for flinging or dropping. There are multiple types of bomb-lets available and the pilot can chose at the time of creation. Choices have certain rules, individual feathers of a wing maybe different bomb-lets types (i.e. the right wing may have a mix of 3 he and 7 fragmentation then the left wing must be 3 he and 7 fragmentation) so long as both wings fire the same missile type. The tail feathers can be different also so long as each side match's.

Types available are: he - high explosive - 3D6 M.D. to a 6 foot area.

Fragmentation: 2D6 M.D. to a 20 foot (6 m) area. Additional damage occurs from the crystalline shards/shrapnel. Anything between 11' to 20' takes additional 2D6 damage.

Plasma: 5D6 M.D. to a 12 foot area (3.6 m) area. Additional damage occurs from the crystalline shards/shrapnel. Anything between 11' to 20' takes additional 2D6 damage.

-Special note choosing Plasma requires authorization (i.e. the player must provide a really good argument to the GM why she/he should be allowed to have the plasma option) from not just the Warlord of their own House but the Warlord of the main house, House Hammond. The reason this Wing Pack was created to give the houses a close-in aerial anti-armor support for troops on



the ground. This Wing Pack is meant to be a surgeon's scalpel not a baseball bat swung around by a town drunk on the Fourth of July. \*\*\*

Primary Purpose: Assault and anti-personnel

Secondary Purpose: Defense and demolition

M.D.C. of the Bomb-lets: Fragmentation 5 M.D.C., High Explosive and Plasma 10 M.D.C.

Mega-Damage: Depends on the type of Bomb-lets chosen. See the above for damage per type. Type is determined at time of creation.

Rate of Fire: They can be launched volleys of 2 (1 per wing/tail side to get the volleys of 2) up to it's entire payload.

Effective Range: Can be flung/thrown approximately 300 yards or ejected/dropped.

Payload: 16 total along the tail, 10 per wing along the bottom of the wings between body and wing tip/Crystalline bomb-lets.

Bonus: If however they are released in a flinging/whipping fashion i.e. when the tips of the wings come together to the front of the Archangel and or the tail is whipped forward between the pilots legs they get a +2 to hit bonus and a +3 to damage.

3) Casting Guns: (2 each) weapons looks like a gun made of flesh and bone. It uses the Wing Pack's lithovore waste, condensed, and dehydrated, like an owl's castings. These pellets are redirected into the Casting Gun, and filled with a powerful explosive chemical also generated inside the Wing Pack. The Casting Gun then uses a combination of natural explosive gases, which are similar to methane, to fire and propel the explosive pellets at supersonic velocities. However, the weapon only has enough casting pellets to fire a

limited number of rounds before the Pack must wait for its next meal to digest and thereby create new ammunition pellets. The new pellets are automatically redirected to the weapon that needs them.

Payload: 60 rounds per weapon. Casting Guns are automatically reloaded after every meal (replenishing as many as the payload for two Casting Guns 2D10+20 minutes after every meal).

Prerequisite: In addition to the specific prerequisite for each of the Casting Guns, the Wing Pack is a dual metabolism lithovore. Additionally, the pellets produced by a lithovore are harder than the others; add +3 M.D. to their single shot and + 10 M.D. to their burst damage.

Casting Thrower:

M.D.C. of the Casting Thrower: 106x10 M.D.

Length of the Casting Thrower: The barrel of the Casting Guns appear as only a pair of small recessed openings in the top of the Wing Packs shoulders.

They can fire straight ahead in flight ala Superman, or they can depress downward to shoot straight when standing. To fire to the left or right requires the entire body to move to face the desired firing direction.

Mega-Damage: 1D8 M.D. per single shot or a four pellet burst that inflicts 3D8 M.D.

Rate of Fire: Each shot or burst counts as one melee attack.

Maximum Effective Range: 1200 feet (366 m).

Bonus: None.

Bio-E Cost: 5 points.

Prerequisite: None.

4) Grappling Hooks: A pair of grappling hooks (that resemble Archeopteryx leg claws) and regenerating towlines are a standard feature of all Archeopteryx

class Wing Packs. Aerial Combat Notes: The grappling hooks are such a part of an Archangel's arsenal it might as well be part of his Wing Pack. It has several novel uses in conjunction with flying, including hooking onto drones, robots, and light vehicles to be pulled along while slowly closing ranks or engaging in close quarter dogfights, or snaring unsuspecting ground troops (but not really heavy bots) and pulling them off their feet (Note: Counts as two melee attacks, but the victim also loses two attacks and initiative), and may drag them along the ground or up into the air. (Note: While airborne or being dragged, the victim loses half his attacks per round, loses initiative, shooting is done as "wild," and the character is -5 to strike, parry and dodge, and -50% to perform a skill. Furthermore, those dragged across the ground suffer 1D6 M.D. per melee round and can be slammed into something big and heavy, taking about 2D4x10 M.D.; half damage if only dropped from a great height. Note that the act of slamming into an object usually knocks the victim off the hook and line; 01-90% chance.)

One favorite tactic is "bowling for bots" in which a robot or drone is snared and swung, hurled, or rolled into a group of other robots or drones. The force of impact inflicts 4D6 M.D. to the "bowling ball," plus the rolling robot/drone knocks 2D4 robots/drones off their feet and sends them tumbling to the ground (they lose initiative and one melee action and suffer 2D6 M.D. from the force of impact; the G.M. may also want to roll to see if any weapons were dropped by those bowled over; 01-70% chance).

The grappling hook can also be used to make incredibly sharp turns by snagging the grappling hook onto a pole, tree,

giant robot, etc., to swing the Wing Pack's wearer around terrain features at high speeds and tight angles and then release and continue to fly in the new or opposite direction without slowing down more than 15%! This "slingshot" maneuver stuns everybody who sees it, causing spectators and would-be assailants to lose one melee attack/action before they can recover and respond.

Primary Purpose: Assault.  
Secondary Purpose: Maneuvering.  
Mega-Damage: As noted above.  
Rate of Fire: Once each combat round (15 seconds).  
Maximum Effective Range: About 40 feet (12.2 m), ropes longer than this are difficult to use.  
Payload: Generally carries two grappling hook.  
Bonus: +2 to strike with the grappling hook.  
Penalties: If these maneuvers knock the Wing Pack's wearer out of control, a roll is necessary to avoid crashing (at -20% to the Wing Pack piloting skill). An unsuccessful skill roll means roll percentile and see what happens:  
01-33% Crash: The Wing Pack takes 2D6x10 M.D., the pilot 5D6 M.D., plus he is stunned for one melee round, and the wings must be stretched out and flexed before the pilot can get airborne again, which uses up three melee actions of the next round.  
34-66% Clip the ground or trees: Loses control for two melee rounds (no attacks/actions) as he spins out of control, and nicks, clips, and butts the ground, treetops or buildings, but manages to stay airborne and the Wing Pack only takes 5D6 M.D. from being banged around, and the pilot suffers only 1D6 M.D.  
67-00% Spins out of control briefly: The pilot manages to stay airborne and takes

no damage, but remains wobbly and out of control for 1D4 melee rounds, during which he loses initiative and half his attacks/actions per melee.

2. Handheld Weapons: The standard Wing Pack does not have any kind of built-in weapon (other than the grappling hook), but the pilot/wearer can use any gun or handheld weapons he'd like.

3. Hand to Hand Combat: The flyer enjoys certain benefits from leverage, height and speed when flying and striking at speeds of at least 50 mph (80 kph) . + ID6 to Punch and Kick attack damage. + ID8 M.D. to damage from melee weapons like swords and clubs. +1D10 M.D. to Flying Body Block and has a 15% chance of knocking an opponent off his feet for every 100 mph (160 km) of speed. Flying Stiff Leg Kick (both feet): 2D10 M.D. per every 100 mph (160 km) of speed, but uses up one melee attack/action for every 100 mph (160 km) of speed. May be used with a dive, but that also inflicts 1D10 M.D. damage to the pilot and the Wing Pack.

Archangel's Personal Wing Pack:

The Archangel can always get access to a standard Wing Pack (see description of the basic unit in the Equipment section of the Splicers book) for general use from his Great House, but also gets a souped-up, customized Wing Pack as his personal combat vehicle.

Wing Pack Bio-Enhancements:

Sensors: The Archangel's Personal Wing Pack automatically gets Radar and 2D10 Bio-E points for additional Eyes & Vision and/or Other Sensory Enhancements of choice.

Ranged Bio-Weapons: 3D10 Bio-E points that can be spent on Ranged Bio-Weapons. Additional 12 Bio-E per level of advancement gained by the Archangel. If the character's personal Wing Pack is destroyed, another will be

issued, but it will be a standard model with 6D6+6 additional Bio-E in enhancements. Any further improvements require the Archangel to gain additional levels of experience.

The lower initial Bio-E for personalization is due to the amount of beginning weapons plus the cost of dual metabolism. Afterwards the Archangel's standard Bio-E accumulation resumes. \*\*\* All the Warlords and even the Magi agree that there is one good reason for allowing the choice of all Plasma feathers and that is saturation or carpet bombing an area in preparation for a ground based assault. This being said a unit was formed recruiting three of the best, the bravest, and the craziest Archangels from all seven Houses to form the Fire-bird Flight group. This group is permanently stationed at House Mendel. Note this unit is meant more as an N.P.C. group for the players to interact with but Not be a part of. Unless the character in question has done something to be expelled from the unit and then will most likely be issued a new starter Archeopteryx Wing Pack.

### **Artillery Walker**

By Beast Guyver

The walker is a ball aproximatly 10 feet in diamiter with 6-8 digitigrade legs (like the rear legs of a dog), the walker lacks a true front pilot entering from underneath each leg facing outward like a demented starfish. on each leg a bio energy cannon is mounted and each space between the legs a cluster of 6 organic rockets, and each foot equiped with a trench foot mine. To carry cargo the walker must 'squat' on the item and a 2 foot curved claw for each leg clamps onto the cargo. The unique arrangement of legs allows the walker to instantly change directions and turn without needing to slow down.

The pilot places a helmet on allowing him to use the senses and weapons of the walker the same way as host armor. Each foot of the walker has four clawed toes spread out in an 'x' like formation for maximum stability.

Class: walking Artillery platform

Crew: 1 pilot 2 passengers

MDC by location

\*Main Body: 800

\*\*Legs: 200 (8)

Bio-Energy cannons: 160 each (8)

Hatch: 80 (located underneath, very difficult to reach)

Knee Eyes: 30 (8)

\*\*\*Eye Pod: 110 (located at top of main body)

\*depleting main body kills the Walker

\*\*destroying more than 2 legs reduces speed by 30% destroying 4 legs reduces speed by 60% destroying 6 reduces speed by 90%

\*\*\*Small target and difficult to hit requires called shot

Speed:

Running: 60mph max 40 cruising

Leaping: 200 feet long or 80 strait up

Swimming: 40 mph max 20 cruising (looks like a twisted frog)

Flying: not possible

Statistical Data:

Height: 30 feet standing 10 feet sitting

length: 10 feet (not counting legs)

Width: 10 feet (not counting legs)

Weight: 6 tons

Cargo: 4 tons

P.S.: 1D6+40 supernatural

Production Cycle: 1 year gestation, 4 years growth

Bio-Regen: 5D6 MD Per melee

Operation Life: 20-25 years

Feeding: photosynthesis

Rest requirements: 4 hours per 20 hours activity

Bio-Weapon Systems

Bio-Energy Cannons (same as leviathan)

Damage: 2D8+bonus

ROF: 1 attack

Range: 1800 feet

Payload: unlimited

Organic Missile pods

Damage: 5D10 10 foot radius

ROF: 1-2-4-6

Range: 1 mile

Payload: 6 per pod (8 pods)

Trench Foot Mines:

Damage: 1D10 MD

ROF: 1 action

Range: 100 feet

Payload: 10 per leg

Single Stomp

Damage: 2D8x10 MD

ROF: 1 action

Range: hth

Payload: unlimited

Power stomp

Damage: 4D6x 10 MD

ROF: once per melee (uses half of all actions that round)

Range: 200 feet

Payload: unlimited

Kick

Damage: 2D6

ROF: 1 attack

Range: hth

Payload: unlimited

When Unmanned walkers are a bizarre creature when not manned and isolated a walker will usually sit down and bask in any available light, if none is available it will wander around until it finds some.

When in groups one walker will fold itself up and others will kick it around each one taking a turn at being the ball, this has led to walkers being kept outside or in places they can't hurt anything.

Young walkers are often placed in arenas and watched for fun. they will also not attack unless defending itself and then only until it can get away or the attacker runs away. walkers feeling towards humans seems to be neutral.

Alignment: unprincipled  
Attributes: I.Q.: 1D4 (low animal),  
M.A.: 10, M.E.: 1D8, P.S.: 41-46  
(supernatural),  
number of attacks: 8  
combat bonuses: +4 initiative, +2 to strike  
with ranged weapons +4 to strike with  
kicks, +2 parry, +2 dodge, +6 to roll  
with punch/impact,  
equivilent skills: swim 60%, Land  
Navigation 50%, understand languages  
(1) 60%

### **Basilisk**

By Kevarin

Basilisk War Mount

Class: War Mount

Crew: can carry one human size rider.

M.D.C. by Location:

- \*Front Legs (2): 175 each
- \*Hind Legs (2): 175 each
- \*Clawed Feet (4): 80 each
- Tail:200.
- Riders War Saddle : 100.
- Armored head Frill : 175
- \*\*Head: 200\*
- \*\*Neck: 175\*
- \*\*\*Main Body: 260\*

\* A single asterisk indicates a difficult to hit target and attackers must aim and make a "Called Shot" to hit it, and even then is -3 to strike.

\*\* Destroying the head or neck kills the Basilisk Period.

\*\*\* Depleting the M.D.C. Of the main body kills the Basilisk.

Speed:

Running: the Basilisk can run at a maximum speed of 320 mph. But normal cruising speed is around 85 mph. And can reach speeds of 450 mph but only for short bursts of 2D6 rounds The act of running tires the Basilisk and it can only maintain it max speed for 2 hours before tiring and need 2D6x10+60 minutes of rest before running again. The Basilisk

can run at cruising speeds for up to 6 hours before tiring and needing to rest for 1D6 +60 minutes before running again.

Leaping: 30 ft high or 100 ft across or 50ft high or 150ft across with a thruster assisted leap.

Digging: 20 mph through sand or dirt. 15 mph through clay, rock or stone.

Digging does tire out the Basilisk and it can dig an adequate hole to bury itself in 2D4 melees.

Swimming: The Basilisk has a small thruster system built in to its body to aid in swimming. it has a max speed 50 mph.

Water Walking: The Basilisk can use its thrusters to hold the front half of its body above the water and can appear to run along the surface of the water at a speed of 80mph but only for about 2D6 melees before tiring and falling down in to the water and needing to rest for 1D6+60 minutes before Water Walking again.

Flying: Not Possible but thruster assisted leaps are.

Statistical Data:

Height: 4-5 feet at the shoulders can raise its body and head to a max of 6-7 ft .Width: 3-4 feet.

Length: 8-10 feet with a 6-foot long tail.

Weight: 300-500 lbs.

Cargo: Can carry 1000 lbs on its back or pull 2000 lbs. Additional weight decreases the Basilisks speed. An extra 500 lbs. decreases speed by 50%, and any additional weight greater than 2500 lbs. makes movement totally impossible. Physical Strength: 2D6+20, supernatural  
Production Cycle: 10 month gestation period plus 1 year growth cycle.

Operational Lifetime: 35 year life span.

Bio-Regeneration Rate: 3D6 per hour to the main body and 1D6 per hour to all other locations.

Horror Factor: 12 against humans, no H.F. For machines

Feeding: The Basilisk is a Carnivore. It needs to eat 80 to 100 pounds of animal matter a day, and may gorge on up to 100 pounds at one time. After gorging, the Basilisk can go 3D4 days without feeding and without suffering any ill effects.

Color: The scales on its body can range from a sandy brown color to black .

Sleep Requirements: As an artificially created organism, the Basilisk only requires 4 hours of sleep per day.

Senses and Features: Standard for a War Mount.

Other data: (used when the War Mount is without a rider):

An unmanned Basilisk is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Without a pilot, it attacks only when threatened, provoked or hungry, and is indifferent about humans and machines. It will only obey the commands of an Outrider or Packmaster

Alignment: Any: Basilisk tend to have strong personalities, but the majority 75% fall into the good or selfish category and are friendly and protective of humans.

Attributes: I.Q.: 1D6+6, M.E.: 1D6+8, M.A.: 2D6+10, P.S.: 21-34, P.P.: 2D6+10, P.E.: 2D6+12, P.B.: 2D4+10, Number of Attacks per Melee: Five  
Combat Bonuses: +2 to strike in hand to hand combat, +3 to parry, +4 to dodge, +4 to automatic dodge, +3 to roll with punch, +3 to pull punch, +2 to disarm, pin/incapacitate on a natural 18-20, and impervious to horror factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Track by Scent 65%, Detect Ambush 70%, Detect Concealment 65%, and understands the Native Language of the Great House that created it and one other common language at 70%.

Combat Capabilities:

Bite: 3D6 M.D.

Restrained Claw Strike: 1D6 S.D.C.

Claw Strike: 4D6 M.D.

Power Claw Strike: 4D8 M.D., but counts as two attacks

Dual Claw Strike: 1D6x10 M.D., Counts as two melee attacks,(the Basilisk rears up on its hind legs and strikes with its claws).

Tail strike: 4D6 M.D.

Basilisk Bio-Weapon Systems: Standard Basilisk come equipped with Medium-Size Claws on its front and hind legs, Bio-Comms, Bio-Thrusters and Gripping Hairs and Suction cups on all four feet and one resin duck on the underside of its mouth. Those bonded to a Rider can be further modified as described under the Outrider O.C.C.

### **Battle Angels**

Much like the very similar Battle Knights, Battle Angels are power armor-like symbiotes that have recently been discovered in the ancient chambers beneath the Resin Mountains. Battle Angels are slimmer and more fragile looking than the knights though they are truly just as deadly, mainly due to their ability to fly and their incredible agility. When not in use, the Battle Angel is open, awaiting the entrance of a pilot. Once an acceptable pilot enters the cavity, the symbiote seamlessly seals up over him as its wings elongate and extend out from its back.

70 P.P.E. to summon/activate

Class: Magic symbiotic war machine  
Crew: One pilot (knight of the Cathedral, wanderer, monk or apok). The pilot cavity fills the interior of the legs, head, chest, torso, and arms. There is no room for passengers.

M.D.C. by Location:

Head (1) - equal to half the main body

Hands (2) - equal to 10% of the main body

Arms (2) - equal to 33% of the main body

Legs (2) - equal to 25% of the main body

Retractable Wings (2) - equal to 25% of the main body

Double-Bladed Sword - 175

Blade Discs (2) - 45 ea.

\* Main Body - equal to the pilot's hit points/M.D.C. x 3

\* Depleting the main body will shut the symbiote down. Reducing the M.D.C. to -150 points destroys it, causing it to permanently melt into the ground. A pilot within an active Battle Angel that is brought to -75 M.D.C. or worse suffers severe shock, permanently losing 2D4 hit points/M.D.C.

Statistical Data

Height: 7 to 9 feet (2.13 to 2.74 m)

Width: 2 to 3 feet (0.61 to 0.9 m) with a 30 foot (9.1 m) wingspan

Weight: 5D6x10+250 lbs (135 to 247.5 kg)

Speed: 1D4x100 (68.2 to 272.7 mph/109 to 436.3 km) on the ground, double in flight (136.4 to 545.5 mph/218 to 872.8 km)

Leap: 100 feet (30.5 m) high or lengthwise (twice as long if running at 100 mph/160 km or faster)

Supernatural Physical Strength: 24

Mega-Damage:

Restrained Punch - 4D6+9 S.D.

Full Strength Punch or Kick - 2D6+9 M.D.

Power Punch (2 attacks) - 4D6+9 M.D.

Judo Style Body Throw - 1D6 M.D.

Body Block/Tackle - 1D6 M.D.

Foot Talon Slice - 5D6 M.D.

Note: Inflicts double damage to supernatural monsters and creatures of magic such as dragons.

Other Attributes:

Double-Bladed Sword: Appearing as a hinged tube attached to the hip when not in use, once activated this ferocious weapon unfolds to reveal a central hilt that may be grasped with one or both hands. From both ends of this shaft unfurls a fluked, sweeping blade, each of which is about two feet (61 cm) in length. Amazingly sharp and barbed, this blade is capable of slicing through titanium with remarkable ease. Damage: punch damage plus 3D4 if used one-handed, plus 5D4 if with two hands, Thrown Range: 50 feet ( m). Damage is doubled against supernatural monsters and creatures of magic.

A lost or destroyed sword regenerates after 2 days.

Blade Discs: These razor-sharp discs are solid except for the finger holes in their center which are used for gripping. Deadly at any range, each disc will return once thrown so long as it isn't somehow prevented from doing so; the Battle Angel may catch its own discs without effort. When not in use the discs are stored upon the upper chest, one per side. Damage: 4D6 M.D. (+9 due to P.S.), Throwing Range: 150 feet ( m).

A lost or destroyed disc regenerates after 2 days.

Bonuses: The symbiote doubles the range of the pilot's senses, with sight up to two miles (3.2 km), and hones them to a razor sharp acuity and awareness, granting the following: +4 to initiative, +1 attack/action per melee, +2 to parry, +2 to dodge (+4 in flight), +7 to all

perception rolls, +30% to Detect Concealment and Detect Ambush (or a base of 45% in both skills if not possessed). It also has nightvision. With a successful parry roll with a -4 penalty, the Battle Angel may swat ancient missiles (arrows, thrown daggers, javelins, etc.) out of the air so long as they are within reach. This maneuver does not use up an attack so long as the pilot has at least basic hand to hand training.

Abilities of Note: The Battle Angel does not fatigue and is impervious to poison, drugs, gases, normal fire, cold, S.D.C. weapons, possession, mind control, illusions and ordinary weapons. Mega-damage weapons, energy attacks and magic inflict full damage. The pilot may be susceptible to psionic and other types of mental attack. The Battle Angel is not a self-contained environment, rendering its pilot susceptible to gas attacks.

Magic Powers of Note: Each of the following can be performed twice per 24 hours of activity. All are equal to an 8th level spell of the same name.

Chameleon

Sense Evil

Paralysis: Lesser

Cloud of Smoke

Summon Wind (prayer)

Multiple Image

Globe of Daylight

Summon Mist (prayer)

Note: The Forces of Darkness or any characters of evil alignment are incapable of summoning, using or corrupting a Battle Angel.

## **Battle Knights**

By Steve Trustrum

Recent events in the various Resin Mountain ranges have uncovered several vast cavern systems that seem to lead deeper into the core of the Living Planet

than anyone has yet been willing to delve. Expeditions sent to these areas have already met with incredible difficulties as demon forces have likewise rushed to dominate these strategic hot spots. Easily the main reason for the shared interest is the trove of mysterious items that have been found within the sprawling tunnels. The Battle Knights are but one of these newly discovered treasures.

Obviously related to the immense Battle Saints that have been utilized for over a millennia in defense of mankind against the darkness, these much smaller symbiotes closely resemble an organic suit of power armor. When inactive the front of this humanoid-shaped symbiote is split open, revealing the pilot cavity within, as though it were but half of a whole. Once a pilot enters it, his body filling the extent of its limbs, and the proper prayer is spoken, the symbiote activates and extends itself around the wearer, sealing him within.

The activated Battle Knight appears as a seamless, techno-organic suit of armor hefting a deadly lance and sporting oversized forearms that can be maneuvered as shields. The "helmet" has a single cyclopean eye imbedded in the center of its sleek front, much like a Battle Saint, and each heel of the bulbous, powerful legs brandishes a large, hooked spur for slicing enemies as the symbiote pounces, only to retract when not in use. The M.D.C. of the Battle Knight is determined by using the M.D.C. of the pilot as a base, or, if the character does not have natural M.D.C., by his equivalent hit points (not S.D.C.). Unlike the Battle Saints, Battle Knights seem to have been designed for speed and agility; they have an array of built-in, close-quarters weaponry as well as a few ranged weapons, but nothing to



match the raw power and brute strength of the Battle Saints or Orbs. The main assets of the Battle Knights are their adaptable lances, maneuverability and leaping ability, and sensory enhancements. Regrettably, only apoks, wanderers, Templars, Hospitallers or monks may pilot the symbiote and it must also be activated with a Summon Battle Saint prayer of communion (with the comparatively low cost of 80 P.P.E.). The Battle Knight can remain operational for 24 hours, all at once or off and on, before it must shut down, rendering it completely inert for another 24 hours. Other worldly characters that may use this symbiote include humans who have major or master psionics, cyber-knights, and True Atlanteans. Most of these wondrous symbiotes that have been recovered thus far have been given to Champions of Light and other heroes resisting the Forces of Darkness on the front lines. These devastatingly quick and deadly weapons have tilted the balance in more than one battle so far and yet several have also been destroyed, possibly permanently. The Cathedral's spies have also reported that the demons have been able to smuggle a few of these symbiotes out of the Resin Mountains and past human patrols, bringing them to their despicable masters. Thankfully the most that the Host can do with their prizes is to keep them from human hands as they cannot themselves field or corrupt them.

Class: Magic symbiotic war machine  
 Crew: One pilot (knight of the Cathedral, wanderer, monk or apok).  
 The pilot cavity fills the interior of the legs, head, chest, torso, and arms. There is no room for passengers.

M.D.C. by Location:  
 Head (1) - equal to half the main body

Hands (2) - equal to 10% of the main body  
 Arms (2) - equal to 33% of the main body  
 Legs (2) - equal to 25% of the main body  
 Lance - 250  
 \* Main Body - equal to the pilot's hit points/M.D.C. x 5  
 \* Depleting the main body will shut the symbiote down. Reducing the M.D.C. to -200 points destroys it, causing it to permanently melt into the ground. A pilot within an active Battle Knight that is brought to -100 M.D.C. or worse suffers severe shock, permanently losing 2D4 hit points/M.D.C.

Statistical Data  
 Height: 8 to 12 feet (2.44 to 3.66 m)  
 Width: 2.5 to 3.5 feet (0.76 to 1.07 m)  
 Weight: 1D4x100+500 lbs (270 to 405 kg)  
 Speed: 4D6x10 (34 to 204.5 mph/54.4 to 327.2 km)  
 Leap: 300 feet (91.44 m) high or lengthwise (twice as long if running at 100 mph/160 km or faster)  
 Supernatural Physical Strength: 35  
 Mega-Damage:  
 Restrained Punch - 5D6+20 M.D.  
 Full Strength Punch or Kick - 4D6+20 M.D.  
 Power Punch (2 attacks) - 1D4x10+20 M.D.  
 Judo Style Body Throw - 2D6 M.D.  
 Body Block/Tackle - 2D6 M.D.  
 Spur Slice - 4D6 M.D.  
 Hell Fire active - +3D6 M.D. to hand strikes  
 Note: Inflicts double damage to supernatural monsters and creatures of magic such as dragons.  
 Other Attributes:  
 Lance: When not in use, the lance appears as a bulbous protrusion on the Battle Knight's but when summoned for

combat, it detaches in the pilot's hand and then extends out to its full length. Depending upon the desired use, the pilot can cause a fan-like blade to spring from one or both ends or he can fire a bio-energy blast from an bladeless tip. The lance can only be used by a Battle Knight pilot. Damage: Blade - punch damage plus 3D6 M.D., Bio-Energy Blast - 5D6 M.D., Payload: The bio-energy blast can only be used twice per melee round, Range: The lance is two feet longer than the Battle Knight is tall and the bio-energy blast has a range of 200 feet (61 m). Damage is doubled against supernatural monsters and creatures of magic.

A lost or destroyed lance regenerates after 2 days.

Bonuses: The symbiote doubles the range of the pilot's senses and hones them to a razor sharp acuity and awareness, granting the following: +3 to initiative, +1 attack/action per melee, +4 to parry with arm shields (otherwise only +2), +2 to dodge, +5 to all perception rolls, +20% to Detect Concealment and Detect Ambush (or a base of 35% in both skills if not possessed).

Abilities of Note: The Battle Knight does not fatigue and is impervious to poison, drugs, gases, normal fire, cold, S.D.C. weapons, possession, mind control, illusions and ordinary weapons. Mega-damage weapons, energy attacks and magic inflict full damage. The pilot may be susceptible to psionic and other types of mental attack. The Battle Knight is not a self-contained environment, rendering its pilot susceptible to gas attacks.

The fists of the Battle Knight may also be encompassed in Hell Fire for a total of 15 minutes (60 melees) per 24 hour period of operation. This increases the damage caused by hand strikes by +3D6

M.D. (double to supernatural monsters or creatures of magic).

Magic Powers of Note: Each of the following can be performed twice per 24 hours of activity. All are equal to an 8th level spell of the same name.

Chameleon

Call Lightning

Cloud of Smoke

Heat Point (prayer)

Levitate

Repel Symbiotes (prayer)

Note: The Forces of Darkness or any characters of evil alignment are incapable of summoning, using or corrupting a Battle Knight.

### **The Beetle**

By Amodernheathen

This space based War-Mount is used as a boarding/landing craft. Like many space mounts, the Outrider is fully enclosed, actually suspended in a bio-neural interface gel in the main cabin. The main cabin and the cargo area are able to be separated by a membrane that can be retracted or moved, and the area filled with a bio-nutrient bath for transporting War-Mounts, Gore hounds, prisoners or injured people or animals. The bath also puts biologicals to sleep, as well as doubling the healing rate. Additionally, the gelatinous bath absorbs inertia, and if the soporific is removed or filtered, then passengers may enjoy the healing effects without the nap, and move about at 1/8 swimming speed.

The vessel can be boarded from underneath, or the Beetle can raise it's side armor plate.

The Beetle is appr. 60 feet in length, 30 feet high, 50 with legs extended, and 40 feet wide. The inner chamber is 1/2 that size in all directions.

The Beetle is an amalgamate metabolism, Lithovore and Radiovore, if

it has rocks to eat, it can remove the negatives for radioactive starvation. The Beetle has 10 legs, each of which has a variable tip spear, this can be used to clamp to the side of a hull, or the side of a mountain. Speed in flight is mach 20 in space, or 400MPH in atmosphere using the Ion-Thrusters, Speed underwater with the IonThrusters is 200MPH, Running and Digging speed is 40MPH. MDC of Carapace is 1200 MDC of Body (underbelly not protected by carapace) is 800 MDC of Legs(10) 300 PS 44 Maximum cargo capacity, 24 Standard Tons in the inner chamber. Weapons: Variable Lances: (10, on legs) Punch damage plus 2d8 Casting Cannon (4 on nose) Starts at base damage, but can be increased as normal.

### **Blob**

By 89er

When creating War Mounts, Librarians go through hundreds, if not thousands of ideas to create one. Most War Mounts have a specific purpose, but every once in a while, a War Mount is created that seems foolish, but becomes quite effective. The Blob is such one example. The Blob is in essence, a supersized amoeba. The Outrider controls it inside the “nucleus”, a hardened round shell that offers maximum protection with the protoplasm constantly oozing out the shell. The protoplasm is acidic, with about 20 acid pustules on the inside of the cell wall. The form of attack is to envelope a robot and let that acid melt it down into sustenance for the Blob. Another advantage is that while the protoplasm is easily destroyed, it

constantly regenerates as long as the shell survives, and given enough time, a Blob could consume an entire Land Dominator.

Alternately, the Blob’s mass allows it to squeeze through any space as long as the shell fits and act as a barrier/cushion for falling War Mounts and Archangels.

Recently, the Blob’s have been discovered to be able to form into a “Superball” that allows for mass confusion and bombing runs.

Class: Experimental War Mount

Crew: 1 Rider

M.D.C. by Location:

Protoplasm-45

Shell Nucleus-580

Speed:

Running: Not Possible

Digging: Not Possible

Swimming: Not Possible

Leaping: Not Possible

Flying: Not Possible

Statistical Data:

Height: 9 feet (Shell)

Width: 6 feet (Shell)

Length: 5 feet (Shell)

Weight: 1000 Pounds (Shell)

Cargo: One Rider

Physical strength: None

Production Cycle: 2 year gestation

period, 2 year growth cycle

Operational Lifetime: 45 years

Bio-Regeneration Rate: 1d6 for shell,

3d6 for Protoplasm

Horror Factor: 9

Feeding: Consumes Machines, needs to consume 120 pounds of Machines per day

Sleep Requirements: As an artificially created organism it requires only 4 hours of sleep a day.

Other Data:

An unmanned Blob will just sit there unless threatened or hungry.

Alignment: Selfish, only eats and sleeps.

War Mount Attributes: I.Q.:1d6  
M.E.:1d6 M.A.:1d6 P.S.:1d6 P.P.:1d6  
P.E.:3d6 P.B.:1d6 Spd: 8mph  
Number of Attacks per Melee: 2  
Combat Bonuses (In addition to attribute bonuses) Thinks Machines are delicious impervious to horror factor, disease, and poison.  
Combat Capabilities:  
Envelope: As the protoplasm consumes the Machine, the robot will be less able to move until it is fully enveloped.  
Senses and Features: Standard for War Mount  
Bio-Weapons Systems:  
Acid Pustules (20): White pustules the size grapefruit dot the inside of the cell wall and spit acid paste into the protoplasm, enhancing the acid.

### **Bore Worm**

By Ectoplasmic Bidet  
The Resistance's most damaging War Mount, the Behemoth, is humanity's undisputed "heavy hitter", with the ability to lay down truly awe-inspiring levels of destruction in a very short time. This firepower is its greatest strength, but also its greatest weakness. The Machine regularly targets these gentle giants for elimination early in any conflict, so great is their potential to sway a battle. Heavy armor is only effective for so long, and many Behemoths have been destroyed due to this tactic. The death of every War Mount is a blow to the Resistance, but the loss of a Behemoth is especially great, as each one represents a huge investment in resources. In seeking an answer to the heavy firepower vs high value target problem, Librarians eventually designed the Bore Worm. The Bore Worm War Mount looks very much like one of the grubs fired from a Bore Rifle(coincidence in action) that

has been grown to ridiculous size and plated in chitinous armor. The War Mount moves through the Earth at a relatively high rate of speed using a combination of natural burrowing and a highly acidic mucus secretion that not only dissolves surrounding minerals, but also lubricates the War Mount's passage. When the Outrider piloting the War Mount wishes to enter combat, he must first bring the Bore Worm close enough to the surface for it to force its rear section up from the ground into open air so that it may transform into a living weapon platform(the whole process requires roughly 15 seconds). Once its rear is positioned properly, hidden seams in the War Mount's flesh split open like an overripe melon to allow the rear to blossom into a grotesque parody of a fleshy flower. Each of the War Mount's three "petals" folds down and anchors itself to the ground using a number of short tendrils while a column of muscle rises into a central position overlooking the area.

The War Mount in its combat configuration has an extremely low profile, less than four feet high except for the central stalk that can rise as high as seven feet, which presents a small target for Machine forces. In this form the Outrider pilot and his co-pilot/gunner are safely buried beneath the Earth within the main body of the War Mount. The pilot typically controls the central stalk and one of the petals while the co-pilot oversees the remaining petals. This allows for attention to be more easily split between multiple targets and means that none of the War Mount's weapon need be inactive at any given time. Though not so heavily armed as a Behemoth, the Bore Worm's Heavy Casting Cannons, dual Heat Projector Cannons, and impressive Organic

Rocket payload would be a fearful combination if the Machine had enough sense to be scared. Balancing this decreased firepower is the fact that the War Mount is nearly impossible to kill. Its regenerative abilities have been maximized to the limit of current Splicer bio-technology, but this is nothing compared to the Bore Worm's own inherent worm-like physiology. Similar to some other worm species that can be cut in half without being killed and will eventually regrow their lost flesh, the Bore Worm is capable of regenerating its entire rear section. This means even if the entire rear section is obliterated during combat, the remainder of the Bore Worm which has remained safe under ground with its pilot, can escape without impairment. If deemed necessary, the War Mount's pilot can even prematurely detach the main body from the rear section (the rear section will die within 1D6+12 hours) and leave the area all the while still manning the rear section's weapon systems via Bio-Comm.

Class- Heavy Assault War Mount

Crew: One pilot and one co-pilot/gunner.

M.D.C. by Location:

-Central Weapon Stalk- 300

-\*Heat Projector Cannon[2]- 150 each

-\*Organic Rockets[60; 15 per petal, 15 on the central stalk]- 11 each

-\*Heavy Casting Cannons[3; 1 per petal]- 120 each

-Weapon Petals[3]- 300 each

-\*\*Rear Body- 400

-\*\*\*Main Body- 600

\*Objects marked with a single asterisk are exceptionally small targets and require a Called Shot with a -3 penalty to strike.

\*\*The War Mount's rear half is only vulnerable to direct attack before deploying into its three weapon petals, a

process that requires only 15 seconds. If the M.D.C. of all three weapon petals is depleted the Rear Body of the War Mount dies, but can eventually be regenerated given enough time.

\*\*\*Depleting the M.D.C. of the Main Body kills the War Mount.

Speed:

-Running- 10 mph. The Bore Worm can travel on the surface if necessary, but it is awkward and slow.

-Leaping- Not possible, though the War Mount can explode out of the ground at high speed and approximately 30 feet into the air.

-Digging- 60 mph through dirt, sand, and clay, but only 45 mph through rock, concrete, and large deposits of Man or Machine-made metal. The War Mount needs only 12-15 seconds to completely burrow beneath the surface and can achieve sub-surface depths of approximately 5,000 feet, with slight variations depending on the geography of the area.

-Swimming- Not possible, the War Mount sinks like a stone. A Bore Worm can survive extreme depths, down to approximately 7,500 feet and crawl along the floor of the ocean at 45 mph or choose to burrow beneath the sea floor to use a more convenient travel medium.

-Flying- Not even close to possible.

-Range- Limited only by the pilot and co-pilot's need for food. The War Mount recycles and collects water as needed and is able to generate breathable air for its occupants by separating the oxygen from hydrogen in water.

Statistical Data:

-Height: 6-7 feet of the War Mount is exposed above the ground while in its combat form.

-Width: 8 feet at the main body's widest point in its non-combat form, 24 feet

wide when the petals are deployed for combat.

-Length: 32 feet from end to end. The main body is 18 feet long and the rear section is 14 feet long.

-Weight: 10 tons.

-Cargo: None. The War Mount travels beneath the surface of the Earth and cannot possibly carry with it any cargo. The internal pilot cavity closes in around the Outriders within, disallowing anything beyond them and their Host Armor.

-Physical Strength: Supernatural PS of 30 + 1D6.

-Production Cycle: 18 month gestation period, plus 2 year growth time.

-Operational Lifetime: 60 years.

-Trade Value: 15 million credits for a healthy, undamaged unit.

-Bio-Regeneration Rate: 2D6+3 M.D.C. per melee for the main body and 1D4+2 M.D.C. per melee for all other locations. The War Mount possesses exceptional regenerative abilities as a counter-balance to its largely immobile nature when in combat. The War Mount can regrow destroyed components in 6D6+40 hours and even totally regenerate its entire back half, the section containing its combat form, in 6D6+24 days.

-Horror Factor: 14 against humans outside the Resistance, but none against the Machine.

-Senses & Features: Standard for War Mounts, as well as the Seismic Sense bio-enhancement.

-Feeding: The War Mount is a lithovore and "eats" from 240-360 lbs of minerals (stones, rocks, dirt, clay, etc) per day, dissolving them with its acidic mucus then slurping them up like an organic vacuum pump.

-Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data: An unmanned Bore Worm is able to function on instinct alone, but unless properly restrained its only instinct is to eat. It will only follow the commands of an Outrider capable of communicating with it using a Bio-Comm. The War Mount does not differentiate between human and Machine and is too stupid to use its powerful array of weapons without guidance.

-Alignment: Anarchist; operates more like a robot than a living creature, devoid of personality

-War Mount Attributes: IQ: 1 (below average animal intelligence), ME: 1D4+6, MA: 1D4, PS: 31-36 (Supernatural), PP: 6+1D4, PE: 18+2D6, Spd: See above.

-Number of Attacks/Actions: Two in its natural state, but six in its combat form. The Outrider pilot and his co-pilot/gunner each receive six additional melee attacks.

-Combat Bonuses (In addition to possible attribute bonuses): +4 to strike with ranged weapons, +5 to save vs poison & disease, and is impervious to Horror Factor & mind control (and possession).

-Equivalent (instinctive) Skills of Note: The War Mount can be conditioned to respond to a handful of Bio-Comm transmitted commands that are used when unmanned.

-Combat Capabilities: The War Mount has no combat abilities unless it is under the direct control of an Outrider who wishes to convert it into its combat form, making long-range weapons available. The only method the War Mount could possibly use to attack in melee would be to rub its body against a target while secreting its powerful acidic mucus. This

acid will inflict 4D8 M.D. per melee to inorganic targets for 3D4 melee rounds.  
Bore Worm Bio-Weapon Systems:

1. Heat Projector Cannons (2)- Mounted on the central stalk of the War Mount's combat form, these tandem firing weapons are fully articulated and can direct their beams of super intense heat on any target within range.

-Primary Purpose: Anti-Robot and Self-Defense.

-Mega-Damage: 1D8x10+10 or 2D8x10+20 M.D.

-Rate of Fire: Each force blast counts as one melee attack.

-Maximum Effective Range: 3,600 feet.

-Payload: Effectively Unlimited.

2. Heavy Casting Cannons (3)- The central armament of each of the War Mount's weapon petals, these high powered Casting Cannons can each cover a 180 degree firing arc and possess a unique advantage over all other weapons of their type; they never run out of ammunition. With most of its body buried beneath the Earth, the War Mount is able to eat constantly to provide a practically endless stream of casting pellets.

-Primary Purpose: Anti-Robot and Self-Defense.

-Mega-Damage: 1D8x10+5 M.D. per individual round fired, or a burst of three rounds that inflict 2D8x10+30 M.D.

-Rate of Fire: Each shot or burst counts as one melee attack.

-Maximum Effective Range: 3,000 feet.

-Payload: Effectively Unlimited. Only if the main body detaches from the rear section of the War Mount will ammunition become an issue. If this happens, each cannon has a reserve of 120 rounds, though they cannot be replenished.

-Bonuses: +2 to strike on an aimed shot; no bonus for a burst attack.

3. Organic Rockets (60)- Each of the War Mount's Casting Cannons, and its dual Heat Projector Cannons, are surrounded by a cluster of fifteen organic rockets.

-Primary Purpose: Anti-Aircraft.

-Mega-Damage: 5D10 M.D. per individual organic rocket fired, with a blast radius of 10 feet each.

-Rate of Fire: One at a time or in volleys of up to a full payload of 15 rockets. A volley counts as one melee attack. Roll once to strike, either all the rockets in the volley hit or they all miss.

-Maximum Effective Range: 1 mile.

-Payload: 60; 15 per weapon petal, 15 on central weapon stalk. The War Mount can replenish its entire payload of rockets in 6D6 hours.

-Bonuses: +6 to strike and dodge(each rocket has 1 attack per melee round and will continue seeking its target for 2D4 melees before expiring).

Hand to Hand Combat: Not possible.

The War Mount is totally stationary when in its combat form and only capable of using ranged attacks. In its worm form, the War Mount is too slow and cumbersome to attack and makes an easy target.

#### Worms of Attack

These are large, thick worms that coil themselves loosely about the upper body, they attack at the back just beneath the shoulder blades. Each weighs roughly 4 lbs (1.8 kg).

Abilities: It obeys the user's mental commands and lashes out in combat with 2 attacks per melee, is +2 to strike and does 1D8+2 M.D. The worm attacks by whipping its target; its strikes will cause harm to creatures hurt only by magic.

Penalties: -5% to prowl, acrobatic and/or gymnastic skills.

### Worms of Sustaining

These long, thick worms must be ingested so that they can extend into and attach themselves to the eater's lungs, stomach and intestines.

Abilities: Once attached, a process that takes 1D4+1 minutes, the worm will remove the eater's need for food, water and air for 1D4+3 days. This also renders him immune to ingested poisons and gases that work through inhalation.

Penalties: -4 to save vs non-ingested poisons and gases, removes all sense of taste for the duration.

### Cone

By Ectoplasmic Bidet

Despite their numerous bio-weapons, the cumbersome Sequoias make poor combat vessels. The answer to this problem is the Cone War Mount, a living fighter craft designed specifically for the environment of space. Extremely fast and maneuverable, a Sequoia can deploy hundreds of these small spacecraft if needed, each and every one capable of laying down a withering hail of laser fire or striking with huge Omega Blaster beams. Each Cone resembles a Sequoia in extreme miniature, from its blunt-nosed reverse tear drop shape to the four ion emitter pseudopods at the rear. Like the Leviathon War Mount designed with underwater combat in mind, the Cone, meant to operate in the vacuum of space, completely encloses its pilot for greatly appreciated extra protection.

Unlike the majority of other War Mounts, most of the Cone's bio-systems come fully enhanced, a fact that strangely enough seems to chagrin some pilots. Though many avenues of bio-customization are limited or cut off all together by this, there are still a great many modification that can be made to

individual Cones, some of which are designed solely for this War Mount.

Class- Space Fighter War Mount

Crew: One pilot.

MDC by Location:

-Pilot Compartment/Survival Pod- 150

-\*Bio-Weapon Cluster- 270

-\*\*Pseudopod/Ion Emitter[4; Rear]- 180 each

-\*\*\*Main Body/Cockpit- 520

-\*\*\*\*Bio-Force Field- 300

\*The Bio-Weapon Cluster is difficult to strike, requiring a Called Shot with a -3 penalty.

\*\*Each pseudopod destroyed reduces maximum speed and combat bonuses by 25%. Pseudopods are small targets, requiring a Called Shot with a -3 penalty to strike.

\*\*\*Depleting the MDC of the Main Body kills the War Mount.

\*\*\*\*The Bio-Force Field regenerates 1D4+2 MDC per minute. If MDC is depleted, the Bio-Force Field cannot be re-initialized for 12 hours.

Speed:

-Atmospheric Flight- Not designed with atmospheric flight in mind. Without the proper control surfaces the War Mount can barely manage an awkward 200 mph in a planetary atmosphere, but handles like a brick.

-Trans-Atmospheric Flight- Approximate maximum of Mach 16, but typical cruising speed is closer to Mach 8.

-FTL Travel- Not possible.

-Range- Effectively Unlimited, but limited by the pilot's life support requirements.

Statistical Data:

-Diameter: 10 feet tapering down to a blunt nose cone(Weapon Battery) approximately 3 feet in diameter.

-Length: Main Body/Cockpit: 24 feet, Pseudopods/Ion Emitters: 10 feet



- Weight: 12 tons.
- Cargo: None. The pilot compartment just barely has room for the pilot.
- Physical Strength: Supernatural PS of 35 + 1D4.
- Production Cycle: 3 month gestation period, plus 9 month growth time. The War Mount is engineered to be grown with extraordinary speed.
- Operational Lifetime: 1D6+20 years. Shorter than average lifespan is a direct result of the forced maturation.
- Trade Value: 36 million credits for a healthy, undamaged unit.
- Bio-Regeneration Rate: 2D6+3 MDC per melee round for the main body and 1D4+2 MDC per melee round for all other locations. A destroyed Bio-Weapon Cluster regenerates in 6D6+40 hours, while Pseudopod/Ion Emitters regenerate in 4D6+12 days. The bodily fluids of the War Mount are designed to instantly harden into a cement-like clot on contact with the vacuum of space, sealing hull breaches in 1D4 seconds.
- Horror Factor: 16 against humans outside the Resistance, but none against the Machine.
- Senses & Features: Detailed below.
- Feeding: The War Mount uses a scaled down version of a Sequoia's nuclear-fueled Thermosynthetic bio-reactor. Upon maturation, the War Mount's bio-reactor is stocked with enough fuel to power it for approximately 10 years. Fuel is not expended while the War Mount is kept dormant in its storage cradle aboard a Sequoia.
- Sleep Requirements: As an artificial organism designed for continuous operation if necessary, the War Mount does not require sleep, but its pilot does.
- Other Data: An unmanned Cone is nearly the equivalent to a brain dead human, as the War Mount has been engineered with no more intelligence

than the average cucumber. It was not known what instincts a space faring creature would need or should have, so it was given none, except for a reflexive homing sense.

- Alignment: Do vegetable have alignments?
- War Mount Attributes: IQ: N/A, ME: N/A, MA: N/A, PS: 36-39(Supernatural), PP: 18+1D6, PE: 20+1D6, Spd: See above.
- Number of Attacks: None on its own, but the War Mount adds an additional four to those of its pilot.
- Combat Bonuses(In addition to possible attribute bonuses): +2 initiative, +5 strike with ranged weapons, +2 strike with pseudopods, +8 dodge(+2 if stationary before being attacked), Immune to poison, disease, and Horror Factor. Totally immune to any sort of mind control or mental influence, regardless of source. Radar provides the following additional bonuses when applicable: +1 melee attack, +1 initiative, +1 strike, parry, & dodge.
- Bio-Weapon Cluster- Each War Mount is equipped with a single forward facing bio-weapon cluster composed of an Omega Blaster ringed by six Super Light Cells and six advanced eyes, all of which have been enhanced to the maximum possible extent. Due to the power distribution method employed by the War Mount, the Super Light Cells cannot be individually fired, requiring them to be fired in full volleys of six Cells. Super Light Cells and the Omega Blaster cannot be fired in tandem without further bio-enhancement.
- Primary Purpose: Attack/Defense
- Mega-Damage: 12D10 MD per full 6 Cell volley or 4D8x10 MD per Omega Blast.
- Beam Radius: 20 foot radius per Omega Blast.

-Maximum Effective Range: Super Light Cell(Atmosphere: 4,000 feet, Space: 40,000 feet), Omega

Blaster(Atmosphere: 10,000 feet, Space: 100,000 feet).

-Rate of Fire: Each blast or volley counts as one melee attack. Roll only once per volley. Either all the beams hit or they all miss.

-Payload: Effectively Unlimited, however the Omega Blaster may only be fired twice per melee round.

-Bonuses: Super Light Cells(+1 to strike on an aimed shot), Omega Blaster(+3 to strike on an aimed shot).

Sensory System & Organs: The War Mount features the standard Bio-Comm as well as an array of additional and enhanced senses, though it lacks many of those present in War Mounts designed for terrestrial use.

-Homing Sense: Without a pilot in control, the only action this War Mount is able to undertake is to proceed at full possible speed to its Sequoia mothership. If without a pilot and out of visual range of the mothership, the War Mount must either be put into a dormant state or it will self-destruct by entering bio-meltdown phase in 24 hours.

-Radar: As per the standard bio-enhancement, but it should be noted that the lack of atmosphere in the vacuum of space dramatically increases the range of the radar ability, up to approximately 6,000 miles.

-Vision: Besides the six integral eyes built into the forward facing bio-weapon cluster, an additional 12 eyes are located at various points on the War Mount's hide, all capable of viewing infrared, ultraviolet, and thermal emissions as well as telescopic magnification with a zoom range of approximately 100,000 miles.

-High Intensity Light Cell Relay: Bio-Comms have always been extremely limited by their range, a handicap felt more than ever in the vastness of space. Using a specially engineered Light Cell connected to a Bio-Comm, transmissions can be sent up to 1,000 miles to a similar relay device before the beam becomes too attenuated for the receiving Bio-Comm to decipher. This allows the War Mount to more easily communicate with its fellows in space and with its Sequoia mothership.

Biological Defenses:

-Immune to Cold & Heat: The War Mount is impervious to cold and heat of even mege-damage intensity(super napalm, MD plasma, etc).

-Resistant to Kinetic Energy & Physical Attack: The War Mount suffers only half damage from physical attacks of all kinds.

-Resistant to Energy- Another carry over from the Sequoias they are modeled after, Cone space fighter are immune to hard radiation of non-mega-damage intensity & suffer only half damage from MD level radiation, suffer half damage from laser & ion beam weapons, and particle beam weapon damage is reduced by 33%.

Anatomical & Physiological Features:

The War Mount has three notable features of considerable importance.

-Pilot Compartment/Survival Pod: From within this egg-like chamber the pilot controls the War Mount, but it also serves as an escape vehicle in emergency situations. On command or when fatal damage has been sustained, the pod is explosively ejected through the entry orifice located at the rear of the War Mount between the four pseudopods. This pod has no means of self-propulsion, but it contains the entirety of the War Mount's life support systems, a

Bio-Comm, and its matte black surface has been designed to fluoresce brightly when viewed through the eyes of any bio-tech vision system.

-Articulated Pseudopods: While these tentacle-like ion drives are locked into position most of the time, they possess great physical strength and are surprisingly dexterous in certain situations. If an opponent has approached within grappling range and cannot be targeted by ranged weapons, it can be attacked by swatting with the pseudopods or using the razor sharp bone protrusion that tips each one to stab. All four pseudopods can attack simultaneously without using extra melee attack, combining their damage to great effect. Alternatively, the pseudopods may be used to latch onto the hide of the War Mount's Sequoia mothership or even the hulls of enemy vessels.

-Omega Overload: Nearly identical to the systems engineered for use in the Kamikaze organic cruise missiles, this attack of last resort creates a fatal chain reaction within the Omega Blaster's energy cells. The process requires six seconds and cannot be reversed or shut down once it has been initiated. After initiation, the War Mount will detonate in exactly 60 seconds or upon impact while traveling at or beyond 100 mph. The detonation inflicts 1D4x1,000 MD to everything within a 1,000 foot blast radius. If the pilot chooses to eject in the survival pod before detonation, the War Mount can be pointed at a target fired on a straight trajectory at maximum possible speed, like an unguided rocket.

Hand(Tentacle?) to Hand Combat:

Pseudopod Lash: 6D6 MD, Pseudopod

Stab: 7D6 MD

New Cone War Mount Bio-

Enhancements:

Bio-Rocket Thrusters(Survival Pod Variant): Near exact replicas of the Bio-Rocket Thrusters available to Host Armor for space operations, this enhancement is not actually intended for use with the Cone War Mount, but instead for its survival pod. If the pilot is forced to abandon the War Mount, with this enhancement he is not left totally to the mercy of fate and retains some measure of control.

-Flight Ability: 200 mph. In an atmosphere, gravity greatly reduces this enhancement's efficacy, lowering speed by 50% and limiting altitude to approximately 15,000 feet.

-Underwater: May be used underwater with a speed penalty of 75%.

-Bonuses: Space(+3 initiative, +3 dodge), Atmosphere(+1 initiative, +2 dodge)

-MDC: Reactant Sacs are enclosed fully within the survival pod and each of the six Exhaust Ports has 1D4x10+20 MDC.

-Payload: The Reactant Sacs hold enough fuel for six hours of uninterrupted flight and replenish themselves at a rate of 1 hour's worth of fuel per 4 hours.

-Bio-E Cost: 25 points. Speed can be increased by +20 mph per 10 Bio-E points, up to a maximum of 400 mph. Reactant Sac capacity may be increased by 50% by spending an additional 20 Bio-E. Reactant replenishment rate may be doubled by spending an additional 20 Bio-E.

-Prerequisite: None.

Orbital Launch Rockets: A Cone War Mount in the atmosphere of a planet, where its biological ion drive barely functions, does not have the power to return to orbit on its own. Though the ability to do so would be largely useless while running from the Machine in deep space, it is not inconceivable that the

War Mount will one day be used to regularly travel between a new home planet and space. This enhancement grows eight of the Reactant Sacs used in the Bio-Rocket Thruster Host Armor enhancement within the body of the War Mount. When a pilot desires to enter planetary orbit, the War Mount is brought to its maximum atmospheric altitude of 35,000 feet and all Reactant Sacs are fully engaged, providing a very short-lived but incredible burst of speed of approximately 18,000 mph, more than enough to horizontally enter orbit.

Exhaust gases are expelled from organic thruster ports at the inside base of each pseudopod.

-Flight Ability: 18,000 mph in an atmosphere. Double speed if used in space.

-Bonuses: None. While the bio-rockets are firing the War Mount must maintain a fairly straight trajectory so as not to become unstable.

-MDC: Reactant Sacs are stored entirely within the body of the War Mount.

-Payload: The potency of reactants used in this enhancement is much greater than that used in the Bio-Rocket Thrusters. A full payload burns for approximately six minutes and requires four hours per minute of fuel replenished. Reactant payload cannot be used in increments, but must instead all be expended in one session.

-Bio-E Cost: 35 points. This enhancement cannot be further modified.

-Prerequisite: Organic Thrusters(an add-on, does not replace the thrusters).

Bio-Weapon Amplification Lens: A single enormous dome of transparent flesh grows over the entire bio-weapon cluster of the Cone War Mount, resembling a contact lens worn by ancient humans. This lens is the only weapon upgrade available to the War

Mount, but it is a powerful one. The Amplification Lens focuses the energy beams generated by bio-weapon cluster's Super Light Cells & Omega Blast, doubling their damage and increasing range by half.

-MDC of the Amplification Lens:

2D6x10+100

-Penalty: The manner used to magnify the Omega Blaster's power reduces the beam radius by 10 feet and lowers its bonus to strike by -1. The Amplification Lens appears simple, but it is actually a highly complex marvel of bio-engineering. Due to its advanced nature, damage to the lens regenerates at half the speed of other components and if destroyed requires twice as long to regrow.

-Bio-E Cost: 100 points!

New Host Armor options and upgrades:  
Pulse Bio-Energy Expulsion Vents: Its works just like the standered Bio-Energy Vent but fires a three shot burst of bio-energy.

M.D.C of the actual Bio-Energy Vent:  
adds 2D6+12 M.D.C

Mega-Damage: 1D4X10+6+P.E.X2

Rate of Fire: Each three shot pulse counts as one melee attack/action.

Maximum Effective Range: Single shot 1800 feet, but only 900 feet under water, a 3-shot pulse 1500 feet, but only 750 feet under water

Payload: Effectively unlimited.

However, firing more then 20 blasts a minute (that's 5 per melee round) weakens the pilot, causing him to lose two melee attacks/actions per round and reduces all of his combat bonuses by half for the next 1D6 minutes. A 3-shot pulse counts as 3 blast of the 20 blast a minute maximum.

Bonus: +3 to strike on a carefully aimed single shot, no bonus on a 3-shot pulse.

Bio-E Cost: 20 points per each Bio-Energy Vent upgrade.  
Prerequisite: Bio-Energy Vent  
Enhanced Organic Rockets:  
Plasma:  
M.D.C. of the Rockets: 12  
Mega-Damage: 1D6X10 with a blast radius of 15 feet.  
Maximum Effective Range: 1 mile  
Bonus: +5 to strike  
Bio-E Cost: +4 points per rocket.  
Prerequisite: Organic Rocket  
Needle Death Blossom: +2  
M.D.C. of the Rockets: 10  
Mega-Damage: 4D8 with a blast radius of 30 feet.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +3 points per rocket.  
Prerequisite: Organic Rocket  
Acid:  
M.D.C. of the Rockets: 11  
Mega-Damage: 4D6 with additional damage of 2D6 for 4 rounds. Half damage to organic matter. Blast radius of 1 foot.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +2 points per rocket.  
Prerequisite: Organic Rocket  
Impact:  
M.D.C. of the Rockets: 10  
Mega-Damage: 4D6 plus a 45% chance of knock down. Blast radius of 6 inches.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +1 points per rocket.  
Prerequisite: Organic Rocket  
Chemical Rocket:  
M.D.C.: of the Rockets: 10  
Mega-Damage: Varies as chemical sprayer with a blast radius of 20 feet.  
S.D.C. Damage: Varies, As chemical sprayer.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike

Bio-E Cost: +1 points per rocket.  
Prerequisite: Organic Rocket, Chemical Sprayer  
Lighting/EPM:  
M.D.C.: of the Rockets: 13  
Mega-Damage: 4D12, no blast radius.  
Maximum Effective Range: 1 mile.  
Note: Any biological /living creatures survive the attack must roll to save vs stun attack (15 or higher, plus any bonus from P.E.). Host Armor take normal damage plus the pilot takes 2D6 S.D.C./Hit Points. Machines take normal damage plus have a percentage chance equal to the damage done of inflicting impairments and damage as an Electro-Pulse Gun. See page 134-135 of the Splicers base book.  
Bonus: +5 to strike  
Bio-E Cost: +5 points per rocket.  
Prerequisite: Organic Rocket, Electrical Resistance.  
Tendrils Injector Rocket:  
M.D.C.: of the Rockets: 14  
Mega-Damage: 1D10 plus possible internal systems damage from ripping tendrils. 5D8 M.D.C for 1D3 attacks (that's 5D8 to 15D8 point). See notes.  
Maximum Effective Range: 1 mile.  
Note: Tendril Injector Rocket must have a natural 16-20 to penetrate the metal hide of a robot or machine or a 13 or higher if the robot has lost 50% or more of its main body M.D.C. If a natural roll is less then 16/12 it only deals the 1D10 M.D.C. This system will not release the tendril into an organic/living target but the rocket will still deal the 1D10 M.D.C.  
Bonus: +5 to strike  
Bio-E Cost: +7 points per rocket.  
Prerequisite: Organic Rocket, Spike Launcher.  
Range Increase:  
The Organic Rockets range can be increased to a maximum of 5 miles. The

M.D.C. of the rocket also increases per mile of range increase by 1 M.D.C. per mile to a maximum of +4 M.D.C. per rocket.

M.D.C. of the Rockets: varies +1 per mile of increased range.

Mega-Damage: varies by type.

Maximum Effective Range: 2 to 5 mile.

Bio-E Cost: +2 points per rocket per mile of increased range.

Prerequisite: Organic Rocket

Range: Two to five miles.

Rapid Re-load:

Rockets re-grow at the rate of 1D6+1 M.D.C. per round. One rocket is replaced at a time. Once the M.D.C. is reached a rocket is replaced and ready to fire. The pilot of the Host Armor can select which rocket will be replaced first.

Bio-E Cost: 20+2 points per rocket.

Prerequisite: Organic Rocket,

Regeneration: Super

Shoulder Pods:

Shoulder Pods increase the number of Organic Rockets a Host Armor can carry. A Shoulder Pod can hold up to fourteen rockets. However, no other shoulder systems can be place on this Host Armor. A Host Armor can have a total of two for a total of 28 additional rockets.

M.D.C. of the Pod: 1D4+2X10

Mega-Damage: varies by type.

Payload: up to 14 per pod

Bonus: Each Shoulder Pods adds +1 to hit per pod.

Bio-E Cost: 15, however Organic Rockets cost 1 Bio-E less per rocket per Rocket Pod, maximum of -2 per rocket.

Rocket upgrades cost one less if both shoulders have the pods.

Prerequisite: none

## **Corruptor**

By Krispy

‘From Death, we Rise’. ‘Your dead fight for us’. ‘Death.....fears us’. ‘The fallen are our legion’ – some House Nekrys sayings

‘They befoul our dead by corrupting their flesh to do their bidding’ – The Enlightened One House Nekrys has finally revealed itself to the world

Now; the Corruptor WM is brought to the battlefield

The core design is an unimposing 2m diameter sphere covered in black orbs (eyes), ports, and lumps (Genesis Nodes) It is piloted by 3 outriders that have been permanently bonded (heads only) to the WM

Omnivorous metabolism

MDC

Armored Eyes: (don’t know how many yet but heaps) 40 each

Organic thruster system:

MB (sphere): 350

Assimilation Tentacles (5): 200 each (they are housed inside the sphere until needed)

Maw (at base): 80

Tentacle: PS 33, PP 20

Speed: with Thrusters – starts at 200 mph and can be upgraded

On ground they can run/scurry with tentacles at 100 km/h

Swimming: thrusters 100mph and can be upgraded

Digging: im leaning towards not capable

Bio-regeneration Rate: 5D6 per hour to the Main Body and 2D6 per hour for the Tentacles

N.B. the root of the Tentacles are housed within the WM so even if they are severed from where they erupt out of the WM it can still grow back

Powers & Abilities

Bio FF: and is only applicable to the sphere and not its Flesh Golem (see later description)

NDB

Lightning Discharge with Electrical Stunner  
Chameleon Skin & Stealth Field  
4 Resin Ducts around the equator of the WM (2 can strike at the same target simultaneously)  
Acid Blood & Impervious to Acid symbiotic nourishment for riders  
Both the Corruptor and the Reaper have the same Biomass Assimilation systems built into them so the Corruptor can create a 'Flesh Armour' over its spherical body and 'Weapon Meld' as well  
This Biomass Assimilation ability is also incorporated into the Main tentacles of the WM  
But the Corruptor has 2 abilities that the Reaper does not – Build 'Flesh Golem' & 'Hijack'  
Build "Flesh Golem" – this can be achieved 2 ways and both require the 'Assimilation' tentacles  
\* The first way is quite simple. The assimilation tentacles break through the skin of the WM and chunks of flesh are bonded to the tentacle creating rudimentary limbs  
Initially each tentacle has 2 Genesis Nodes along its length so weapons can be bonded to the newly made limb  
\* The second way is the initial step towards the Corruptors other ability "Hijack". Hijacking is the assimilation of a victim whole, untouched. (Biotics, HA, Gorehounds. NB Larger WM like Leviathan are too big to make limbs out of whole) Once stunned &/or incapacitated an assimilation tentacle penetrates the victim (like what happens to the Engineer in the bonding process) where secondary tentacles exit the main and travel throughout the victim and also wrap around the outside where additional flesh from other victims are bonded as well to fill out the limb and

make crude feet or hands. But most importantly is Neural Nendrils merge with the victim's brain stem and takes over and that's where the ability of Hijack begins  
It takes 2D4 minutes?? to build this form of limb  
Hijack: over time this gives the WM complete control over a victim.  
It is quite a complex task in hijacking the nervous system of another living creature and making it a physical extension of you. In the beginning it is just gross rudimentary movements (imagine a slow staggering zombie who lacks fine motor control) e.g.- a whole Biotic is used to form part of a leg. Once merged/assimilated the WM can make the Biotics head twitch and arms reach out  
Over time the WMs ability to fully assimilate the victim increases –  
By Level 4 - the WM has complete motor control of the victim so it can use its hands, bite with its mouth, strike with bone-blades etc  
By Level 8 - they can completely process all sensory information that the victim has (still working on a scale to get to this level)  
By Level 12 – they are in complete control of all weapons systems of the victim (without the need of genesis nodes and only when the victim is whole. GNs are still required for attaching individual weapons)  
Odds of successful Neural Hijack – again, due to the complexity of hijacking the Nervous system of another creature there is an inherent level of failure. Starting at level 1 there is a 35% chance of failing to hijack the nervous system. The risk of failure is reduced by 2% per level of experience starting at level 2 until you reach a base level of 15% and that is where it stays

N.B: I was thinking of initial failure rate of 40% and reducing it by 2% per level until it reaches a flat 20%

Once the WM reaches level 12 it is now capable to execute the full power of Hijack on other WMs

Because WMs like Grendels & Leviathans are too big to simply attach to make a limb; instead the Corruptor can hijack the WM whole. E.g. – a Corruptor subdues a Behemoth. its Assimilation Tentacles merge with the WM and now the Corruptor has complete control of the Behemoth. It can bond with the Behemoth at the saddle or make it appear as its on a leash while floating above it.....I imagined more advanced Corruptors having 2 or 3 WMs on leashes

Bio-Enhancements & Advancements

Starting at level 2 & every alternate level (4, 6 etc) the WM gets 15 Bio-E to put towards enhancements

At level 3, 5, 7, 9 & 11 the WM automatically gets an additional Assimilation Tentacle. Every additional tentacle incorporated into the WM increases its diameter by 20cm (and Base Main Body MDC by 20). so a Lvl 11 WM will have 10 Assimilator Tentacles and have a Diameter of 3m and +100 to main body

Extra Genesis Nodes for the Tentacles: for 30 Bio-E an additional Node can be incorporated into each tentacle to a max of 4 for each tentacle

The Force Field can be upgraded.

P.S & PP of the Tentacles can be upgraded

Organic Thrusters can be upgraded

Idea: An enhancement I was thinking about was enabling the WM to obtain a Spiked Carapace which would provide excellent protection from close quarter attacks, and if the WM builds the Flesh Armour it covers the Spikes

Idea: for 30 Bio-E I was thinking of allowing the WM to incorporate Bio-Force Field Nodes into the Assimilation Tentacles to enable the WM to extend its Force Field (only on the sphere) to its limbs.....and then when they reach level 12 they can also activate the field of any victim that has one ???

When concerned with Flesh Golem This WM isn't bound by the constraints of a humanoid body. With enough resources it can create:

- simple humanoid form
- a centaur like creature
- a 6 or 8 legged monster
- be a floating beast with 10 monster heads formed at the end of each tentacle
- 5 -10 tentacles covered in flesh armour and organic rockets taken from the fallen

Note for Weapon Melding and life span of the decaying victims. When simply attaching a weapon to the Main Body (sphere) or to a created limb, follow the same process as for the Reaper (6 + 1D8 days)

When attaching a victim whole. Because the WM cannot get full control (until level 12) of the weapon systems of the attached victim, the Genesis Nodes in the tentacles are required to make the chosen weapon operational and victim as a whole decays at the initial rate of 6 + 1D8 days

As the WM grows in ability to integrate the victim into itself it prolongs the inevitable decay of the victim.

By level 4 the whole victims last 7 + 1D10 before decay makes them non operational

By level 8 the whole victims last 8 + 1D12 before decay makes them non operational

By level 12 the Genesis Nodes in the tentacles are not required for any weapon system of the victim as the WM



has full control now and the whole victim lasts 9 + 2D8 days  
Feeding: Im still working on this due to the requirements to keep attached weapon systems operational  
When just a sphere (even when covered in Flesh Armour) the WM requires 20 – 30 kg of organic matter a day

### **Devilfish**

By Shark Force

Author's Note: Devilfish is one type of octopus and/or a common name for octopuses in general, among other uses of the same name. It just caught my attention for a name, so I went with it. This has only been proofread by me, so may have flaws that I haven't noticed. The devilfish was the result of brainstorming a better way to defend long-range war mounts such as the behemoth and mantis. In searching for a suitable base creature for such a purpose, librarians decided on the octopus of Earth's oceans. The standard octopus had 8 limbs, was easily able to adapt its coloration and even texture to match its environment in many cases, and was considered to be highly intelligent for an animal. It was decided that the octopus would be an admirable ambush-based combatant, perfect for defending specific locations or creatures. Unique abilities such as the natural scent and taste receptors on the tentacles, the ability to compress its form due to the absence of a skeletal structure, and the ability of some octopuses to regenerate tentacles was considered an added bonus. Further unique modifications were made: while standard octopuses are able to travel on land for short durations, the devilfish would need to be able to survive on land for extended periods. Additionally, the devilfish was modified to remove 4 of its natural tentacles and

replace them with force fields that could act in many ways like the natural tentacles of the octopus (vestigial tentacles remain, but are only about 1 foot long). Since the octopus was considered to operate its natural tentacles by sight anyways, the lost sense of touch would not be a major problem. Additionally, the lack of a sense of touch meant no pain, so an octopus could grasp a rat bomb with one of these tentacles, lose it, and replace it quickly.

The new tentacles would also be extremely malleable, able to flatten out and spread over a much larger surface area, making the devilfish harder to detect by seismic means as its mass would effectively be spread out as it walked on those force-based tentacles. It was additionally speculated that the force field tentacles would be able to manipulate metallic objects without concern for the nanobot plague, but it is only somewhat effective (-10% on the response table, double exposure time required). Still, the method of propulsion is under further consideration for war mounts and host armor which may be required to contact metal in an assault on a machine facility or similar. When walking on its almost-invisible force field tentacles, the devilfish looks like it is floating.

The octopus's natural camouflage including its ability to change texture was upgraded to a full stealth field, and was further modified to be able to alter its density by expanding or compressing its body, made possible by its lack of any sort of skeleton other than its beak (an additional -30%, for a total of -50%, to detect using sonar and radar as long as it does not move).

Finally, the taste receptors on the remaining natural tentacles were

enhanced with pheromone transmitters, designed to allow the devilfish to communicate using various pheromone signals. These signals are used to control the devilfish's main weapon, the trench mine. In addition to a standard "fire and forget" mode, the devilfish is able to communicate with its own trench mines to prevent them from triggering until a chosen time, to limit what mine(s) will trigger when a mixed group passes through, and so forth. Each devilfish uses its own signals, but if they are able to observe another devilfish communicating with its mines it may be able to exert control over them (see operate bio-equipment skill). This method of communication does require proximity to the devilfish's tentacles, however, and is easily detectable by gorehounds for up to 10 minutes after it is used.

Because the devilfish is still an experimental design, their personality has not yet been subject to modification beyond a simple imprinting process to humans. The devilfish imprints first to the engineer who grew it in its gene pool, and can then be further imprinted on other humans (see "other data" below). In the future, devilfish may be more like most other war mounts, and have little to no actual personality, although this would seriously limit their ability to operate autonomously.

Class: Emplaced Defense War Mount  
Crew: None, although a handler is often assigned.

M.D.C. By Location:

- \*Standard Tentacles (4): 80 each
- \*\*Force Field Tentacles (4): 50 each
- \*\*\*Trench Mines (40): 1D6 each
- \*\*\*\*Eyes (6): 10 each
- \*\*\*\*\*Main Body: 135
- \*\*\*\*\*Force Field: 110

\* The tentacles almost have a mind of their own, and will perform an automatic dodge at +3 against any attack aimed at them.

\*\* The force field tentacles regenerate 1d4 M.D.C. per minute, and can completely replace themselves even if destroyed, returning at 1 M.D.C. after 10 minutes and then regenerating as normal. Additionally, because they are only visible as distortions in the air, most targets will suffer -5 to attack them.

\*\*\* Difficult target, -3 to hit on a called shot.

\*\*\*\* The main body is also the head. If destroyed, the war mount is dead.

\*\*\*\*\* The main force field regenerates at a rate of 2 M.D.C. per minute, and if completely destroyed takes 8 hours to return. It covers the main body and standard tentacles only.

Speed:

Running: 15 mph (24 kmph) maximum, but 5 mph (8 kmph) is cruising speed. Can only run at top speed for 1 hour, can maintain cruising speed for 12 hours. After exceeding either duration, the devilfish is at half cruising speed maximum, and loses half their attacks per melee and all combat bonuses are cut in half (round down). Usually if rapid movement is needed, the devilfish will either be carried or have to travel by water.

Leaping: About 5 feet across or 2 feet up. More often, the devilfish will reach across obstacles with its tentacles and essentially climb.

Digging: Very slow (for a warmount). Might manage as much as 10 feet in a minute, but only half that speed through tougher materials such as rock.

Swimming: 120 mph (192 kmph) maximum can be sustained for 12 hours. Can easily withstand depths of up to 3000 feet.

Climbing: Same as running. Only extremely smooth surfaces will slow it down at all (half speed), and the devilfish can even hang from smooth ceilings using its suction cups.

Flying: Not possible without modification.

Statistical Data:

Height: 6 ft. (1.82 m)

Width: 3 ft. (0.91 m). Tentacles can reach out to 30 feet (9.1 m).

Length: 3 ft. (0.91 m)

Weight: 800-900 lbs (365-275 kg)

Cargo: Per Supernatural P.S.

Physical Strength: 1D6+39

(Supernatural P.S.)

Production Cycle: Experimental.

Estimated 6 months in the tank, with another 6 months of growth time, once they no longer require constant monitoring and tweaking over the gestation time.

Operational Lifetime: Unknown, but estimated at to 15+1D6 years once the design is finalized, potentially longer.

Trade Value: As an experimental design, potentially priceless. Once the design is known, they will only have the value of their base biological material, since the devilfish cares so little about great houses other than their initial one.

Bio-Regeneration: 4D6 M.D.C. per hour for the main body, but the tentacles regenerate at a rate of 1D6 M.D.C. per minute, and can even regenerate completely destroyed tentacles (including the weapons built into them) in 1d2+2 days.

Horror Factor: 14 against biologicals it is hostile to, 16 when surprising them, none against machines.

Senses & Features: numbers 2, 3, 4, and 5, plus a 75% chance it has 1D10+10 bonus Bio-E points to spend on any sensory enhancements, biological defenses, and anatomical and

physiological features to reflect experimentation. Additionally, all devilfish have an upgraded stealth field ability (see description above).

Feeding: Prefers fish, but can feed on any meat, needing 30-35 pounds per day.

Sleep Requirements: Never fully asleep, but requires at least 2 hours of rest per day, during which time it has 2 fewer attacks per melee and a -2 penalty to any combat action it attempts.

Rider: None. It could theoretically carry a person in its tentacles, however.

Other Data:

When left on its own (which is most of the time), the devilfish knows and accepts the humans it has imprinted to. Other humans are tolerated while in the presence of an imprinted human, or ignored so long as they stay out of the area the devilfish is assigned to protect and don't pose a threat to its imprinted human. With sufficient time (about 6 months) spent alongside an imprinted human, working with the devilfish, the devilfish can also imprint on that human (but will remain more loyal to the original human over the newcomer). The devilfish is smart enough to recognize that it's imprinted human handler will not be pleased if it attacks people the human considers allies, however. If the devilfish is not imprinted to anything, it will typically die within a few months, much like an octopus is genetically designed to die after mating. In theory, a devilfish could also imprint on a non-human, but so far this has not been allowed to happen.

Alignment: Typically considered aberrant. Extremely loyal to the beings it has imprinted on, but has no compunctions about harming others. It does have an extremely strong hatred for the machine, and will choose to target

the machine over even a hostile human most of the time, however.

War Mount Attributes: I.Q. 7 + 1D3, M.E. 3D6, M.A. 1D6, P.S. 40-45 (supernatural), P.P. 18 + 2D4, P.E. 17 + 1D6, Spd (see above)

Attacks Per Melee: 6

Combat Bonuses (in addition to possible attribute and weapon bonuses): +2 to Initiative, +3 to Parry, +1 to Dodge, +2 to Strike for all attacks made with trench foot mines, +3 to Strike in melee, +4 to entangle.

Equivalent Skills of Note: Climb 98%/0%, Prowl 75%, Swim 100%, Fishing 60%, Land Navigation 50% (+20% underwater), Camouflage 60% (mines only), operate bio-equipment (trench foot mines only, 25 foot range) and understands 2 languages (typically one will be that of its native great house) at 80% (cannot speak or read, but \*can\* communicate through bio-comms).

Combat Capabilities:

- Restrained Tentacle Strike: Per Supernatural P.S. (1D6x10 S.D.C.)
- Tentacle Strike: Per Supernatural P.S. (6D6 M.D.)
- Power Tentacle Strike: Per Supernatural P.S. and requires 2 actions to attempt. (2D4x10 M.D.)
- Bite: 2D4 M.D. (only on an entangled opponent)

Devilfish Bio-Weapons Systems:

1) Trench Foot Mines (40): These mines are located all across the devilfish's four natural tentacles, and can be any type of trench mine. A typical selection will include 32 spore mines, 4 screamers, and 4 explosive (see below for types of mines). Devilfish trench foot mines all come with the tripwire and an improved programmable upgrade (25 foot range instead of 10, 3 commands instead of 2). Because its tentacles are larger than a human limb, additional trench foot

mines could be added (up to an additional 40), but would be considered excessive by most.

Primary Purpose: Area Denial.

Secondary Purpose: Short-Range Assault and Anti-Personnel.

Mega-Damage: based on the type of mine.

Rate of Fire: A volley of up to four may be thrown or placed with a single action (one per tentacle), but they detonate based on their instructions.

Maximum Effective Range: The devilfish can throw the trench mines up to 200 feet (60.6 m). They can be detonated by a triggering stimulus at any distance provided they have not gone inert, however.

Payload: Up to 40 mines may be held at a time. It requires 4 hours for a new mine to grow to replace an old one, devilfish commonly carry additional mines with them already plucked if they are traveling, or have multiple days worth of mines in a field around them if staying in one place. The devilfish can change the type of each mine when it starts to grow, but not after (though they can pluck the mine and wait for a new one to grow in of the type they want)

2) Serrated Whips (4): Each natural tentacle is capable of being used as a serrated whip, with a reach of 30 feet. The devilfish is considered to have the 4-limbed equivalent of paired weapons for the purposes of using these whips, the damage per strike is half the tentacle strike damage (see combat capabilities) per lash, or half of that for all entangle-based attacks. All other details as per page 96 of Splicers.

3) Needle Death Blossom: See Splicers, page 102 for details. The devilfish can limit a death blossom attack to certain directions (e.g. everything to the right of it), but cannot exclude specific targets

within an area. This can also conserve payload (for example, a devilfish could fire half its needles to the right, rotate 180 degrees, and then fire the other half of its needles in the same direction, and only use up one full death blossom worth of payload).

#### New types of Trench Mines:

In addition to the standard trench foot mine found on page 106 of Splicers, several new variants of mines have been made.

**Bio-Energy Mines:** These Mines contain a single blast of Bio-Energy based on the bio-energy expulsion vent (Splicers page 98). While the blast has the same range, the mine must detect an enemy to be able to attack it, usually requiring contact. Treat the mine as having a P.E. score of 5.

Bio-E Cost: 2 per mine.

Prerequisite: Trench Foot Mine

**Needle Death Blossom Mines:** These mines look something like a pincushion. When triggered, they fire a spray of needles equivalent to the needle death blossom weapon (splicers, page 102). One full volley, four large volleys, eight medium volleys, sixteen small volleys, or 128 single shots are possible, but the mine must know where the target is to be triggered (typically by contact).

Bio-E Cost: 20 per mine.

Prerequisite: Trench Foot Mine

**Spore Mines:** Spore mines use the same kind of attack found in spore dischargers. The spore mine can launch one spore attack per melee, for four melees. The attacks are equivalent to a short-ranged spore discharger (Splicers page 104) centered on the mine's location.

Bio-E Cost: 3 per mine.

Prerequisite: Trench Foot Mine

**Screamer Mines:** These are based on screamer grenades (Splicers page 104). The range, M.D.C. (but not damage), and payload entries are the same as the standard trench foot mine, however.

Bio-E Cost: 1 per mine.

Prerequisite: Trench Foot Mine

#### Trench Mine Upgrades:

**Tripwires:** A trench foot mine (any type) can be upgraded to include a pressure-sensitive strand. The strand must be taut if it is to be useful, as the direction it pulls on the mine is used to determine the target location. The tripwire can reach up to 30 feet away, has a small spike on the end to anchor it, and will immediately tighten once it detects the anchor spike has been deployed. The mine will then fire in the direction of the taut wire, counting as an aimed shot (+3 to strike) but otherwise getting only the bonus of the weapon it is firing (in some cases, this may mean an automatic hit, such as from a needle death blossom full volley)

Bio-E Cost: 2 per mine.

Prerequisite: Trench Foot Mine (this upgrade does not replace, but rather adds onto, the trench foot mine).

**Sensory Enhancement:** A trench foot mine (any type) with a tripwire can be designed to include any kind of sensory enhancement (visual or other). The mine can fire as soon as it detects a target, with any strike bonus given by the sensor, and counts as an aimed shot. The sensor operates at first-level proficiency, if applicable. The sensor must be given something it can understand as a trigger, and in most cases must be chosen when the sensor is added to the mine. For example, a mine with electromagnetic vision could be instructed to fire only when a specific electromagnetic

signature is detected, or when any electromagnetic signature is detected, but could not typically have its triggering stimulus changed between the two.

Bio-E Cost: half of the cost of the appropriate sensory upgrade to a host armor.

Prerequisite: Tripwires (this replaces the tripwires upgrade, not the trench foot mine that was upgraded).

Note: Some sensors require other senses to be included. These prerequisite sensors must first be bought, then the upgraded version. For example, if you wished to purchase electromagnetic vision, you would first have to buy advanced eyes, and before you could buy those advanced eyes, you would have to buy extra eyes since the trench foot mine has none by default.

Programmable: A trench foot mine (any type) can be designed to be programmable when deployed using the operate bio-equipment skill. Up to two simple instructions can be given to the mine when deployed, which can be executed based on pheromones you exude (for example, you could include an arming signal as one instruction, and a disarming signal as a second instruction). When you gain this upgrade, you also gain a pheromone gland with a range of 10 feet. When combined with the sensory enhancement upgrade, this allows you to designate a new triggering stimulus when the mine is deployed. If you cannot perceive the signature you are giving (for example, you don't have electromagnetic vision and are trying to program a mine to fire when it recognizes a specific electromagnetic signature), you are at a -30% penalty to your operate bio-equipment roll to program the mine.

Additionally, you can act as a sensor for your trench foot mine. When you do this, you can spend your own actions to fire the mine, and use your own personal sensors to target. This counts as one instruction, but gains your full bonus other than P.P. bonus to strike, and attacks as you (for example, if you have the vital strike skill or a superior critical hit chance, you may use those bonuses). For obvious reasons, it would be unwise to trigger certain mines while you are only 10 feet away, however. Up to 4 mines at a time can be activated with a single action when you directly control them. A mine with Bio-Comms upgrade can be controlled from a distance of up to 6 miles, but will only communicate an acknowledgement of orders given, and an announcement that they are detonating (if you are directly triggering the mine, you must be able to see where it is targeting, it will not transmit its sensory data to you)

Bio-E Cost: 4 per mine.

Prerequisite: tripwires or sensory enhancement. This upgrade enhances instead of replacing the prerequisite.

## **Ganesh War Elephant**

By Krispy

Though the Ganesh is an impressive WM, House Shiva wanted to bring more terror & devastation to the battlefield; hence the Ganesh War Elephant was designed

The following modifications have been implemented

The head is an amazing blend of Triceratops & elephant with a strong bone crest & horns providing more protection for the WM & pilot. Head now 400 MDC. With the bone crest having 250 MDC

A second prehensile trunk was added to provide additional arsenal to the WM.

This second trunk has duel system – A Long Range Spore Discharger & Shiva’s Blood

Note: I don’t agree with the MB description of Spore Discharger having unlimited ammo. In my games they have a fixed payload, which has to be replenished when the HA/WM eats As for the 6 pods - 2 have been completely removed & MDC added to the MB – now 950

The 4 remaining pods have been enclosed/ covered over & become storage bladders for the trunk weapons 2 of the pods store 30 shots each for the Gore Cannon (60 extra shots)

The other 2 pods store extra payload for the other trunk 30 shots for Spore Discharger & 30 for Shiva’s Blood Additional MDC to the legs and feet - Front Legs (2): now 300

Hind Legs (2): now 375

Feet (4): now 225

Though the pilot has exceptional protection at the front & side (the shield ears are still part of this design) they are vulnerable from attacks from behind (enemy jumping on the back) and above & behind (aerial attack)

To help solve this issue the Enlightened One designed an ingenious system, a ground to air defense – along the spine of the Ganesh are 2 nodules/nodes. Closer inspection of these nodules reveals them to be clusters of Super Light Cells with 3 eyes around the circumference. Da: 2D10

Quick Info: some of the larger dinosaurs had a second brain in the base of their spine called the ‘Sacro-Lumbar’

Expansion. This second brain helped in the coordination required to walk & run These Nodes are connected to a second brain at the base of the spine. They cannot strike ground targets, only ones on its back or aerial targets. These 2

nodes have 4 / 6 ?? attacks but they are reflexive, automated, they are not controlled by the pilot or Ganesh. the Ganesh or rider can simply turn them on or off, they cannot control the targets at which the nodes select

So now the Ganesh has the 5 std attacks & the extra 6 automated ones

## **Gault Battlestrider**

By Taalismn

The Gault BattleStrider is a light, very fast, cavalry mount that was bred as a rival ‘design’ to the highly successful Strider. The Gault, however, is rather more expensive to produce, due to its greater firepower and mobility.

The Battlestrider resembles the head of a triceratops dinosaur, with oversized head shield, atop an oversized pair of velociraptor legs. A should stub tail helps provide balance. The Outrider sits behind the headshield, and further protected by side flanges, all but completely hidden by the organic armor, from the front and sides. The Outrider thus relies heavily on what he can see through his mount’s senses...an array of sensory optics and pits across its ‘face’, including an especially prominent cyclopean sensor in the middle of its forehead.

The Battlestrider’s already impressive landspeed is further enhanced by a small set of biothrusters on its ‘shoulders’, that while not able to give the War Mount true flight, do allow the beast to make truly impressive jet-assisted leaps. This also gives the creature a natural automatic dodge using short blasts from its bio-thrusters. With its powerful legs and thruster assist, the Gault is a fair swimmer, as well.

Armament-wize, the Gault sports a brace of medium bore cannon, a backup pair of lighter projectile cannon, and a set of

super light cells for defense. Despite its lack of arms, the Gault also has some impressive close combat capabilities, though it is largely limited to kicks and bites. With its large jaws with their long external mandibles and wickedly barbed legs, the Gault favors clamping prey in its mouth while disembowling them with repeated kicks.

Class: Cavalry War Mount

Crew: One rider

MDC/Armor by Location:

\*Head/Head Shield 200

Main Body/Torso 250

Chin Casting Rifles(2) 50 each

Head Bore Cannon(2) 100 each

Shoulder Thrusters(2) 120 each

Legs(2) 230 each

Foot Claws(2) 50 each

\*Because of the protection offered the Outrider by the head and sides, the 'rider is -5 to strike when being targeted, except from behind.

Speed: (Running) 300 MPH, and can reach short bursts of 400 MPH for 2d4 melees.

By firing low power bursts of its bio-thrusters in shallow lopping/skimming mode, the Gault can hit speeds of 450 MPH for up to 3d4 melees.

(Leaping) Can leap 50 ft high/ across(50% more with a short running start, and double with a full speed start).

Jet-assisted leaps can carry the War Mount up to 200 ft up/400 ft across (Climbing) Modest climbing ability; 50%/20%

(Flying) Not possible; the best the Gault can do is achieve extra(1d8 seconds) hang-time at the top of a long leap

(Swimming) Can swim using its powerful legs and biothrusters in combination, moving at about 7 MPH

(Digging) 8 MPH through sand and dirt, but half as fast through clay, rock, or

stone. Can excavate a hole large enough to hide in in one minute.

Statistical Data:

Size: 9 ft tall, 3.8 ft wide, 6 ft long(9 ft with beak raised)

Weight: 900-1,200 lbs

Cargo: 800lbs, slung behind the 'rider, but can pull up to 2,800lbs(but anything over 1,000 lbs cuts speed by half)

Physical Strength: 1d4+26(Supernatural Strength)

Production Cycle: 1 year gestation time, plus 1.8 years growth time

Operational Lifetime: 50 years

Trade Value: 4 million credits

Bio-Regeneration Rate: 4d6 MD per hour for main body, 1d8 MD per hour for all other locations.

Horror Factor: 10 against humans, none against machines

Feeding: Omnivore---Requires 50-90 lbs of food per day(typically about 50% plant/ 50% other

Sleep Requirements: 4 hours of sleep/rest per day

Alignment: Can be considered

Unprincipled or Anarchist; works well in large groups

Metabolism: Omnivore, but prefers carrion and meat

Physical Attributes:

I.Q.: 1d4 +3(medium animal intelligence)

M.E.: 1d6+8

M.A.: 1d6+8

P.S.: 26-30(Supernatural Strength)

P.P.: 2d6+10

P.E.: 1d8+20

SPD:(see above)

Equivalent/Instinctive Skills of Note:

Climbing 50%/15%

Land Navigation 90%

Identify Plants and Fruits 80%

Understands Languages(3) at 80%

Recognizes Robots and machines as enemies to be avoided



Special Abilities:

Standard for War Mounts.

Special Senses:

Standard for War Mounts.

Combat Capabilities:

Bio-Weapons Systems:

1) Medium Bore Cannons(2) The main ranged weapons of the Gault are a pair of long-barrel(extended payload)

Medium Bore guns. Can fire individually, or in synch(counts as one attack)

Range: 2,000 ft

Damage: 3d10 MD per grub, plus

1d10+3 MD per melee for 1d6 melees.

Rate of Fire: ECHH

Payload:32 rds per gun; regenerates rds at 2d4 minutes for one; 1d4 hours to reload the whole magazine

2) Light Casting Rifles(2)----Mounted on the War Mount's 'chin' are a pair of light casting cannons that typically fire in synch with one another.

Range: 2,800 ft

Damage: 3d6+3 MD per single shot, or a 4-pellet burst that does 1d8x10+6 MD DOUBLE for dual simultaneous bursts from BOTH guns

Rate of Fire: ECHH

Payload: 60 rounds per cannon; regenerates 2d10+20 minutes after each meal)

3)Super Light Cells(2)---A cluster on the flanks, able to angle to fire to the sides and back, for discouraging pursuit

Range: 1,000 ft

Damage: 1d10+5 MD per blast,

2d10+10 MD for a dual blast

Rate of Fire: ECHH

Payload: Effectively Unlimited

Bonus: +1 to strike

4)Foot Sickle Claws---Each foot sports a wicked sickle-like disemboweling claw

Range: Melee

Damage: 4d6 MD + P.S. damage

5) Back Spur---Each leg also features a wicked backspur for back kicks

Range: Melee

Damage: 4d6 MD + P.S. damage

Hand to Hand/Melee Combat:

Combat Bonuses(in addition to possible attribute bonuses)

Actions/Attacks per Melee(without rider): 4

Initiative: +1

Strike:(Ranged Attacks) +2

(Close Combat) +2

(Kick Attacks) +4

Parry: +3

Dodge: +3

Automatic Leap Dodge(takes no APMs): +2

Roll: +3

Pull: +1

Damage:

Head Butt/Slam 1d6 MD

Bite 4d6 MD

Restrained Kick 1d6 MD

Full Strength Kick 4d6 MD

Leap Kick Attack(2 attacks) 1d6x10 MD

Stomp 1d6 MD

Body Block/Ram 4d6 MD and has 01-50% chance of knocking opponents(up to size 12 ft) off their feet(lose initiative and 2 APMs getting back up)

Save Vs Mind Control +5

Totally Immune to Horror Factor

Augmentations:

CAN be further augmented; particular favorites include adding a pair of Bio-Missile launchers or Spore Launchers on the shoulders, enhanced weaponry, and sensory add-ons.

### **Goliath**

By Beast Guyver

Originally based off a gorilla this beast has been grown to massive size and equipped with the heaviest weapons possible, what makes them even more

usefull is they are capable of entering combat while still juveniles.

The saddle on the Goliath rests between its two shoulder mounted cannons, the saddle im placed differntly depending on the preferance of the rider but is typically stradling the mid/low bock of the beast which walks semi-upright. Goliaths typcially grow to 20-25 feet tall, and unlike most War mounts are allowed to breed naturally and are programed to intinctivly hate machines. The Proto-Type Mighty Joe Kong (sorry couldn't resist the pun) is said to have grown to twice the size of most goliaths, but that is beleived to be nothing but propaganda by the house that created the Goliath. The Goliath has weapons mounted on both shoulders and forarms and has its arms reinforced from fingers to shoulders for use in hand to hand combat. and due to the goliaths great size they are capable of having two weapons mounted on each shoulder.

Class: Heavy Artilery Platform War Mount

Crew: 1 pilot 4 or 5 passengers can ride along as well

MDC By Location:

Arms (2): 400

Legs (2): 300

\*Head: 100

\*Main Body: 2000

Heat Projector Cannon: 3D4x10+20

Heavy Bore Cannon: 1D4x10+60

Bio-Energy Vents (2): 6D6+24

Organic Rockets (20): 11

\*depleating these kills the mount

Speed

Running: 50 mph

Leaping: 200 feet

Digging: 30 mph (is a lousy digger)

Swimming: 35 mph (isn't much better at swimming)

Flying: not possible

Statistical Data

Height: 20-25 feet (this is hunched over never stands erect)

Width: 15-20 feet

Length: 12-15

Weight: 2500-3000 pounds

Cargo: 6 tons can be lifted or draged/pushed twice that if on wheeled platform)

P.S.: 45+1D10 supernatural

Production Cycle: 2 years gestation, 5 years as juvenile

Operational Life time: 60 years

Bio-Regeneration: 6D6 MD main body 3D6 all other locations

Senses & Features: standard

Feeding: Herbivore 300-400 pounds of plant matter a day

Sleep requirements: 6 hours of rest or sleep every day

Rider: the rider sits high on the back just being able to see over the mounts head when in motion.

Other data (used when war mount is without rider)

Alignment: considered selfish while fond of most mammals and protective of humans only females spend more time caring for others then themselves

Attributes: I.Q.: M.E.: M.A.: P.S.: P.P.: P.E.: Spd.(see above)

# of Attacks: 4

Combat bonuses:

Equivilant skills: Climbing 80%, Identify plants and fruits (stuff it can eat)70%, Land navigation 50% , Prowl 40%, Swim40% , understands 1 Language 70%

Combat Abilities: can use its long range weapons when needed but usually prefers to use hand to hand combat usually by using a jumping double fistad pound on the top of a robot. In groups can cordinate attacks using thier biocomms.

Punch: 2D8+20 (knocks target back)

Fist Pound: 2D8+30 (has nowhere to go when hit)  
 double Fist pound: 4D8 + 50 (counts as two attacks)  
 leap double fist pound: 6D8+80 (counts as three attacks)  
 bear hug: 2D8+20 (two attacks)  
 Pry/Tear: 5D6  
 Body flip: 3D6  
 Body Block: 4D6  
 Goliath Bio-Weapon Systems\*,\*\*  
 Heat Projector Cannon (right shoulder)  
 Damage: 5D8 MD  
 Range: 1800  
 RoF: 1 action  
 Payload: unlimited  
 Omega Blasters (has 2)  
 Damage: 2D8x10 single, 4D8x10 double  
 Range: 5000 feet  
 RoF: 2 actions for single 3 for double  
 Payload: unlimited  
 Heavy Bore Cannon (left shoulder)  
 Damage: 4D10 (plus 2D10 each round for 1D6 rounds)  
 MDC of grub: 1D10+4  
 Range: 1200 feet  
 RoF: 1 action  
 Payload: 12 grubs  
 Bio-Energy Vents (both forearms)  
 Damage: 2D8 + P.E.  
 Range: 1800 feet  
 RoF: 1 action  
 Payload: unlimited  
 Organic Rockets (scattered over the body)  
 Damage: 5D10 per rocket  
 Range: 1 mile  
 RoF: 1,2,4,6 or all  
 Payload: 20  
 \*juvenile weapons do half damage  
 \*\* these are standard weapons Outriders may have different weapons  
 Also heres a correction for my goof in the goliath Post

Attributes: I.Q.: 1D6, M.E.: 2D6, M.A.: 1D8, P.S.: (see above), P.P.: 1D8, P.E.: 3D8+4, Spd.(see above)  
 Combat Bonuses in addition to attribute bonuses:  
 +2 Initiative, +3 to strike with all ranged attacks, +6 to strike with all melee attacks, +3 to parry, +2 to dodge, +2 to roll with impact

### **Horned Blade Shark**

By Gundamchief

The one place that the great houses as well as the machines of N.E.X.U.S. aren't able to take full control of is the sea. It is a great place to retreat to, as the Robots or drones can't go in without damaging themselves or lose contact with the machine, under water where host armor is able to survive without much effort. The librarians felt that such a place would be perfect to set up attacks as well as make it a place where people eventually can live. However the best the resistance could do is send small underwater units in to launch a few amphibious attacks, meanwhile the machines patrol in the air and near the coastline. The librarians want to take advantage of this environment even more, so they set out to make a new type of War Mount, one suited to control the waters, one suited to make eventual underwater power bases a reality, so the Horned Blade Shark War Mount was made.

This war mount looks exactly as it sounds, a Shark like creature with lots of spiked horns and blade like protrusions. The body is colored in hues of gray and white, also it has color ranging from purple to red, none are green or yellow. The body is similar to a great white shark with the exception that body is longer making it look thin, there are spike like horns all over the body that

can stick out and make the War Mount like a hedgehog to protect itself and be flattened to streamline the body. The War Mount also has four side fins opposed to having two, this increase maneuverability and the attack capabilities. On each side fin and on the tail fins are large Bone blades that are used for strafing and swiping enemies. The most interesting physical feature of this creature are the large horns, the dorsal fin is still able to be used as it normally would but instead of having a small bone blade on the front of the fin, the entire fin is bone. Also one the nose of this War Mount is a large Horn that looks like a rhinoceros horn. The close range weapons are quite apparent but this War Mount also has a fair share of long Range Weapons in its arsenal. The War Mount is capable of attacking targets at long range underwater, on the surface and amazingly in the air. This is done by the hundreds of horn spikes on its body, they double as Organic missiles that can be used underwater and fired into the air above the surface. The War Mount also has a large Super Light Cell located on the nose horn on the underside where the horn connects with the nose. The most unusual weapon and most likely the best is the creatures roar, when made underwater sound will travel farther and will be much louder. When the War Mount roars on the surface, it is similar to that of a lion and can be heard for miles, underwater this sound becomes deafening and does damage to all in the path of the sound. It's speed is unparallel and can strike out of nowhere, a favorite tactic when facing a opponent underwater is to rush in at high speed and swipe with the fins or ram with the nose horn then run off. The most interesting thing of all and major problem with this War mount is that

there is no place the rider can sit or hang on, this makes the use of the war mount complete, but the only way to for the rider to control this creature as well as stay with it is to mount special reins in the mouth, get in a pod made to carry a passenger and hang on. Much like a stagecoach, only the horse is a giant shark and the coach is nothing more then an aerodynamic sled to sit in, but most who use this War Mount are kind of crazy anyway.

The Horned Blade Shark War Mount is only used in the great ocean but it has seen much combat use because of the constant patrols of machines in the sky as well as the shorelines. The Horned Blade Shark was made to compliment the Leviathan, with The Shark defending it as it goes inland. The War Mount is Most Popular with the Dread Guard because of the capabilities, but mostly of the symbolic power it represents, as Sharks are the kings of the sea, and they are creatures that can't ever be truly controlled.

Class: Underwater Combat War Mount  
Crew: One pilot

M.D.C. by Location:

- Fins (4): 110 each\*\*
- Tail: 230\*\*
- Head: 300\*
- Main Body: 870\*
- Dorsal Fin: 180\*\*
- Nose Horn: 200
- Horn Spikes/ Missiles (1D4x100): 25 each

\* Depleting the M.D.C. of the head or Main Body Kills the Horned Blade Shark

\*\* Depleting the M.D.C. of the Tail, Dorsal Fin or any of the side fins will result in a loss of speed and control, each time one of these are destroyed, the pilot suffers -5% on skill rolls for control,

also the creatures speed is reduced by 10%.

Speed:

Running: Not Possible

Digging: Not Possible

Swimming: 380 mph without a rider, 190 mph when towing the rider pod behind. The act of swimming does tire out the War Mount but not the rider. The Horned Blade Shark can maintain top speed for 1D6 hour before needing rest for 2D6x10+20 minutes.

Leaping: At speeds of 120 mph or higher, the war mount can leap out of the water 60 feet high or across, at 240 mph or higher it can leap 190 feet high or across. This can be done even with a rider in tow, but requires a skill roll if War Mount has a rider, and is a -20% to succeed. If skill roll is failed, rider pays for it not the War Mount.

Flying: Not possible

Statistical Data:

Height: 20 feet from belly to tip of dorsal fin

Width: 48 feet from fin tip to fin tip

Length: 60-80 long from the tip of the nose horn to the tail

Weight: 13 tons

Cargo: Can carry 3-5 tons behind it in an underwater container. This weight reduces speed by 30%, 6-10 tons reduces it to 30%.

Physical strength: 2D6+20

Production Cycle: 2-year gestation period, 4 year growth cycle

Operational Lifetime: 100 years

Bio-Regeneration Rate: 1D6x10 per hour to Main Body, 6D6 per hour to all other locations.

Horror Factor: 14

Feeding: The Horned Blade Shark is a Carnivore. It needs to eat up to 250 to 380 pounds of animal matter a day, and may gorge up to 720 pounds at one time

Sleep Requirements: As an artificially created organism it requires only 5 hours of sleep a day.

Other Data:

An unmanned Horned Blade Shark is able to operate independent of the Rider using its animal-like intelligence and instincts to respond to any given situation. The Horned Blade Shark is very intelligent and knows that the robots are the enemy, and will quickly destroy them. These War Mounts are pack hunters, so they work well in groups and are able to calculate and coordinate attack patterns around an enemy, much like a group of wolves. It will only obey the commands of the Out Rider, and Dread Guard only. When a rider uses this War Mount, the rider has to have Host Armor otherwise the force of water flowing around them whilst controlling the War Mount would crush them.

Alignment: Horned Blade Sharks have strong personalities, but the majority (70%) fall into good or selfish categories and are friendly towards humans, some even protective.

War Mount Attributes: I.Q.: 1D6+6 (High animal Intelligence), M.E.: 1D6+8, M.A.: 2D6+14, P.S.: 22-32 (Supernatural), P.P.: 2D6+18, P.E.: 2D6+15, P.B.: 1D6+3, Spd: (see Speed above)

Number of Attacks per Melee: five  
Combat Bonuses (In addition to attribute bonuses): +3 to initiative, +3 to strike with ranged attacks, +4 to strike in hand to hand combat, +6 to dodge underwater, Impervious to disease, poison, Horror Factor and mind control (and possession).

Equivalent (instinctive) Skills of Note: Land (and Underwater) Navigation 80%, Swim 98%, Track by scent 70% (+30% when blood, Food or machine smell is

involved), understands Languages (2) at 80%, Prowl (underwater) 45%

Combat Capabilities: The War Mount may use its long-range weapons (Each count as one melee action/attack) or engage in hand to hand combat, or combine the two.

Bite: 5D6 M.D.

Side/ Tail Fin Blades: 2D8 M.D. per fin

Dorsal Fin: 3D8 M.D.

Nose Horn: 1D4x10 M.D.

Body Block/ Ram: 4D6 per 100 mph,

See Horn Strike attack below for complete damage (Plus standard rules apply for this attack)

Senses and Features: Standard for War Mount plus the following

Sonar: range is increased to 2 miles

Underwater Eyes: can see up to 2000 feet

Horned Blade Shark Bio-Weapons Systems:

1. Horn Spike Missiles: These spikes are mounted all over the body. They can be moved to suit a situation, making the War Mount Prickly or streamlined. The Missiles are powerful and can do devastating amounts of damage, especially in volleys against a single target.

Mega-Damage: 6D10 per individual missile fire with a blast radius of 15 feet, 30 feet underwater

Rate of fire: Can be fired one at a time or in volleys of 10, 20, 30 or 40. Volleys count as one melee attack. The War Mount can also do a special death Blossom attack in which all of the spike missiles are fired, this attack costs three attacks.

Maximum Effective Range: 2 miles underwater, 4000 feet above the surface  
Payload: see M.D.C. for payload, it takes 2D4 hours to regenerate missiles that are used or destroyed.

Bonus: +3 to strike underwater, +1 when fired above the surface

2. Large Super Light Cell: This weapon is mounted where the horn connects to the body, This Cell is able to do large amounts of damage in a blast. This weapon would be considered a cannon.  
Mega-Damage: 2D10x10 M.D. per blast  
Rate of Fire: each blast cost two melee attacks

Maximum Effective Range: 6000 feet

Payload: Effectively unlimited

Bonus: +3 on an aimed shot

3. Roar Attack: When the War Mount roars, it causes sounds waves to collide with objects, much like an avalanche hitting a person. This causes major damage to targets, however this attack can only be used underwater. When used above or near the surface it sounds like a Lion Roaring. This can be heard for miles. When used, the roar becomes visible, it makes the water in the way warp and vibrate making it stand out.  
Mega-Damage: 5D8 M.D. to objects caught in the wake.

Rate of Fire: This attack can be used once per Melee round

Maximum effective Range: The Roar can be heard for 6 miles, 15 miles underwater. The Roar however only damages targets that are 1000 feet or closer.

Payload: Unlimited

Bonuses: +2 to strike, when used on missiles, it has an 80% chance of blowing up a volley of missiles

4. Ram Attacks: The Horned Blade Shark's most devastating attacks. Most people know how tough and fast this War Mount is but are often surprised how much damage these attacks do. Every 100 mph does 4D6 M.D., in addition to the damage done by the body part used (Example: War Mount is going 244 mph, it does 8D6 M.D. plus it uses

both of its right side fins to strike doing 8D6 + 4D8 M.D. in that attack). The war mount is extremely tough and doesn't take damage even at the highest speed. However attacks over 150 mph require the rider to roll a piloting skill roll, if the rider fails the pod that slams into the intended target and takes damage to the pod. This also causes the Pilot to lose initiative and all but one of their attacks. The Ram Attack has a 01-80% chance to knock an opponent target that is 20 feet or smaller off balance, causing the victim to lose initiative and all but one attack. A ram attack counts as two attacks.

### **Juggernaut**

By Slappy

For years, the Resistance has relied on smaller, rapid strike War Mounts to fight their guerilla war against the Machine. This strategy has worked well, but the leaders of the Resistance have realized that they must prepare for the eventual day when the war escalates. The Machine has millions of robots held in reserve in the Robot Repositories, and eventually those repositories will be let loose upon the world. The Resistance is much better armed than the Machine realizes, but they fear it will not be enough. Their current War Mount designs work well in small skirmishes, but they may not be enough to hold back the rising tide.

In the past, Resistane leaders believed that employing giant War Mounts was a futile endeavor since these enormous beasts required tremendous resources to create and took a long time to grow. The Resistance needed to build their forces quickly, and they did not have the time to wait for these enormous war machines to mature. In addition, they thought large War Mounts would be too difficult to

conceal once they were deployed to the surface and would be quickly overwhelmed and destroyed by the superior forces of the Machine. House Artemis's success with their enormous submersible carrier known as the Kraken has caused Warlords all across the planet to rethink this belief. The sheer power of the Kraken has encouraged many Librarians from other Great Houses to experiment with their own giant War Mount designs. While many designs have proven to be worthless, the Juggernaut War Mount is already making an incredible impact on the battlefield. It is used as a mobile command carrier, heavy assault platform, and moral booster. The sight of this enormous beast wading into the thick of the Machine's forces has given the most beleaguered Splicers the courage to plunge back into the fight. The Juggernaut War Mount loosely resembles a gigantic elephant with a built-in carriage made of living tissue. The large elephant ears and tusks were deemed unnecessary and were removed, and the single trunk was replaced by over a dozen powerful tentacles. Actually, each of these tentacles is a cross between an enormous elephant trunk and a tentacle. They are lined with suction cups to help with grip, and each tentacle has a hollow tube running through the middle. The Juggernaut can drink through these tentacles like a straw, or it can spray a mineral rich fluid that is used to mark targets for an experimental Bio-Weapon system. In battle, these tentacles are in constant motion, snagging robots off the ground and throwing them hundreds of feet into the air or slamming them into other machines like an enormous club. When multiple tentacles combine their strength against one target, they are actually

powerful enough to tear robots in half. Many Juggernaut pilots like to quickly disable robots like Steel Troopers and Slicer Robots by holding them steady around the waist with one tentacle, and then plucking off all their arms and legs with four other tentacles (six in the case of Slicer Robots).

It only takes one rider to pilot the mount, but the enormous Battle Carriage can hold up to thirty warriors in Host Armor in addition to the standard six Mantis Support Cannons that help defend the Juggernaut. This fifty-foot tall monstrosity is equipped with the latest breakthroughs in Bio-Technology. It has two massive shoulder-mounted Omega Cannons and sixty Clinger Missiles. These weapons are primarily used to quickly liquidate the Machine's heavy hitters like Assault Slayers and Battle Tracks. The most dangerous threats like Land Dominators and Sentry Towers can be brought down in an instant by one of the two onboard Kamikaze Cruise Missiles.

Squads of Steel Troopers and other smaller robots are targeted by an experimental Bio-Tech weapon system called the Locust Hive. The gently sloping mound just behind the Battle Carriage is actually a massive organic insect hive that contains thousands of powerful Bio-Tech Locusts. These are the same bugs used by Swarm Lords, but the Juggernaut does not possess the same level of control as a Hive Armor pilot. Instead of issuing mental commands to the insects, the Juggernaut sprays large blasts of a mineral-rich syrup that the Locusts find delicious. Within seconds of firing this viscous liquid, thousands of insects pour out of the hive to devour the fluid and anything that it lands on. They will eat any rock, plant, animal, or patch or dirt the syrup covers, but they only

inflict minor surface damage as they clean off this delicious substance and fly away. As a safety precaution, they were genetically programmed to be repulsed by the taste of living tissue. Locusts may accidentally take a few bites out of fellow Splicers, but they will quickly break off their attack before they can do any real damage. However, it is a totally different story when the fluid lands on a robotic target. Locusts love the taste of metal, and they will continue to voraciously devour robotic targets even after the fluid is gone. A few well placed blasts of fluid enables the Juggernaut to devastate large companies of robots single-handedly.

The organic hive also provides excellent defense against boarders. These insects recognize machines as natural enemies and will swarm attack any robot that climbs onto the Juggernaut or into the Battle Carriage. The standard complement of six Mantis Support Cannons also provide excellent defense against boarders. When threatened or upon command, these War Mounts can blanket the entire compartment with a deadly acidic mist that is lethal to robots but harmless to humans in organic armor. The riders in the Battle Carriage are further protected by thick armored walls that provide excellent coverage from ground fire, and the entire Juggernaut is shielded by a powerful Bio-Force Field.

The Juggernaut is one of the most powerful War Mount designs on the planet, but it must still be used with caution. Even with incredible war machines like these, the Resistance is still horribly outmanned and outgunned by the Machine. If this mount remains in the open too long, it will eventually be overwhelmed and destroyed by superior forces. Most Great Houses that have



been using Juggernauts have only been deploying them from the Great Ocean or other large bodies of water. They lumber out of the water (usually flanked by squads of Leviathans), tear into the Machine's forces, and then retreat back below the waves before the Machine can muster sufficient reinforcements. The Resistance has been using Juggernauts to shatter coastline defenses all across the planet. These attacks are done to harass the Machine and burn up her resources, but more often, they are done as a diversion to draw defenders away from nearby targets like Power Farms and Industrial Centers. Even when N.E.X.U.S. realizes these attacks are likely diversions, she knows that she has no other choice but to take the bait and divert her forces. These Juggernaut raids could completely destroy all her shoreline emplacements if they were left unchecked. The Resistance always pulls back when the opposition grows too strong, and the only way to ensure they retreat before they do too much damage is to divert all nearby forces to the disturbance. In addition, Juggernauts are such a dangerous threat to the Machine that she will spare no effort to destroy one whenever it reveals itself. They are a source of hope and inspiration to the Resistance, and N.E.X.U.S. simply cannot allow them to exist. Unfortunately, not every Great House is near a large body of water, nor are the targets they most want to attack. Some of the most brazen Warlords have solved this problem by using the Nature Preserves to house their Juggernauts. This allows them to strike targets that are further inland, plus it is one of the few places on the surface that offers sanctuary from the Machine. The robot patrols around the perimeter of the Nature Preserves are nearly as thick as

those along the coasts, but the Machine will never send her robots into the preserves. In fact, she will not even allow her forces to fire into them. The Nature Preserves may be safe from the Machine, but there are other dangers. Gaia is absolutely furious that the Resistance is defiling her carefully constructed sanctuaries, and she has begun flooding any Nature Preserve known to contain a Juggernaut with hundreds of the deadliest species she can find in her Cryo Zoos. So far, this strategy has not even been remotely successful. These War Mounts are just too powerful for these alien predators, and all Gaia has succeeded in doing is providing the Resistance with new gene samples to analyze. Great Houses all across the planet are working hard to quickly build their own supply of Juggernaut War Mounts. Unfortunately, it takes 20 years to grow one of these mammoth war machines. Hundreds of these beasts are gestating within Resistance safe houses all across the planet, but they will not be ready for years. The Librarians have come up with a way to quickly shore up their forces while these Juggernauts mature. The current batch of Juggernauts have had their DNA altered so that they have incredibly accelerated growth rates. They can reach maturity in only one-tenth the normal time, but as a side-effect, their life spans are also reduced by ninety percent. These beasts are only meant to serve as a temporary alternative while the next generation matures. They are just as deadly as normal Juggernauts, but they require tremendous amounts of organic material to create and the Resistance does not like pouring so many resources into something that will only live for a short time.

Class: Command Carrier and Heavy Assault War Mount

Crew: One rider, plus an additional 30 passengers in Host Armor.

M.D.C. by Location:

- Legs (4): 1700 each
- Tail: 120
- Tentacles (15): 280 each
- Omega Cannons (2): 385 each
- Clinger Missiles (60): 13 each
- Locust Hive: 780
- Head: 850\*
- Main Body: 3700\*
- Battle Carriage: 1100\*\*
- 10-foot Section of the Battle Carriage Wall: 100 M.D.C.
- Bio-Force Field: 800
- Rider's War Saddle: 100\*\*\*

\*Depleting the M.D.C. of the Head or Main Body kills the Juggernaut.

\*\*Anyone within the Battle Carriage is partially shielded from ground fire.

Opponents trying to strike passengers within the Battle Carriage suffers a penalty of -4 to strike (aerial attackers do not suffer any penalties). Depleting the M.D.C. of the Battle Carriage means the passengers are completely exposed to enemy fire.

\*\*\*In order to strike the rider, an attacker must first target the War Saddle. Even then, the attacker must roll a 12 or higher to strike or else he will hit the Battle Carriage. If the damage is greater than the M.D.C. of the carriage wall (100 M.D.C. per 10-foot area), the blast punches through the carriage wall and the remaining M.D. of the attack travels through and strikes the War Saddle.

Speed:

Running: 70 mph maximum, but normal cruising speed is only 40 mph. The act of running does tire out the War Mount but not the rider. The Juggernaut can run at top speed for up to two hours straight before needing to rest for 1D6x10+30

minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: Not possible.

Digging: 15 mph through sand or dirt. 10 mph through clay, rock or stone.

Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 4D8 minutes.

Swimming: 40 mph.

Underwater Depth: Maximum depth is 1000 feet.

Flying: Not possible.

Statistical Data:

Height: 50 feet tall, plus the Battle Carriage adds another 5 feet.

Width: 21 feet

Length: 85 feet with 40-foot long tentacles.

Weight: 30 to 35 tons

Cargo: Can carry 10 tons on its back are can drag up to 25 tons behind it.

Physical Strength: 1D8+62

Production Cycle: 5 year gestation period plus 20 year growth cycle. Only a 6 month gestation period plus 2 year growth cycle for the temporary generation.

Operational Lifetime: 90 year life span. Only a 9 year life span for the temporary generation.

Bio-Regeneration Rate: 1D6x10 per minute to the main body and 3D6 per minute to all other locations. Severed tentacles can be completely regenerated within 24 hours. Destroyed limbs or weapon systems will regenerate after 48 hours.

Horror Factor: 15

Feeding: The Juggernaut is an Omnivore. It needs to eat 800 to 1200 pounds of animal matter or vegetation each day. They were originally designed as herbivores, but they were modified so that they could feed on fish while hiding beneath the waves.

**Color:** The entire thick hide is light grey or tan in color. The Battle Carriage is similar in color to the hide, but a slightly lighter shade.

**Sleep Requirements:** As an artificially created organism, the Juggernaut only requires 4 hours of sleep per day.

**Other Data:**

An unmanned Juggernaut is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. They quickly learn that robots are the enemy and will attack them whenever they get too close, but it will not chase them down. Juggernauts like humans, but they will not come to the aid of a human until commanded to do so by an Outrider or Packmaster.

**Alignment:** Considered Unprincipled or Anarchist. They fight for their own preservation and only battle on behalf of humans when ordered to do so.

**War Mount Attributes:** I.Q.: 1D6+1, M.E.: 1D6+6, M.A.: 1D6+7, P.S.: 63-70, P.P.: 1D4+10, P.E.: 1D6+22, P.B.: 1D4, Spd.: 70 mph on the ground

**Number of Attacks per Melee:** 8

**Combat Bonuses:** +3 on initiative, +6 to strike in hand to hand combat, +6 to parry, -2 to dodge, +5 to entangle, +3 to roll with punch, +3 to pull punch, +4 to disarm, pin/incapacitate on a roll of 14 or higher, and impervious to horror factor, disease, and poison.

**Equivalent (Instinctive) Skills of Note:** Land Navigation 90%, Swim 90%, and understands the Native Language of the Great House that created it and one other common language at 70%. Recognizes robots and machines as enemies to be destroyed or chased away.

**Combat Capabilities:**

- Bite: 3D8
- Restrained Tentacle Strike: 2D6
- Tentacle Strike: 7D8

- Power Tentacle Strike: 2D6x10+20, but counts as two attacks

- Tear: 5D8 per melee attack.

- Tentacle Crush: 8D8 per melee round.

- Kick: 6D8+10

- Stomp: 2D6x10+30, but can only be done to opponents that are less than 20 feet tall.

- Body Block/Ram: 8D8 and has a 01-85% likelihood of knocking an opponent up to 30 feet tall off his feet and onto his back. If knocked off his feet, the target loses initiative and two melee attacks. A ram attack counts as two attacks.

**Special Attacks:**

- Draw and Quarter: The Juggernaut's tentacles are so strong that it can easily pluck the limbs off of robots like an insect. It can perform a standard tear attack (see above), or the Juggernaut can quickly disable a target by performing a Draw and Quarter attack. To perform this attack, the pilot must first seize the target around the waist, arms, and legs by declaring that he is trying to pin/incapacitate the target and then roll a natural 14 or higher to strike. The target can attempt to parry the attack as normal. Once the robot has been successfully ensnared, the Juggernaut must then attempt to tear off all four limbs at once (counts as three melee attacks). To see if the Juggernaut successfully tears the target apart, the attacker and defender must roll a twenty-sided die and add in their P.S. attribute number. However, the defender gets to double his P.S. attribute. If the attacker wins, all four limbs are completely torn off (or more if applicable). If the defender wins, he breaks free of the Juggernaut's grip. For example, a Juggernaut successfully ensnares a Steel Trooper and tries to tear it apart. The pilot rolls a 14 and adds in the Juggernaut's P.S. of 66 for a total of 80.

The Steel Trooper only rolls a 3, which is not enough even after counting double its normal P.S. of 38 (76 when doubled) for a total of 79. All four limbs are ripped from the torso and the Juggernaut simply drops the disabled robot to the ground.

- **Robot Toss:** Another devastating tentacle attack is called the Robot Toss. The Juggernaut must first successfully entangle the target. This can either be done as a strike roll or as a parry to an attack. Once ensnared, the War Mount then hurls the robot hundreds of feet into the air or throws it into another robot, heavy object, or to the ground. Being hurled into an object or into the ground inflicts 2D4x10 M.D. to the victim and half damage to anything it hits. Anyone hit by this robot projectile has a 01-80% likelihood of being knocked off his feet and onto his back. If knocked off his feet, the target loses initiative and two melee attacks. Being thrown into the air only inflicts 1D4x10 M.D. In both cases, the robot that was hurled through the air loses initiative and two attacks per melee. The Juggernaut can pick up and throw targets weighing as much as 1800 pounds up to 800 feet away.

- **Robot Club:** This attack is similar to the Robot Toss, but instead of hurling the ensnared victim away, the Juggernaut holds its prey tight and continues to use it as a make-shift club. Each strike inflicts 1D4x10 to the “club” and does the same damage to anything it strikes. The impact is so powerful that there is a 01-75% likelihood that targets weighing less than 1500 pounds will be hurled 4D4x10 feet away. Opponents knocked back by the force of the blow lose initiative and two melee attacks. Each impact also stuns the “club,” causing it to lose its next melee attack. Continuously using the robot as a club

means the victim will never be able to retaliate until it is eventually destroyed. Of course, every time the Juggernaut misses, the “club” has a chance to fight back. The Juggernaut can use any object weighing up to 2000 pounds as a club. Although objects weighing more than 1500 pounds impose a penalty of -2 to strike.

- **Power Tear:** Instead of just using one tentacle to perform a tear attack, the Juggernaut can wrap multiple tentacles around the same target in order to quickly rip the target in half. The War Mount wraps at least four tentacles around the upper half of the target and another four tentacles around the lower half and then tries to tear the victim in half like a sheet of paper. Once again, the rider must first ensnare the victim by declaring that he is trying to pin/incapacitate the target and then roll a natural 14 or higher to strike. Once successfully entangled, the Juggernaut just pulls in opposite directions until the body gives way. Damage is 10D8+15 per melee action to the main body of the target, but each Power Tear attack counts as two melee actions. The victim is totally incapacitated during this attack, and it can only retaliate if it has weapon systems mounted on its head or similar weapons that are not mounted on the arms, legs, or chest.

Senses and Features: Standard for War Mounts plus:

- **Enhanced Regeneration:** 1D6x10 per minute to the main body and 3D6 per minute to all other locations. Severed tentacles can be completely regenerated within 24 hours.

- **Gills:** The Juggernaut can operate underwater indefinitely. Passengers will need to secure themselves to the Battle Carriage or be swept away when the War Mount submerges, plus they will

need to wear some type of diving equipment or Host Armor.

Bio-Weapon Systems:

1. Omega Cannons (2): This is an enormous version of the Omega Blaster. These cannons run along the underside of the Battle Carriage and protrude out just over the shoulders. They can move up or down in a 45 degree arc. Both cannons can be brought to bear on the same target, but they cannot engage targets less than 15 feet tall if they are closer than 20 feet away.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: A single blast does 3D8x10 and has a blast radius of 10 feet. A double blast does 6D8x10 and has a 20-foot blast radius.

Rate of Fire: Each single blast counts as two melee attacks, but dual blasts count as three melee attacks.

Maximum Effective Range: 6000 feet

Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot only.

2. Clinger Missiles (60): Both sides of the Battle Carriage are lined with scores of Clinger Missiles. Each missile appears as a tiny starfish shaped projection on the side of the carriage wall. These starfish pseudo pods allow the missile to lock tight against any surface. The Clinger Missile tracks down and rams into its target at full speed, adheres to it with its pseudo pods, and then a millisecond after attaching to its target, it detonates. Unlike standard Organic Rockets, the unique design of the Clinger Missile directs the majority of the explosive force inward like a shaped charge. This drastically increases its destructive power, but it does decrease the blast radius. In the center of the pseudo pods is the same neurological bundle and eye that is found in the

Organic Rocket, so the Clinger Missile can also continue to track down its target if it misses. However, the pseudo pods decrease the aerodynamics of the missile, so it is not quite as maneuverable as a standard Organic Rocket. The Clinger Missile has one attack per melee and has bonuses of +4 to strike and dodge, until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched.

Primary Purpose: Assault

Secondary Purpose: Defense

M.D.C. of the Rockets: 13 M.D.C.

points, but the missile is a small target and is -3 to hit on a "Called Shot" when still located on the Battle Carriage. After launching, each missile is treated the same as a high-tech mini-missile and can be shot down as normal.

Mega-Damage: 8D10 per individual missile fired with a blast radius of 5 feet. The directed blast has a 20% chance of temporarily scrambling a robot's internal circuitry. If this occurs, the robot is stunned for 1D4 melee rounds, loses one attack per melee round, and suffers penalties of -2 to strike, parry, and dodge. Note: The chance of stunning the robot is increased by 5% for every additional Clinger Missile in a volley.

Maximum Effective Range: One mile.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 12. Whether a single missile or an entire volley is fired, it counts as one melee attack. Roll once to strike, either all the missiles in the volley hit or they all miss.

Payload: 60 Clinger Missiles, it takes 6D6 hours to regrow spent missiles.

Bonus: +4 to strike and dodge, as noted above.

3. Locust Hive: This Bio-Weapon System is identical to the one mounted on suits of Hive Armor, only much

larger. Unlike Hive Armor, the organic hive is large enough to house all of its Bio-Tech insects, so they do not need to crawl all across the War Mount and crew. They wait in the hive until the Juggernaut sprays the mineral-rich fluid from its tentacles. One fluid blast can cover everything within a 40-foot radius. Once this thick syrup is fired, a signal is sent throughout the hive to alert the insects that a target has been marked. Thousands of Locusts then pour out of the hive and hunt down the fluid and anything it lands on. The swarm is so large, that once the target is marked with the fluid, the only way to avoid the insects is to quickly run away. In this case, the target must roll an 18 or higher to dodge the attack, and then flee the area.

Locusts that land on a robot will continue to eat until they die, but insects that eat the fluid off of the ground, plants, or living creatures will quickly return to the hive when finished. This means only a small percentage of the devouring swarm are used up with each attack. A similar signal is also sent through the hive when robots invade the Battle Carriage or climb onto the War Mount. In this case, only a few hundred leave the hive to search out these targets (enough to attack 1D4+1 robots).

However, the hive receives a new signal every melee round if the threat is not dealt with by the first wave.

Primary Purpose: Anti-Infantry

Secondary Purpose: Defense

Mega-Damage: Every robotic target less than 15 feet tall suffers 6D8+30 M.D. per melee round for 2D4 melees. Robots that are larger than 15 feet tall suffer 7D8+40 M.D. per melee round for 2D4+2 melees. The damage is the same for robots marked by the fluid or for robots that have invaded the Battle

Carriage. Living targets only suffer 4D4 M.D. or S.D.C. (based on the nature of the victim) before the bugs break off their attack and return to the hive.

Effective Range: The fluid can be sprayed up to 400 feet away and covers a 40-foot radius.

Rate of Fire: Can only be fired once per melee round.

Payload: 5000 Locust Hive Insects. The number of insects used up is dependent on the number of robots attacked. Every robot that is successfully struck burns up 100 Locusts (150 Locusts if the robot is greater than 15 feet tall). 6D6x10 insects are regrown every 10 minutes.

Bonuses: +4 to strike with the fluid spray. This is the only bonus that applies to the tentacle spray.

4. Kamikaze Cruise Missiles (2): The Juggernaut carries two Kamikaze Cruise Missiles. They sit bound and blindfolded in the Battle Carriage until the crew finds a suitable target. Once this happens, their restraints are removed and they rocket towards the biggest robot they see. It sounds like a rather unreliable strategy, but it actually works very well. Kamikazes are programmed to hunt down high-profile targets like Land Dominators and Sentry Towers, which is exactly what the pilots want. The pilot is unable to launch the missiles while sitting in the War Saddle. If the Outrider does not have another passenger to rely on, he must unstrap himself from the pilot chair and go cut the straps himself.

Primary Purpose: Assault

Secondary Purpose: Anti-Infantry

Mega-Damage: 1D4x1000 with a blast radius of 100 feet.

Effective Range: Can travel 1000 miles before needing to rest, but they will come across a robot and attack it long before then.

Rate of Fire: One at a time.

Payload: 2 missiles are stored in the Battle Carriage.

Bonuses: +6 on initiative, +7 to strike, +1 to parry, +4 to dodge, +3 to roll with punch, impervious to horror factor, disease, and poison. Each missile has 3 attacks per melee as it tracks down its prey.

5. Mantis Support Cannons (6): Each Juggernaut is also armed with a standard complement of six Mantis Support Cannons that it transports within its massive Battle Carriage. Pilots can request cannons of any type, but most use Quill Storm Cannons or Acid Sprayers to deal with large platoons of support troops. These mobile weapon systems are usually positioned along the sides of the Battle Carriage, but they can move to wherever they are needed. Up to five can squeeze in along the port or starboard sides of the carriage, but only two can fit along the front or back walls. For Mantis Cannons that need to brace themselves before they can fire, there are slots around the rim of the Battle Carriage where the War Mount can insert its large scythe-like claws (like sticking a knife in a sheath). All onboard Mantis Support Cannons are Bio-Enhanced with gills so that they can survive for prolonged periods of time underwater. Additional enhancements can be requested by the pilot (see below).

6. Bio-Enhancements: Juggernaut War Mounts are still very rare and very valuable to the Resistance. As such, Warlords make sure these War Mounts are always issued additional Bio-E to make them as combat capable as possible. Outriders issued a Juggernaut receive a one time bonus of 5D8+20 Bio-E to be used to enhance the

Juggernaut or any of the onboard Mantis Support Cannons.

## **Kraken**

By Slappy

When the Machine decided to purge humanity from the face of the planet, humans had to go underground in order to survive. The massive caverns and abandoned sewer lines they currently call home provide excellent protection from the Machine, but they have never been one hundred percent safe. The Machine has millions of Cable Snakes, Ratbombs, Sewer Prowlers, and other robot drones constantly scouring every conceivable hiding spot in an endless hunt for human prey. Like everyone in the Resistance, the Librarians of House Artemis realized that the safest place on the planet was under the waves of the Great Ocean, so they struggled for years to design an enormous bio-tech creature that could not only house all the humans of House Artemis safely within the ocean's depths but one that was also mobile. They tried for years to modify a Seedling so that it could survive without the structural support of thick rock walls, but all attempts ended in failure.

Michelangelo, the Second Librarian of House Artemis, realized these designs would never succeed and decided to fabricate his own creature from scratch. He did not just want an undersea creature that was mobile; he wanted one that could defend itself with ease, like the mighty War Mounts of the Resistance. Any Librarian could have created the basic design, but Michelangelo engineered a brilliant modification that allowed his Kraken War Mount to grow to its current size. While it is the largest War Mount in existence, it did not reach the proportions Michelangelo was hoping

for. He originally hoped the Kraken (or several similar War Mounts) would be large enough to hold thousands of people in spacious conditions, but this War Mount stopped growing at one tenth its anticipated size. While the experiments to create a mobile home for the entire Artemis House continue, the Kraken is being dedicated to the war effort as an enormous underwater assault carrier. An elite company of 400 Splicers travel all across the planet within this gargantuan War Mount providing support to any Great House willing to except their aid. The Machine owns the land, but the Kraken rules the sea. It can rise from the depths and decimate the Machine's shoreline defenses, release its payload of warriors, and then disappear below the waves before the Machine can mount any type of response. Only the Ishtar personality realizes what a danger this War Mount truly represents. If the humans ever manufactured more of these, they could easily turn the tide of the war. She hopes a stunning defeat of their cherished creation would discourage them from expending the resources to build another. Unfortunately, Ishtar cannot mount any kind of worthwhile attack against the Kraken. The aerial units are the only robots that can even threaten the Kraken, but once the battle drops below the surface of the Great Ocean, they are as useless as any other minion. Ishtar has convinced Hecate to build some robot designs that would be more effective underwater combatants, but so far they are all proving to be just too fragile once their armor is breached. Aside from its size, the Kraken War Mount is a unique and ingenious design. The basic shape is that of a gigantic turtle, but instead of using four flippers for propulsion, the Kraken forces water

through organic thrusters like some kind of underwater jet engine. The method of propulsion is also the Kraken's main source of nutrition. All water sucked into the intakes goes through a filtration system that removes microscopic plankton and other sea creatures so they can be digested. When the Bridge Crew wants to gorge the War Mount before a battle, they can make the Kraken attack and devour other sea creatures (up to the size of a blue whale) through its giant maw, but the continuous intake through the organic thrusters provides more than enough food on a daily basis. The perimeter of the body is lined with thirty-six smaller tentacles and two large tentacles are mounted on either side of the head. The two main tentacles can extend to a length of over 1200 feet and are 50 feet wide at the base. The Kraken can grab and crush even the largest war machines with these enormous tentacles or impale them with a 20-foot long bone spike mounted on the tip. The three dozen "smaller" tentacles that run around the length of the body are each over 300 feet long and are 20 feet wide at the base.

The dorsal side of the Kraken is a twenty-foot thick turtle shell that provides tremendous defensive protection. The surface is rough and uneven like a jagged mountain ridge colored in a mixture of browns and greens to provide camouflage from overhead flybys. When the Kraken retracts its head and tentacles and sits perfectly still on the surface of the ocean, even the high-tech optics of the Machine will often mistake this enormous War Mount for a small, barren island. However, this illusion is quickly ruined when the Kraken extends its monstrous head and powerful tentacles from beneath its armored shell.



The Kraken is called a War Mount for a reason. Michelangelo did not design this mighty beast to sneak around unseen; he designed the Kraken so that it would have the power to obliterate an entire division of robots. The back is covered with nearly one thousand Organic Rockets plus dozens of Casting Cannons, Acid Cannons, Napalm Launchers, and Spore Dischargers. These bio-weapon emplacements are used to bombard the shoreline defenses of the Machine from afar before the Kraken disgorges its complement of troopers. Soldiers can either exit through a large hatch just behind the neck, or for rapid deployment, Splicers can actually be launched like a cannonball from one of ten extendable pseudo-pods. These launch tubes can only fire one passenger at a time, but it can accommodate a being of any size, from a human to a Dracos with rider.

A War Mount as large and complex as the Kraken cannot be piloted by a lone Outrider. Michelangelo created an ingenious solution to this problem. Unfortunately, it requires that a team of four humans sacrifice their humanity and permanently bond with the War Mount. This group is known as the Bridge Crew. The Kraken is able to combine their individual brains into effectively one mind. Their combined mental power allows them to monitor all activities within the War Mount as well as operate all weapon systems. The Kraken is the most heavily armed and armored War Mount in the Resistance, but it is the brilliant strategies composed by this hivemind that makes the Kraken so deadly.

Class: Submersible Assault Carrier  
 Crew: 4 pilots permanently bound to the War Mount

Troop Capacity: Standard complement of 400 human warriors, but the War Mount can comfortably accommodate another 100 passengers (250 passengers under cramped conditions). All Splicers from the Great House Artemis are elite soldiers. Here is the current breakdown of the soldiers on board:

- Dreadguards 40%
- Outriders 17%
- Archangels 21%
- Packmasters 8%
- Falconers 4%
- Skinjobs 10%
- 1 Engineer
- 1 Saint

M.D.C. by Location:

- Main Tentacles (2): 3700 each
- Secondary Tentacles (36): 1900 each
- Organic Rockets (986): 20 each
- Casting Howitzer Cannons (4): 200 each
- Casting Cannons (10): 100 each
- Long-Range Spore Dischargers (15): 100 each
- Napalm Launchers (10): 150 each
- Acid Cannons (10): 150 each
- Kamikaze Launch Tubes (6): 400 each
- Underwater Thrusters (2): 7500 each
- Main Hatch: 4800
- Head: 9300\*
- Main Body: 29,000\*\*
- Underbelly: 17,200\*\*

\*Destroying the head will not kill the Kraken. The “brain” of the Kraken is actually the Bridge Crew that dwells deep within the belly of the beast.

\*\*Both of these values represent the M.D.C. of the Main Body. The Kraken is more heavily armored on its back, so it can absorb greater amounts of damage before being destroyed. Depleting the M.D.C. of either value will kill the Kraken. Its outer skin will be breached and the War Mount will take on water and sink. The main hatch and pseudo-

Pods are designed to automatically open when the Kraken is killed to give any passengers a chance to escape.

Speed:

Running: Not possible.

Leaping: Not possible.

Digging: 40 mph. It takes 2D4 minutes to dig a hole large enough for concealment within the ocean floor.

Swimming: 100 mph

Underwater Depth: 3 miles

Flying: Not possible.

Statistical Data:

Height: 280 feet

Width: 470 feet

Length: 820 feet

Weight: 125,000 tons.

Cargo: Can store 20,000 tons of cargo plus has room for over one hundred War Mounts. Here is the current stock of War Mounts:

- 6 Behemoths
- 9 Dracos
- 11 Zephyrs
- 10 Grendels
- 22 Striders
- 14 Leviathans
- 13 Tunnel Rats
- 15 Mantis Support Cannons
- 8 Marauders
- 40 Black Talon War Hawks
- 120 Gorehounds

Physical Strength: 70

Production Cycle: 20 year gestation period plus 50 year growth cycle until maturity

Operational Lifetime: 200 years

Bio-Regeneration Rate: 4D8x10 per melee round

Horror Factor: 15

Feeding: Kraken is a Carnivorous War Mount. It needs to eat 50 tons of animal matter a day. Most of this nutrition is gathered from microscopic plankton filtered out from the water as it passes through the underwater thrusters, but the

Kraken can choose to gorge on any creature up to the size of a blue whale through its giant maw.

Color: The back and head of the War Mount is a mottled mixture of green and brown colors with a light tan underbelly.

Sleep Requirements: As an artificially created organism, the Kraken only requires 4 hours of sleep per day.

Other Data:

Alignment: Principled. The Bridge Crew was chosen from some of the noblest champions within House Artemis. They work together as one mind to protect the troops under their command, strike against the Machine, and liberate all humans suffering under her tyranny. They will only sacrifice people if it is absolutely necessary. Otherwise, they will explore any possible strategy to safeguard the lives of all humans. This seems like a weakness, but the brilliant hivemind formed by this bond allows the Bridge Crew to process options and decide on the best course of action almost instantly. The collective consciousness that pilots the Kraken is as valuable a resource to the Resistance as the Kraken itself.

War Mount Attributes: I.Q.: 27, M.E.: 22, M.A.: 24, P.S.: 70, P.P.: 10, P.E.: 30, P.B.: 9, Spd.: 100 mph.

Number of Attacks per Melee: 20 (up to three bio-weapons of any combination can be fired as a single volley)

Combat Bonuses: +6 on initiative, +7 to strike, +7 to parry, doge not possible, +2 to disarm, +4 to pull punch, +3 to save vs. psionics, +45% to save vs. coma/death, +8 to save vs. magic, critical strike on an unmodified 18-20, paired weapons, +7 to strike with long range bio-weapons

Combat Capabilities:

- Restrained Main Tentacle Strike: 9D6

- Full Strength Main Tentacle Strike: 4D6x10
  - Main Tentacle Bone Blade Strike: 5D6x10+50
  - Crush with Main Tentacle: 1D12x10 per melee
  - Power Main Tentacle Strike: 1D6x100, but counts as two attacks
  - Restrained Secondary Tentacle Strike: 5D6
  - Full Strength Secondary Tentacle Strike: 3D4x10
  - Crush with Secondary Tentacle: 1D8x10 per melee
  - Power Secondary Tentacle Strike: 4D6x10+10, but counts as two attacks
  - Bite: 1D8x100, but there is a 30% chance that metallic debris will lodge in the mouth and trigger a Nano-Plague response.
  - Body Block/Ram: 4D6x10+60, but counts as two attacks
- Senses and Features:
- Advanced Sight: Can see clearly at distances up to one mile, also possesses passive nightvision 6000 feet, and polarized vision.
  - Sound Amplifying Hearing: Can hear a whisper at 300 feet (1200 feet underwater).
  - Sense of taste and smell is about one hundred times as acute as humans.
  - The War Mount automatically can sense magnetic north.
  - The War Mount has built in gills which pass on enough oxygen for the Bridge Crew and all passengers. Carbon Dioxide released from the passengers is funneled into the food processing room where it is used to grow the bio-engineered fungus that feeds all the passengers. Enough food is grown on a daily basis to feed all humans and War Mounts onboard.
  - Crew Quarters: There are enough beds for 500 human passengers (although

they are quite compact). Each bed is topped with a thick pad of fatty tissue that acts as a rather comfortable mattress. They are grouped into 8 barracks rooms containing 58 beds each and one larger barracks room with 36 beds for all the officers.

- War Mount Corral: An enormous room for storing War Mounts. They spend most of their time in cramped, individual pens. However, they do get to leave their holding cages each day for a walk around the Exercise Track.
- Gorehound Kennel: This room is dedicated to housing the Gorehounds. Each Packmaster has an individual cage for his hounds. Each cage is actually quite roomy plus there is a communal area in the middle to let the multiple packs mingle. This means all the Gorehounds on board are more willing to accept commands from a different Packmaster and will easily join another pack if their Packmaster is killed.
- Black Talon Aviary: This spacious room is nearly as large as the Gorehound Kennel. It is shared by the Black Talon War Hawks and their Falconer Masters. The room is actually larger than necessary because these moody little War Hawks expect to be treated as equals by humans, and they demand “adequate” living quarters. In truth, the humans have to sleep in much more cramped conditions, but the intelligent war birds seem to glance over this fact. Like with the Gorehounds, the communal living arrangement means that Black Talons that lose their Falconer will quickly adopt another one as their leader.
- Nursery: This large room houses the two onboard Engineers with plenty of space for their staff of ten human assistants and all the maturing organic

technology and War Mounts that they care for.

- **Exercise Track:** A large tunnel runs around the perimeter of the Kraken. It is primarily used as an exercise track for the War Mounts and humans, but if the outer wall of the Kraken is ever breached, this will be the first line of defense against the invaders. This is where the hyper-active Striders spend most of their time, since they hate being penned up in the War Mount Corral.
- **10 Pseudo-pod Ejection Tubes:** Ten rapid deployment ejection tubes are located at various points along the top of the Kraken's back. They are primarily used to quickly launch Archangel defenders into the skies. The tubes are completely hidden until extended, and they can be aimed in nearly any direction. Only one soldier can be deployed through each tube at one time, but it only takes one melee round to fire one trooper and load up another to be fired the next round. The pseudo-pod can adjust to accommodate any size passenger from a Dracos down to an unarmored human. Of course, anyone fired from one of these pseudo-pods will be flying through the air at 200 mph, so it is best to have some sort of protection (or flight capabilities). The launch tubes can fire troopers up to 1500 feet.
- **Bio-Comms:** Organic resonators create sympathetic vibrations that other bio-comm units can translate. The communications are undecipherable to the machines. Each room has its own bio-comm that allows communication with any chamber within the War Mount or externally up to a maximum range of 6 miles.
- **Radar:** Maximum range is 6 miles, but it can only be used on the surface of the ocean.
- **Sonar:** Maximum range is 2000 feet.

- **Super Regeneration:** Regenerates 4D8x10 per melee. Can regenerate lost bio-weapons within 2D4 hours, secondary tentacles within 6D6 hours, main tentacles within 10D6 hours, and can even regenerate the head after 4D4 weeks.
  - **Circadian Rhythms:** Allows the Bridge Crew to stay awake for 4 days straight without ill effect, and they can recover from days of sleep deprivation after only 10 hours of sleep.
  - **Enhanced Operational Lifetime**
  - **Enhanced Neurological Connections**
  - **Floating Air Bladder:** Increases depth tolerance to 10,000 feet. In the alternative, the War Mount can float effortlessly on the surface of the water indefinitely.
  - **Reinforced Exoskeleton**
- Bio-Weapon Systems:**
1. **Kamikaze Launch Tubes (6):** Each of these launch tubes contain one Kamikaze Organic Cruise Missile. The tubes sit empty during peacetime so these organic missiles do not starve to death while they wait for action. Seconds before the missile is fired, hidden tendrils emerge from the walls of the launch tube to sever the Kamikaze's blindfold and restraints. Once prepared, a powerful muscle contraction fires the missile from the tube. This method helps propel the Kamikaze Missile through the water and into the air where it takes flight on its own. They can be fired from a maximum depth of 200 feet below the surface. Another advantage of launching Kamikazes from these tubes is they allow the Bridge Crew to mentally issue targeting commands. The War Mount is fed an image of the target to get it excited and aggressive plus what direction to travel and how far to go. This preprogrammed "firing solution" keeps the Kamikaze on track and

focused on the preferred target. Even if a higher priority target comes into view, there is only a 10% chance that the War Mount will break off its initial pursuit to chase down the new robot. This firing method is also the only way to make Kamikaze Cruise Missiles attack large buildings like Industrial Centers and Robot Repositories. It is still difficult to keep it on track against non-robotic structures. If a high priority target comes within visual range, there is a 35% chance that it will attack the robot instead of a building.

Primary Purpose: Assault

Secondary Purpose: Anti-Building

Mega-Damage: 1D4x1000 with a blast radius of 100 feet.

Effective Range: Can travel 1000 miles before needing to rest, but they will come across a robot and attack it long before then.

Rate of Fire: One at a time or in volleys of 2, 4, or 6.

Payload: 1 missile is stored in each launch tube for a total of 6. It takes one melee round to reload a launch tube. 30 mature Kamikaze Cruise Missiles are stored in the War Mount Corral and 50 are currently growing in the Nursery (1D4 reach maturity every other week).

Bonuses: +2 on initiative and +2 to strike. These are in addition to the standard bonuses Kamikaze Cruise Missiles already possess.

2. Organic Rockets (986): The enormous shell of the Kraken is covered in almost one thousand Organic Rockets. They are not arranged in any sort of pattern on the camouflaged rock-textured shell, so it is nearly impossible to locate the Organic Rockets unless one inspects the surface of the Kraken up close. Each rocket has its own independent neurological bundle and a single eye mounted in the nose. This allows the rocket to see and track

its target. If the rocket misses, it will continue to track its target until it strikes, is shot down, or until it dies after 2D4 melees. The rocket has one attack per melee as it hunts down its prey.

Primary Purpose: Bombardment

Secondary Purpose: Defense

Mega-Damage: 5D10 damage with a 20-foot blast radius.

Effective Range: 2 miles.

Rate of Fire: One at a time or in volleys of any amount (the Bridge Crew rarely fires volleys of more than 10 at any one target).

Payload: 986 rockets, it takes 6D6 hours to regrow spent rockets.

Bonuses: +5 to strike and dodge.

3. Casting Howitzer Cannons (4):

Scattered all across the Kraken's back are dozens of organic spires that look like barren, lifeless trees. They help add to the Kraken's disguise as a small desolate island, but they serve a more important function. Each of these spires is actually a powerful long-range howitzer cannon capable of firing various types of munitions. Each cannon has a dedicated ammo feed, which makes them incapable of changing ammunition types. Four of the larger cannons fire enormous casting shells filled with a powerful explosive. They are primarily used to bombard shoreline defenses before the Kraken's troops storm the beach. Concentrated fire from these howitzers can bring down a Sentry Tower or clear out platoons of enemy forces.

Primary Purpose: Bombardment

Secondary Purpose: Assault

Mega-Damage: 4D4x10+40 damage per individual round with a blast radius of 40 feet.

Effective Range: 11,000 feet.

Rate of Fire: Up to three weapons of any combination can be fired at one time. Each volley counts as one melee attack. Payload: Each Casting Howitzer holds 30 shells for a total of 120 rounds. The War Mount can produce one replacement shell per cannon every 3D6 minutes.

Bonuses: +2 to strike.

4. Napalm Launchers (10): Ten of the long-range organic howitzers fire shells filled with a sticky, long-lived napalm. The five-foot wide shells explode on impact, showering a 20-foot radius with deadly flames. They are rather useless against water-based targets (even though the flames are not doused by water) and aerial units (too hard to strike), so they are almost exclusively used against shoreline defenses. The act of shattering the hard outer casing of the shell ignites the napalm.

Primary Purpose: Bombardment

Secondary Purpose: Assault

Mega-Damage: 3D8 damage to a 20-foot radius. The fire burns for 2D6 melees.

Effective Range: 11,000 feet.

Rate of Fire: Up to three weapons of any combination can be fired at one time.

Each volley counts as one melee attack.

Payload: Each Napalm Launcher holds 15 shells for a total of 150 rounds. The

War Mount can produce one replacement shell per cannon every 4D6 minutes.

Bonuses: +2 to strike.

5. Acid Cannons (10): The remaining organic howitzers fire shells filled with a powerful organic acid. The five-foot wide shells explode on impact, showering a 40-foot radius with a deadly corrosive liquid. They are rather useless against water-based targets (The acid dilutes almost immediately) and aerial units (too hard to strike), so they are

almost exclusively used against shoreline defenses.

Primary Purpose: Bombardment

Secondary Purpose: Assault

Mega-Damage: Inflicts 4D8 per melee round to inorganic matter and only 1D4 S.D.C. damage to organic matter. The acid burns for 1D4+2 melees.

Effective Range: 11,000 feet.

Rate of Fire: Up to three weapons of any combination can be fired at one time.

Each volley counts as one melee attack.

Payload: Each Acid Cannon holds 20 shells for a total of 200 rounds. The War

Mount can produce one replacement shell per cannon every 3D6 minutes.

Bonuses: +2 to strike.

6. Casting Cannons (10): Smaller organic cannons are mounted sporadically across the Kraken's back. They are primarily used to defend against aerial attackers. The cannons can rotate to attack a target at any angle, but they cannot arch downward enough to attack robots that land on the Kraken's back (unless the robot is standing right next to the cannon).

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 6D8 damage per individual round or 2D8x10 per four round burst.

Effective Range: 3000 feet.

Rate of Fire: Up to three weapons of any combination can be fired at one time.

Each volley counts as one melee attack.

Payload: Each Casting Cannon holds 60 rounds for a total of 600 rounds. The

War Mount can produce one replacement round per cannon every 2D4 melees.

Bonuses: +3 to strike.

7. Long-Range Spore Dischargers (15):

A number of Long-Range Spore Discharges are mounted on the shell of the Kraken. These relatively small tusk-

like protrusions can rotate to attack any target within a 360 degree arc. They fire metal eating spores suspended in a liquid medium. The spores do not inflict any damage to organic tissue, so they are primarily used to safely strike at robots that land on the back of the Kraken. Their increased range also allows them to strike aerial forces and to rain deadly spores onto large concentrations of shoreline defenders.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 4D8 to an 80-foot radius for the initial attack plus 1D8 each melee for an additional 3D4 melees.

Effective Range: 2400 feet.

Rate of Fire: Up to three weapons of any combination can be fired at one time.

Each volley counts as one melee attack.

Payload: Effectively unlimited.

Bonus: +3 to strike.

8. Hydro-Cutter Beams (10): Mounted around the perimeter of the Kraken, just above the tentacles, are nearly a dozen high-powered Hydro-Cutter Beams.

They are primarily used to engage underwater targets, but they can fire at targets just above the surface.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 3D4x10.

Effective Range: 800 feet above water (only 300 feet underwater).

Rate of Fire: Only one Hydro-Cutter Beam can engage a single target at a time. Equal to the number of attacks per melee.

Payload: Effectively unlimited.

Special Damage: If a robot's main body M.D.C. is reduced to below 40 percent, the Hydro-Cutter Beam has penetrated the robot, maybe causing a short circuit as follows:

01-30% Target lucked out. No additional problems or side effects.

31-50% Temporary short circuit, sensors momentarily blink out and sparks fly. It snaps back online 1D4 seconds later, but the target loses the initiative and one melee action.

51-60% All weapon systems are temporarily out and there total failure in the targeting systems. One comes back online in 1D4 melees. Penalty: -2 to strike, parry, and disarm even in hand to hand combat.

61-80% Communications, radar, and targeting are fried, but weapon systems are okay. Must rely on optical targeting and cannot call for reinforcements.

Penalty: -3 to strike, -2 to parry and dodge, as well as no initiative.

81-00% All systems are temporarily out and the robot is paralyzed and completely defenseless. Comes back online 1D4 melee rounds later.

### **Life's Long Journey**

This massive star ship looks much like a 3 mile long artichoke, the pointed end is the drive section. The crew and operations area consist of the first 2 1/2 miles of vessel

Top Speed 10 Light-Years per jump.

Can store energy for 10 jumps(+1 per level), requires 1 hour to initiate jump.

Every level of the Interfaced

Control(Librarian) adds one Light-Year to the maximum jump distance

Minumum distance is 1 Light-Year per jump. Distance is halved every 3 levels,

to a limit of 1/16 Light-Year at level 12.

Sublight travel is a relatively slow Mach 20, with a Cruising Speed of Mach 15.

Top speed increases by Mach 1 per level of the Interfaced Control.

MDC by Location. Regenerates 100

MDC per day on all sections.

Due to its construction, the Life's Long Journey has fairly few locations.

Main Body: 100,000 MDC (a 10 foot section can be holed with 500 MD)

Drive Section: (Includes Armored "Leaves"):200,000 MDC

Main Light Cannon: 50,000 MDC

Force Field: 10,000 MDC

The vessel has Ablative Armor. All Beam weaponry (Lasers, Ion, Particle beam) do the first 20 points as normal, and then half damage for the rest of the attack, due to the ships armor turning to a cloud of powder that dissipates the beams.

The main Light cannon resembles a massive eye in the forward center of the vessel. Damage is 1d8x1000, range is 1000 Miles in space, can fire 3 times per melee.

The secondary weapons are four Bio Energy Relay cannons, and four massive Casting Cannons placed evenly around the sides of the ship. The only outside evidence of the guns is 8 apertures set evenly between the Light Cannon and the largest radius of the vessel. The Bio Energy Relays are a new weapon that builds on the Bio Energy weapons used in Host Armor. Feeding on the Elixir of Life from it's Librarian pilot, and the Gene Pool of the Engineers on board, the weapons each do 2d8x100 MD, have a range of 50 miles, can be fired up to 6 times per melee, and has an effective 'payload' of 20 shots, with enough energy being generated for 1 shot every 2 minutes.

The Casting Cannons fire enormous explosive shells created from the Life's Long Journey's Lithovore metabolism, and super energized by its Radiovore metabolism. Each can hold up to 1000 shells, and grow new projectiles at the rate of 2d6 per hour. Range is 100 miles due to a secondary projectile charge generated after firing, damage is 1d6x100MD for single shot, and

3d6x100 for 4 shot burst, and the guns can be fired up to 6 times per melee round.

Each gun or set of guns can be fired separately by it's gunner, or can be fired by the controlling Librarian.

## **Marauder**

By Slappy

While the Strider War Mount was designed to rapidly respond to the ever changing conditions on the battlefield, the Marauder was built to run over them. The thick bone plating on this Heavy Cavalry War Mount allows it to charge straight into the Machine's lines and trample the enemy beneath its powerful hooves. Any robot that gets out of the path of its devastating charge will be cut down by five-foot long hooked bone swords mounted on the Marauder's forearms. These fearsome close-quarters combatants hack and smash their way through the enemy's ranks. When they reach the point where they are about to be overwhelmed under the crushing mass of the Machine's army, they fire a powerful electromagnetic pulse that fries nearly every electronic circuit within a 50-foot radius. Simple electronic devices are completely destroyed, but the energy weapons and robots built by N.E.X.U.S. are heavily shielded and have many redundant systems to protect them from this attack. The pulse will not completely destroy robots, but it will impair them long enough for the Marauder to tear them apart.

The War Mount is a heavily armored centaur with the lower body of a horse, a humanoid upper body, and a thickly reinforced lizard-like head. Its powerful legs can drive it through even the densest crowd, and its thick exoskeleton protects it from the tremendous impact from dozens of full speed collisions. The



bone armor on the “chest” of the lower body extends forward to form a razor sharp ram prow that the War Mount uses to batter its way deep into the enemy’s lines. The heavily reinforced triangular head comes to a thick sword-like point at the nose which the Marauder uses as a short lance when charging. The forward-sloping neck is much thicker than the head to protect the spine from heavy impact. It is covered in overlapping, segmented bone plates to further reinforce the neck and protect the War Mount when it lowers its head into ramming position. The lizard-like head has a relatively small mouth filled with sharp teeth and two pairs of red eyes. One pair points forward to help the War Mount bear down on its prey, and the other pair is slightly recessed behind them on the sides of the head to give the Marauder a 180 degree field of vision. The hunched back of the humanoid upper body contains the bizarre organism used to generate the electromagnetic pulse. This organism is covered by heavy bone armor, but it needs an exposed firing point to release the pulse. The spiky brain-like masses on the back of each shoulder are what actually fires the pulse.

In massive engagements, squads of Marauders stampede back and forth across the battlefield, crushing scores of Steel Troopers, Slicer Robots, and Skitter Pods beneath their feet, and fracturing the Machine’s organized platoons into smaller, disorganized groups. Large concentrations of robots are further softened with a few well-placed electromagnetic pulses. The remaining splinter groups are then easy prey for the rest of the human’s forces. Marauder War Mounts are lethal in close combat, but they are designed for a very specific function and are not very

versatile outside of their role of stampeding force of destruction. Many Outriders further augment these mounts with long-range Bio-Weapons, but the Marauders most powerful weapon is useless unless it is fired within the heart of the Machine’s army. This War Mount is only effective when it tackles the enemy up close and personal.

N.E.X.U.S. knows this as well, and programs her robots to target Marauders with everything they have before they can close the distance. Any Outrider that chooses to pilot a Marauder needs to realize that he or she will be drawing the brunt of the Machine’s fury. The Heavy Cavalry (often called the White Knights due to the color of the Marauder’s bone plating) has claimed victory for the Resistance hundreds of times in their history, but the brave men and women that lead the charge into the heart of the Machine suffer the highest casualty rate of all Outriders.

Class: Heavy Cavalry War Mount

Crew: One rider

M.D.C. by Location:

- Arms (2): 180 each
- Legs (4): 200 each
- Clawed Hands (2): 100 each
- Hoofed Feet (2): 130 each
- Whipping Tail: 150
- Forearm Bone Blades (2): 95 each
- Nose Mounted Bone Lance: 80
- Ram Prow: 190
- EMP Generator: 250
- EMP Nodules (2): 45 each
- Head: 285\*
- Main Body: 590\*
- Rider’s War Saddle: 100\*\*

\*Depleting the M.D.C. of the Head or Main Body kills the Marauder.

\*\*In order to strike the rider, an attacker must first destroy the War Saddle.

Speed:

Running: 210 mph maximum, but normal cruising speed is only 80 mph. The act of running does tire out the War Mount but not the rider. The Marauder can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest.

Leaping: 30 feet high over across, increase by 50% with a short running start and double when running at full speed.

Digging: 15 mph through sand or dirt. 10 mph through clay, rock or stone. Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 3D4 melees.

Swimming: 30 mph.

Underwater Depth: Maximum depth is 200 feet.

Flying: Not possible.

Statistical Data:

Height: 7-8 feet tall at the shoulders of the horse body, 12-13 feet to the top of the head.

Width: 5-6 feet

Length: 10-12 feet with an 8-foot long tail

Weight: 2.1 to 2.7 tons

Cargo: Can carry 2400 lbs. on its back are drag 4000 lbs. behind it.

Physical Strength: 1D4+40

Production Cycle: 2 year gestation period plus 2 year growth cycle.

Operational Lifetime: 50 year life span.

Bio-Regeneration Rate: 4D6 per minute to the main body and 3D6 per minute to all other locations.

Horror Factor: 14

Feeding: The Marauder is a Carnivore. It needs to eat 30 to 60 pounds of animal matter a day, and may gorge on up to 200 pounds at one time. After gorging, the War Mount can go 2D4 days without

feeding and without suffering any ill effects.

Color: The thick bone plating covering the Marauder's body is bleached white in color and the skin that shows through the armor is light tan. This is why Outriders that pilot these War Mounts in heavy cavalry units are often called White Knights.

Sleep Requirements: As an artificially created organism, the Marauder only requires 4 hours of sleep per day.

Other Data:

An unmanned Marauder is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. It is an aggressive creature that loves to fight and has an instinctive hatred of robots. A Marauder will naturally come to the defense of any human, but that is mainly just for the thrill of combat. They will listen to any human that orders it to attack, but only an Outrider or Packmaster can convince it to back down.

Alignment: Anarchist. The Marauder was bred to charge fearlessly into overwhelming odds, and it was genetically programmed to love fighting. It is only happy when it is in the thick of battle, and these aggressive feelings tend to rub off on its Outrider.

War Mount Attributes: I.Q.: 1D6+2, M.E.: 1D6+12, M.A.: 1D6, P.S.: 41-44, P.P.: 1D4+16, P.E.: 1D6+22, P.B.: 1D4, Spd.: 210 mph on the ground

Number of Attacks per Melee: 5

Combat Bonuses: +4 on initiative, +5 to strike in hand to hand combat, +5 to parry, +3 to dodge, +3 to disarm, +3 to roll with punch, +3 to pull punch, and impervious to horror factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Land Navigation 90%, Prowl 60%,

Swim 70%, Track by Scent 80%, and Hunting 70%

Combat Capabilities:

- Bite: 2D8
  - Restrained Punch: 1D6
  - Punch: 5D6
  - Power Punch: 1D6x10
  - Claw Strike: 5D8
  - Power Claw Strike: 1D6x10+15, but counts as two attacks
  - Forearm Bone Blades: Adds 1D6x10 to normal punch damage
  - Front Leg Kick: 7D6
  - Rear Leg Kick: 9D6
  - Double Rear Leg Kick: 10D6+20, but counts as two attacks
  - Leap Kick: 1D6x10+30, but counts as two attacks
  - Tail Whip: 3D8
  - Stomp: 2D6
  - Trample: 5D6
  - Body Block/Ram: 1D6x10+30 and has a 01-80% likelihood of knocking an opponent as large as 15 feet tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee, and is trampled beneath the Marauder which inflicts an additional 5D6 points of damage. A ram attack counts as two melee attacks against the first target, but only counts as one melee attack as long as subsequent targets are within the Marauder's path.
- Senses and Features: Standard for War Mounts plus:
- Extra Pair of Eyes: Extra pair of eyes is set on the sides of the head. This gives the War Mount a 180 degree field of vision. These eyes also have enhanced sight.
  - Reinforced Exoskeleton
  - Reinforced Skull
  - Ambidextrous

Bio-Weapon Systems:

1. Forearm Bone Blades (2): Mounted on each forearm of the Marauder is a

five-foot long bone blade that curves inward like a sickle. Marauders are masters with these blades and can bring both down on a single target or strike at two separate targets at the same time (counts as one melee attack).

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6x10 per blade.

Number of Attacks: Equal to the number of attacks per melee. A double strike with both blades counts as a single melee attack.

Maximum Effective Range: The Marauder has an 11 foot reach (from shoulder to the end of the bone blade).

Bonuses: +2 to strike and parry

2. Nose Mounted Bone Lance: The triangular head of the Marauder tapers towards a two-foot long razor sharp wedge. It is much like a bone sword except it is three times as thick. The War Mount can lower its head during a charge to add to the destructive force of a ramming attack or target a different opponent with a head butt.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 4D6 for a head butt and 5D6 when used during a ramming attack.

Number of Attacks: Equal to the number of attacks per melee. When lowered into position for a ramming attack, it does not count as an additional attack per melee (but the ram attack already counts as two attacks per melee).

Maximum Effective Range: The blade is 2 feet long but the Marauder can extend its neck to hit targets up to 5 feet away.

3. Ram Prow: The heavy bone armor on the horse body extends outward from the "chest" to form a deadly ram prow. The edges of this triangular wedge are razor sharp and capable of shredding the thickest armor. Not only do opponents

take damage from being rammed with this enormous spike, but they will also likely be knocked to the ground and trampled beneath the powerful hooves of the Marauder.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6x10+30 (or 1D6x10+60 when the head is lowered into position) and has a 01-75% likelihood of knocking an opponent as large as 15 feet tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee and is trampled beneath the Marauder which inflicts an additional 5D6 points of damage. A ram attack counts as two melee attacks against the first target, but only counts as one melee attack as long as subsequent targets are within the Marauder's path.

4. Whip Tail: The muscular tail of the Marauder can be used to whip opponents that sneak up behind the mount.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 3D8

Rate of Fire: Equal to the number of attacks per melee, but using the tail adds one extra melee attack.

Effective Range: 8 feet.

Bonuses: +3 to strike, +2 to parry, and +3 to disarm. These bonuses only apply to the tail and no other bonuses apply.

5. Electromagnetic Pulse: The large armored hump on the back of the Marauder houses a strange organism capable of generating a powerful electromagnetic pulse. This short-range weapon can fry any type of electronic circuit, but the high-tech devices and robots built by N.E.X.U.S. are heavily shielded against EMP attacks. However, even with all their shielding, redundant systems, and capabilities to quickly reroute and repair damaged circuitry, the

pulse is still capable of damaging the Machine's creations. Simple electronic devices like clocks, cameras, radios, and computers are rendered completely useless and are damaged beyond repair, high-tech energy weapons are temporarily short-circuited, and although large vehicles and robots have many redundant systems, self-repair routines, and internal shielding that protects them from the electromagnetic pulse, the blast is still strong enough to inflict some level of damage.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: Simple electronic devices like clocks, cameras, computers, radios, generators, and other consumer electronics are completely destroyed by the pulse. Hand held energy weapons are temporarily disabled for 4D4 melee rounds. Robots built by N.E.X.U.S. have many redundant systems, self-repair routines, and internal shielding to protect them from the electromagnetic pulse. Only robots with less than 1000 M.D.C. are even affected by the pulse, and even then, some robots only suffer minor damage while others are severely impaired. Any damage inflicted upon a robot lasts for 4D4 melee rounds until its internal systems can reroute or repair damaged systems. Roll on the following table to determine damage:

01-10% No effect.

11-20% Knocks out communications.

The robot cannot be possessed and controlled by N.E.X.U.S. or call in reinforcements.

21-30% Knocks out primary weapon systems (most powerful weapon).

31-40% Minor impairment to motor functions. The robot loses one attack per melee and is -2 to strike, parry, and dodge.

41-50% Knocks out optics systems, but other sensor systems diminish the penalties. No initiative and -5 to strike, parry, and dodge.

51-60% Knocks out targeting systems, reduce all combat bonuses by half.

61-70% Loses force field or suffers power drain and all weapons do half damage with half their normal range.

71-80% All weapon systems are temporarily disabled.

81-90% Motor controls are severely impaired but still functional. Reduce attacks per melee to one, eliminate all combat bonuses plus the robot suffers further penalties of -3 to strike, parry, and dodge.

91-00% Total system failure. The robot is completely paralyzed and all weapon, sensor, and communication systems are offline. Internal repair routines will eventually restore the robot to full functionality.

Rate of Fire: The EMP can only be used once every 5 minutes.

Maximum Effective Range: 50 feet (half the range if one shoulder mounted node is destroyed).

Payload: The EMP Generator can only create enough of a charge for 8 pulses per hour; automatically regenerates.

6. Handheld Bio-Weapons: The Marauder does not have any standard issue hand weapon, but can be armed with any light or heavy Bio-Weapon, or handheld melee weapon.

## **Mountain Lion**

By Slappy

Also known as the Sabertooth and Arctic Cat

The high mountain peaks of the world are dangerous, inhospitable places not fit for man or machine. The bitter cold, steep terrain, and vicious alien predators prowling the cliffs makes scaling these

mountains a very dangerous proposition, and the thin atmosphere makes reaching their summits by air impossible. Despite the risks, several Great Houses have braved the dangers in order to establish surface outposts within the high peaks. The creation of Host Armor and War Mounts has made it possible to reach the highlands, but standard designs still have trouble traversing this difficult terrain. The Great Houses that have conquered the high peaks were only able to do so thanks to a new War Mount design known as the Mountain Lion. It somewhat resembles a normal cougar except that it is nearly as large as a Behemoth and it has a pair of enormous fangs like a prehistoric saber-toothed tiger. Its thick coat of long white fur provides excellent natural camouflage among the snowy mountain peaks, and more importantly, it protects the War Mount from the harsh winds and arctic temperatures of these mountain highlands. The Mountain Lion is also equipped with special enhancements that help the rider endure this unforgiving environment as well. The War Saddle is capable of generating a continuous temperature of 110 degrees Fahrenheit to help cut through the stinging cold, and the War Mount has a pair of Heat Projector Cannons that were modified to unleash a low-grade heat discharge of 120 degrees Fahrenheit (in addition to the normal mega-damage blasts) in order to quickly treat victims suffering from hypothermia.

This monstrous feline was designed to survive the harshest environments, but it was primarily built to climb the most impassable terrain. Its powerful claws and Serrated Whips enable it to run up a sheer cliff at nearly full speed, but it generally travels at more cautious speeds. Despite its impressive climbing

skills, the thick ice packs and powerful winds make falls almost inevitable. This sturdy beast is enhanced with a Righting Reflex and a thick layer of impact resistant tissue to protect the mount (and its rider) from high falls. These enhancements also make the Mountain Lion an incredibly fearsome combatant. This War Mount is capable of soaking up a tremendous amount of punishment, and its dual Heat Projector Cannons and devastating bite allows it to dish it out in kind.

Class: High Altitude Mountaineering  
War Mount

Crew: One rider

M.D.C. by Location:

- Front Legs (2): 180 each
- Hind Legs (2): 200 each
- Paws (4): 100 each
- Tail: 75
- Serrated Whips (2): 15 each
- Heat Projector Cannons (2): 120 each
- Head: 200\*
- Main Body: 510\*
- Rider's War Saddle: 120

\*Depleting the M.D.C. of the Head or Main Body kills the Mountain Lion.

Speed:

Running: 150 mph maximum, but normal cruising speed is only 90 mph. The act of running does tire out the War Mount but not the rider. The Mountain Lion can run at top speed for up to two hours straight before needing to rest for 1D6x10+30 minutes. However, it can fight or trot along at cruising speed almost all day (20 hours) without needing rest. This War Mount was built to climb and it can run up a sheer cliff at 90 mph. However, it usually travels up the unstable icepacks at a more cautious (yet still impressive) 40 mph.

Leaping: 50 feet high over across, increase by 50% with a short running

start and double when running at full speed.

Digging: 15 mph through sand or dirt. 10 mph through clay, rock or stone.

Digging does not tire out the War Mount and it can dig an adequate hole to cover itself in 2D4 melees.

Swimming: 40 mph.

Underwater Depth: Maximum depth is 200 feet.

Flying: Not possible.

Statistical Data:

Height: 7-8 feet

Width: 5-6 feet

Length: 10-12 feet with a 6-foot long tail

Weight: 1.2 to 1.8 tons

Cargo: Can carry 1600 lbs. on its back are drag 2500 lbs. behind it.

Physical Strength: 1D4+36

Production Cycle: 2 year gestation period plus 2 year growth cycle.

Operational Lifetime: 50 year life span.

Bio-Regeneration Rate: 6D6 per hour to the main body and 3D6 per hour to all other locations.

Horror Factor: 14

Feeding: The Mountain Lion is a Carnivore. It needs to eat 30 to 60 pounds of animal matter a day, and may gorge on up to 300 pounds at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

Color: The thick fur of the War Mount is stark white most of the year, but it does darken to a light tan with brown highlights during the summer months.

Sleep Requirements: As an artificially created organism, the Mountain Lion only requires 4 hours of sleep per day.

Other Data:

An unmanned Mountain Lion is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. The War Mount is naturally aggressive and enjoys

fighting and stalking prey. It recognizes robots as natural enemies and will attack them on its own unless instructed otherwise by an Outrider or Packmaster. It fights for its own amusement and will rarely come to the aid of other humans or War Mounts unless commanded to do so. A Mountain Lion may be an aggressive predator, but it is not a foolish one. It uses surprisingly clever tactics in battle, and it is smart enough to know when to retreat in the face of superior opposition.

**Alignment:** Anarchist. The Mountain Lion is an aggressive beast that loves hunting, climbing, and fighting. It quickly develops a close affinity with riders that possess a similar personality type and will actually come to their aid when threatened.

**War Mount Attributes:** I.Q.: 1D6+2, M.E.: 1D6+4, M.A.: 1D6+8, P.S.: 37-40, P.P.: 1D8+8, P.E.: 2D6+14, P.B.: 2D6+2, Spd.: 150 mph on the ground  
**Number of Attacks per Melee:** 4

**Combat Bonuses:** +3 on initiative, +5 to strike in hand to hand combat, +4 to parry, +4 to dodge, +2 to entangle, +6 to roll with punch, +3 to pull punch, +2 to disarm, and impervious to horror factor, disease, and poison.

**Equivalent (Instinctive) Skills of Note:** Climb 98%, Land Navigation 90%, Prowl 60%, Swim 70%, Track by Scent 80%, and Hunting 70%

**Combat Capabilities:**

- **Restrained Claw Strike:** 1D6x10+10 S.D.C.
- **Claw Strike:** 5D8 M.D.
- **Power Claw Strike:** 2D4x10 M.D., but counts as two attacks
- **Rear Leg Kick:** 8D6 M.D.
- **Double Rear Leg Kick:** 10D6+20 M.D., but counts as two attacks
- **Leap Kick:** Not possible.
- **Bite:** 7D8 M.D.

- **Head Butt:** 3D6 M.D.

- **Body Block/Ram:** 4D8 M.D., but counts as two attacks

**Senses and Features:** Standard for War Mounts plus:

- **Resistance to Cold:** The thick layers of long fur covering the Mountain Lion protect it from temperatures as low as 40 degrees below zero Fahrenheit. Magic cold and super-cold based attacks do half damage.

- **Resistance to Heat:** Despite the arctic conditions that these War Mounts usually operate in, they are enhanced with water storage organs that help them vent excess heat. These enhancements are necessary to protect them from the intense energies released by their Heat Projector Cannons. Mountain Lions are not adversely affected by temperatures as high as 140 degrees Fahrenheit and they can pick up and hold an item that is as hot as 200 degrees Fahrenheit without injury or pain. Plasma blasts and magic fire attacks do half damage.

- **Resistance to Physical Attack:** Beneath the skin is a layer of thick tissue filled with an impact resistant fluid that cushions the War Mount from blunt attacks like punches, kicks, falls, and explosive concussions (all of which inflict half damage). It is mainly used to protect the Mountain Lion from high falls while navigating the difficult terrain on the high peaks.

- **Righting Reflex:** Another enhancement used to protect the War Mount (and the rider) from deadly falls. The Mountain Lion can automatically right itself in mid-fall and land on its feet. Takes no damage from any fall less than fifty feet, takes only half damage from falls between 50 feet and 1000 feet, and falls from a height greater than 1000 feet requires a successful roll with impact to reduce damage by half.

### Bio-Weapon Systems:

1. Heat Projector Cannons (2): These large cannons run along the length of the back on either side of the War Saddle and protrude out over the shoulder. They are actually concealed beneath the War Mount's thick fur until the barrels extend into firing position. These cannons are slightly different than the common variety. In addition to the standard blast of intense heat, these cannons can project a mild energy discharge of 120 degrees Fahrenheit that is used to quickly treat victims of hypothermia.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: Three settings; a light 5D8 M.D. blast, a heavy 1D8x10+10 M.D. blast, and a completely harmless setting that is used to warm victims suffering from hypothermia. Both cannons can fire at the same target for double damage.

Rate of Fire: Each blast counts as one melee attack. A dual attack from both cannons counts as one melee attack.

Effective Range: 1800 feet

Payload: Effectively unlimited.

2. Serrated Whips (2): Each front paw has a Serrated Whip mounted between the paw pads. These ten-foot long thorny cables can extend from the paws in an instant to ensnare prey or grab out of reach rocks and ledges. They are mainly used for climbing, but they do make excellent offensive weapons.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 2D8 per lash of the whip. See page 96 of the Splicers RPG for complete details on entanglement rules for these weapons.

Rate of Fire: Equal to the number of attacks per melee.

Bonuses: +1 to strike and parry, +2 to disarm, and +4 to entangle. Bonuses

only apply when the Serrated Whip is used.

3. Saber Teeth: The Mountain Lion has a pair of large, protruding saber teeth that drastically increase the devastating power of the War Mount's bite attacks. They are not just simple rounded fangs, but rather one side of these curved fangs actually comes to a razor-sharp edge.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 4D8 M.D. is added to the normal bite damage (7D8 M.D. total).

### Onslaught

By Ectoplasmic

The Onslaught is perhaps the most alien War Mount created by the Resistance thus far in its war against the Machine. Heavily bio-engineered from its original form, a fist-sized organism found throughout many of Gaia's Nature Preserves, the Onslaught is a massive ball of armor. The War Mount uses a complex system of bladders that pump a thick mucus-like gel in a neverending cycle to propel itself at an unbelievable speed. It uses this speed in conjunction with the spiked armor plating covering its spherical body to roll over robots with impunity, barely even noticing smaller machines. Only the largest of robots can stop the Onslaught's forward momentum, and they never come away from the experience without suffering for their resilience.

To enter the War Mount's internal pilot compartment, an Outrider must climb in through the armored orifice on its right side. Squeezing through this orifice, which appears identical to the combination mouth/anus located on the War Mount's left side, is never as easy as one would imagine and often provokes lewd commentary at the expense of the



struggling Outrider. Once he manages to make his way into the War Mount, the Outrider sits within a cramped free floating sphere suspended in a layer of mucus which allows it to remain immobile, for the most part, while the Onslaught rolls along.

Class- Heavy Assault War Mount

Crew: One rider.

M.D.C.: 900(depleting M.D.C. kills the War Mount)

Speed:

-Running- 180 mph maximum rolling speed. The War Mount can maintain this speed without tiring indefinitely, only needing to stop to sleep or eat, and can accelerate to full speed in six to eight seconds. The War Mount's speed may be greatly enhanced by an Outrider.

Increase maximum speed by 20 mph per 10 Bio-E spent, up to a maximum possible speed of 300 mph.

-Leaping- Not possible.

-Digging- Not possible.

-Swimming- The War Mount sinks like a very heavy stone, but it can laboriously roll along the sea floor at 40 mph and survive to a depth of 2,000 feet.

-Flying- Not possible.

Statistical Data:

-Height: 12 feet.

-Width: 10 feet at the widest point.

-Weight: 4 tons.

-Cargo: None. The Outrider pilot has enough room within the War Mount to store a small volume of cargo, but nothing significant.

-Physical Strength: Supernatural PS of 35 + 1D6.

-Production Cycle: 8 month gestation period, plus 2 year growth time.

-Operational Lifetime: 40 years.

-Trade Value: 6 million credits for a healthy, undamaged unit.

-Bio-Regeneration Rate: 1D6 M.D.C. per melee.

-Horror Factor: 15 against humans outside the Resistance, but none against the Machine.

-Senses & Features: Standard for War Mounts, plus:

-Resistant to Kinetic Energy & Physical Attacks: Between its ultra-dense armor plating and numerous shock absorbing liquid-filled bladders, the War Mount takes only half damage from any physical attack; blunt impacts, rending robotic claws, super sonic rail gun slugs, etc...

-360 Degree Vision: The War Mount has no discernable eyes, instead its hide is peppered with thousands of optic receptors whose data, once combined and processed in the Onslaught's bio-engineered brain, provide its pilot with a full view of its surroundings in all directions, even the ground beneath it.

Outriders typically need one or two weeks to grow accustomed to this strange version of sight.

-Feeding: The War Mount is a lithovore and eats from 60-120 lbs of minerals(stones, rocks, dirt, clay, etc) per day. Modifications made to its form render the War Mount incapable of feeding itself directly, requiring its Outrider pilot or assigned attendants to shovel food directly into its side-mounted digestion orifice.

-Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

-Other Data: An unmanned Onslaught is able to function on instinct alone, though its only remaining instinct is its natural ability to remain upright while rolling at high rates of speed. Otherwise, the War Mount is perfectly happy to tumble around its pen until someone comes along and shovels a load of gravel down its throat. If attacked, the Onslaught

never uses its rocket payload, instead choosing to roll over its assailant.

- Alignment: Anarchist; operates more like a robot than a living creature, devoid of personality.
- War Mount Attributes: IQ: 1D4+2(low animal intelligence), ME: 1D4+6, MA: 1D4, PS: 36-41(Supernatural), PP: 10+1D4, PE: 16+1D8, Spd: See above.
- Number of Attacks/Actions: Four.
- Combat Bonuses(In addition to possible attribute bonuses): +3 on initiative, +3 to strike in HtH combat, +4 to dodge, +8 to roll with punch, impact, or fall, +3 to save vs poison & disease, and is impervious to Horror Factor & mind control(and possession).
- Equivalent (instinctive) Skills of Note: The War Mount has no instinctive skills beyond rolling at the command of its Outrider.
- Combat Capabilities: The Onslaught is built to use its body as a weapon, smashing its spiked hide into targets as fast as possible, as often as possible. When moving at more than 60 mph, targets weighing less than 2 tons are not even noticed by the War Mount, and are rolled over without a loss of speed or a change in course. Targets weighing between 2 and 6 tons have a 01-75% likelihood of being knocked over by the War Mount when moving at 60+ mph, but such impacts reduce the Onslaught's speed by 20%. Targets weighing more than 6 tons decrease their likelihood of being knocked over by 10% per ton and decrease War Mount speed by another 10% per ton, to a minimum of 20%. Any time the War Mount's attack does not succeed in knocking over a target it uses 2 melee attacks instead of 1 and it rebounds 1D6x10 feet.
- "Restrained" Roll: The multitude of tiny high frequency spikes covering the War

Mount's hide inflict 1D6x10 M.D. merely by bumping into a target.

- Speeding Roll: 1D6x10 M.D. +1D6+2 M.D. per 10 mph the War Mount is traveling.
- Onslaught Bio-Weapon Systems:
  1. High Frequency Spiked Hide- Thousands of miniscule spikes cover the War Mount's thickly armored hide. Individually their damage would be minute, but there are so many of them and the mass of the War Mount behind them is so great, that even brushing against a target causes significant damage. The faster the War Mount rolls, the more of its spikes it can pierce a target and the more kinetic energy is transferred through them.
    - Primary Purpose: Anti-Robot.
    - Mega-Damage: 1D6x10 M.D. +1D6+2 M.D. per 10 mph of the War Mount's speed.
  2. Organic Rockets (120)- Hidden beneath the heavy armor plates of the War Mount are 10 clusters of organic rockets used to pound large groups of robots or soften up especially tough targets.
    - Primary Purpose: Anti-Robot.
    - Mega-Damage: 5D10 M.D. per individual organic rocket fired, with a blast radius of 10 feet each.
    - Rate of Fire: One at a time or in volleys of up to 12 rockets. A volley counts as one melee attack. Roll once to strike, either all the rockets in the volley hit or they all miss.
    - Maximum Effective Range: 1 mile.
    - Payload: 120. The War Mount can regenerate up to 40 rockets every 6D6 hours.
    - Bonuses: +6 to strike and dodge(each rocket has 1 attack per melee round and will continue seeking its target for 2D4 melees before expiring).

Hand to Hand Combat: Rather than use its organic rockets, the rider can use the mount to engage in devastating HtH combat.

### **ORCA SUB-FIGHTER**

By Kevarin

The Orca is a fast and agile Bio-Sub fighter designed by the Dark Fleet to intercept and attack enemy targets before they reach the krakens. Like other undersea war mounts the pilots compartment is inside the War Mount and to enter it a portal opens in the Orcas back just behind the dorsal fin and the outrider crawls inside. Orca are grouped in to pods consisting of 6 to 10 fighters and most Kraken have at least 2 to 3 pods assigned to them with at least one on patrol at all times.

Class: Sub Fighter

Crew: 1 pilot

M.D.C. by Location:

- Remora Mini Bio Torpedo(10): 5 each
- Super Light Cell(4): 80
- Underwater Thrusters (2): 100 each
- Tail: 500
- Main Body: 500
- Head: 200\*
- Right Flipper: 80
- Left Flipper : 80

\*Destroying the head will not kill the Orca but will stop it in its tracks, eliminates all optical and sensory input ,and reduces the speed of the war mount to 10% of maximum.

\*\* Depleting the M.D.C. of the main body will kill the Orca .

Speed:

Running: Not possible.

Leaping: Not possible.

Digging: Not possible,

Swimming: 120 mph

Underwater Depth: 2 miles

Flying: Not possible.

Statistical Data:

Height: 10 feet

Width: 15 feet

Length: 60 feet

Weight: 75 tons.

Cargo: has no room for anything except a small bag of food and 1 personal weapon for the pilot.

Physical Strength: 15

Production Cycle: 5 year gestation period plus 10 year growth cycle until maturity

Operational Lifetime: 75 years

Horror Factor: 13

Feeding: Orca is a Carnivorous War Mount. And needs to eat 75 to 100 pounds of animal matter

a day. Unlike other underwater war mounts the Orca must be feed or hunt its food ..

Color: The top side of the Orca is predominantly black with light blue and purple highlights and has a light blue to white under-belly.

Sleep Requirements: As an artificially created organism, the Orca only requires 4 hours of sleep per day.

Other Data (used when the War Mount is without a rider):

An unmanned Typhoon is able to function without a rider using its animal-like intelligence and instincts to respond to any given situation.

However, the creature tends only to take action to defend itself

when threatened or when obeying the commands of an Outrider or Packmaster (only), like a trained

watchdog. It has no feelings about people or robots one way or the other.

War Mount Attributes: I.Q. 1D4 (low animal intelligence), M.E. 1D6+6, M.A. 1D6, P.S.15-20(Supernatural),

P.P. 1D6+6, P.E.1D8+4

Number of Attacks per Melee: 5 (up to three bio-weapons of any combination can be fired as a single volley)

Combat Bonuses: +3 on initiative, +6 to strike, +5 to parry, dodge, +4 to pull punch, +2 to save vs. psionics, +30% to save vs. coma/death, +5 to save vs. magic, critical strike on an unmodified 18-20, +6 to strike with long range bio-weapons

Combat Capabilities:

- Restrained Tail Strike: 4D6
- Full Strength Tail Strike: 1D4x10
- Power Tail Strike: 1D6x10+10, but counts as two attacks
- Body Block/Ram: 2D6x10+40, but counts as two attacks

Senses and Features:

- Advanced Sight: Can see clearly at distances up to one mile, also possesses passive nightvision 4000 feet, and polarized vision.
- Sound Amplifying Hearing: Can hear a whisper at 300 feet (1200 feet underwater).
- Sense of taste and smell is about one hundred times as acute as humans.
- The War Mount automatically can sense magnetic north.
- The War Mount has built in gills which pass on oxygen to the Out Rider Inside.
- Bio-Comms: Organic resonators create sympathetic vibrations that other bio-comm units can translate.

The communications are undecipherable to the machines. Its bio-comm allows communication externally up to a maximum range of 6 miles.

- Radar: Maximum range is 2 miles, but it can only be used on the surface of the ocean.
- Sonar: Maximum range is 1000 feet.
- Regeneration: Regenerates 1D6x10 per melee. Can regenerate lost bio-weapons within 2D4 hours and can

even regenerate the head after 4D4 weeks.

- Enhanced Operational Lifetime
- Enhanced Neurological Connections
- Floating Air Bladder: Increases depth tolerance to 8,000 feet. In the alternative, the War Mount can float effortlessly on the surface of the water indefinitely.

- Reinforced Exoskeleton

Bio-Weapon Systems:

1. Remora Mini Bio Torpedo's (15) The main underwater weapon used by the Orca is the Remora Mini Bio Torpedo each torpedo is a 1.5ft long genetically modified remora fish that is curled up inside a blister like protective growth. To fire a torpedo the protective blister ruptures the torpedo uncurls gets its targeting information and detaches from the War Mount then speeds off after its target once it reaches its target it attaches to the target then explodes.

Each of the Bio Torpedo's has its own independent neurological bundle (similar to tiny brain) allowing the torpedo to track and target its subject independently. This provides each of the Bio Torpedo's with two attacks per melee round,

as well as a bonus of +5 to strike and dodge, until it strikes its target (and is destroyed), or is shot at and destroyed, or until it dies within 2D6 melee rounds after being launched.

Primary Purpose: Assault

M.D.C. of the Torpedo: 20 M.D.C. points, but the torpedo is a small target and is -3 to hit on a "Called Shot".

Mega-Damage: 1D6x10 M.D. per individual Bio Torpedo fired.

Maximum Effective Range: 5 miles (16 km).

Rate of Fire: One at a time or in volleys of 2, 4, 6 or up to the number located on that particular War Mount. Whether a

single torpedo or an entire volley is fired, it counts as two melee attack/actions. Roll once to strike, either all the torpedo's

in the volley hit or they all miss.

Payload: 15 torpedo's spread out across the belly and sides of the war mount . it takes 1D6 hours to regrow a spent torpedo.

Bonus: +5 to strike and dodge, as noted above.

2. Super Light Cells (3): Three of these laser eyes are mounted one on the head and one on each side of the war mount and are used as a close in defensive weapon. To hit an opponent the War Mount must move its entire body to bring the light cells

to bear on a target .

Primary Purpose: Self-Defense, Anti-Armor.

Mega-Damage: 1D10+5 M.D. for a single laser blast. The light produced by these cells contains the full spectrum of light, so its

beams do full damage even to laser resistant armors (it's not a true laser).

Rate of Fire: Each blast counts as one melee attack.

Maximum Effective Range: 600 feet.

Payload: Effectively unlimited.

## **Physeter**

By Phalanx

The Great Houses with dominion over the oceans realized that they needed a War Mount capable of both extended independent patrols and bringing heavier firepower to bear than the Leviathan.

Thus was born the Physeter, so named after a mythical sea monster that could destroy ships whole with its powerful whirlpool. It serves in the role of heavy attack submarine and is one of the largest War Mounts created to date.

The Physeter's physiology is derived from combining the size and metabolism of the whale shark with the intelligence and hunting instinct of the orca. A single "Diver" (Outriders who focus on oceanic War Mounts) commands the Physeter from a fleshy pilot's chamber just large enough for himself and accessible from an armored hatch just forward of the dorsal fin. From the exterior, this hatch looks much like a patch of natural armor. Sixteen similar hatches (eight on each side, staggered in rows of four) contain spaces for passengers. Muscles wrapped around these "crew pockets" provide a simple, natural ejection capability. This makes the Physeter the delivery vehicle of choice for covert units deploying over long distances.

Similar musculature is used for the firing mechanisms that launch the Physeter's bio-torpedoes and organic land attack missiles. These weapons give the War Mount ranged attacks against sea and shore. Both types of ordnance are equipped with neural packs and eye sensors, giving them independent tracking ability and limited target self-selection if the primary target is already destroyed. The Physeter also has two hydro-cutter beams hidden in its wide mouth for close engagement and self-defense. Passengers can also open their hatches and use carried weapons at close range. However, this exposes them to attacks that require a called shot and are at -2 to strike because the pocket does still provide some protection.

Unless on a covert operation, Physeters tend to deploy in "wolfpack" formations of four to eight War Mounts. They operate at the edges of Bio-Comm range and silently communicate with each other concerning potential contacts and sea conditions. The Divers put together the tactical picture and advise the team

commander – who ultimately decides the wolfpack’s course of action. Divers tend to trust the instincts and senses of their Physeters, though, and give their input due consideration. This fusion of human ingenuity with animal instinct works remarkably well. This team effort is encouraged and, as such, wolfpacks are rarely split up.

Class: Oceanic War Mount

Crew: One Diver and 16 passengers

MDC by Location:

\* Armored Access Hatches (17): 180 each

\*\* Dorsal Fin: 150

\*\* Ventral Fins (2): 120

\*\* Tail & Tail Fin: 250

\* Bio-Torpedo Ventracles (4): 60 each

\* Organic Land-Attack Missile

Launchers (8): 60 each

\*\*\* Head: 280

\*\*\*\* Main Body: 1100

\* Small or low profile; -3 to strike

\*\* Difficult to strike except when head on; -2 to strike

Destroying the dorsal fin decreases lateral stability, imposing a -20% on riding checks.

Destroying both ventral fins decreases maneuverability, -3 to dodge and -20% to riding checks.

Destroying the tail makes maneuvers severely difficult, -5 to dodge and -40% to riding checks.

\*\*\* Destroying the head blinds the War Mount, reduces speed to 20% of max (hydrodynamics are shot), eliminates bonuses, and reduces attacks by half. The War Mount can function up to 12 hours after loss of head. Hydro-cutter beams are also destroyed.

\*\*\*\* Depleting the MDC of the main body effectively kills the War Mount.

Note: A compartment hatch must be destroyed first before the rider or passenger can be hit.

Speed:

Running: N/A

Leaping: It can leap three times its height and five times its length in an emergency surface.

Digging: N/A

Swimming: 300 mph, combat tires the War Mount at 1/10th the normal rate; max depth of 3 mi

Flying: N/A

Statistical Data:

Height: 12 feet

Width: 10 feet

Length: 80 feet

Weight: 12 tons

Cargo: Space for 16 passengers and their gear; can carry 3 tons under belly harness or pull 6 tons at one-third best speed.

Physical Strength: 1D6+41 (Supernatural)

Production Cycle: 6 years gestation + 6 years growth time

Operational Lifetime: 60 year span

Trade Value: 18-20 million credits healthy and undamaged

Bio-Regeneration: Sharks have incredible natural healing abilities. 5D6 MD per hour to any location so long as 2 MD or more remain. Extensive regeneration requires 1D4+1 days.

Horror Factor: 15 against humans outside the Resistance.

Senses & Features: Standard, plus Underwater Eyes and Electromagnetic Sensitivity (150 feet for human-sized objects or smaller, 1500 feet for average robots or large animals, 15 miles for massive objects or navigating the planet’s field)

Feeding: Filter Feeder – Draws in plankton and small fishes every few (1D6) hours when not in combat. Carries three days (3000 lbs) of processed nutrient reserves, can also use to feed crew or build ordnance.

Sleep Requirements: Sharks do not sleep, thus the Physeter only requires three hours of “down time” per day (taken at any time) where it rides the currents or swims at 1/10th max speed. Divers try to ride natural fast currents as much as possible to keep their Mount well-rested.

Other Data (used when War Mount is without a rider):

The Physeter is an exceptionally intelligent War Mount – owing to its cetacean-derived brain – and is very protective of humans. Physeters instinctively hate the machines and are dedicated to helping the Resistance. The relationship between a Diver and a Physeter is much more like a symbiosis or a team than one of master and servant. Thus, the Physeter has greater leeway in choosing how to react to a situation on its own. However, they will always act to protect their “little brothers” (humans) against threats seen or unseen.

Alignment: Typically good with only 20% anarchist. Never evil.

Attributes: IQ 2D6, ME 1D6+10, MA 1D6+10, PS 42-47, PP 3D6+6, PE 3D6+6, SPD as above

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +2 initiative, +3 strike, +4 dodge, +6 save vs.

poison/disease, impervious to Horror Factor and mind control

Instinctive Skills of Note: ID Plants & Fruit 80%, Underwater Navigation 90%, Swim 98%, Track by Scent 75%, understands 2 languages at 75% and “speaks” via Bio-Comm at 60%

Combat Capabilities: The Physeter’s only real physical combat ability is to ram a target at high speed, using two attacks. Body Block/Ram: 6D6 MD and has a 01-80% chance of stunning the

target. A stunned target loses initiative and two attacks.

Bio-Weapon Systems:

1. Hydro-Cutter Beams (2): Identical in principle to those on the Leviathan, these are larger and more powerful. They are fed by the Physeter’s powerful spiracles – a kind of natural water pump that keeps water flowing past the gills even when hovering. As long as the spiracles are submerged, the Physeter has a constant supply for the beams. A favorite tactic is to swim or hover - in the vertical - just a few feet below the surface and surprise unsuspecting enemies.

Primary Purpose: Anti-Armor and Self-Defense

Mega-Damage: 2D6x10 MD per blast. 01-65% chance of stunning a target (loses initiative and one attack). Robot short-circuit rules are the same as on p.124 of Splicers.

Rate of Fire: Each water blast counts as one melee attack.

Maximum Effective Range: 700 feet in the air, 400 feet underwater.

Payload: 18 blasts each on surface, refill requires one melee action. Unlimited underwater.

2. Bio-Torpedo Ventracles (4): The Physeter’s primary armament is its battery of advanced bio-torpedoes derived from squid DNA. They are fast hunter-killer weapons designed to impact at high speed and shoot an intense eruption of bio-plasma at the target. The main body of the torpedo is filled with a nitrate-based chemical that is stable until suddenly compressed by a rapid, simultaneous contraction of dense muscles that ring around the chemical sac.

The bio-torpedo’s speed and maneuverability come from extremely efficient hyponomes – muscular funnels

that can send directed jets of water out at high pressure. Once the Physeter designates a target, the image and/or signature are passed to the torpedo's neural bundle and recorded. The bio-torpedo has three forward-mounted eyes (underwater, EM vision, enhanced) and a sonar organ to allow it to auto-track in nearly any spectrum. Thin tendrils trailing from the bio-torpedo sheathe neural fibers and allow the Physeter to update the target package for up to 20 miles before disconnecting. Each torpedo has 20 MDC, a speed of 400 mph, and a lifetime of 1D4 hours.

Primary Purpose: Anti-Ship and Anti-Robot

Mega-Damage: 4D6x10 MD.

Rate of Fire: One at a time or in volleys of 2 or 4.

Maximum Effective Range: 40 miles.

Payload: 5 torpedoes each.

Replenishment takes 3D6 hours with 400 lbs of food or stores.

Bonus: +4 to strike and dodge.

3. Organic Land-Attack Missile Launchers (8): Similar to the vertical launchers on attack and ballistic submarines of old, the Physeter has eight OLAM launchers (four on each side) running parallel to the spine aft of the dorsal fin. The organic land-attack missiles are upgraded versions of the venerable organic rocket. Not only are they larger and more powerful, they are also smarter. The neural pack can be pre-programmed by the Diver or at home base with up to 20 target signatures for it to hunt and destroy. The warhead is comprised of an Omega Blaster designed to overcharge once within 50 feet of the target and self-annihilate on impact. Thus, even if the OLAM is shot down, the warhead will still explode and do blast damage.

Once launched, the OLAM is autonomous and will travel to the designated range and heading. Its three eyes (nightvision, compound, enhanced) and radar are used to locate valid targets after reaching the target zone by comparing against its memory. This makes it more difficult to track the missiles back to the Physeter, but also means that the Diver must have at least a general notion of the target package to ensure success. For missions of strategic importance, the Physeter will often carry a recon team to a safe beaching point and then head out to sea while they gather intel. Upon the team's return, the Diver will designate targets and launch the strike. An OLAM will self-destruct after three hours if it does not acquire a target. OLAMs can be launched from a depth of up to 50 feet and have a lifetime of 1D4+2 hours. Each missile has 16 MDC and a maximum speed of 400 mph reached via organic thrusters.

Primary Purpose: Anti-Installation and Anti-Robot

Mega-Damage: 5D8x10 MD to target and 2D6x10 to a 50-ft radius.

Rate of Fire: One at a time or in volleys of 3, 6, or 12. A volley counts as one attack.

Maximum Effective Range: 80 miles.

Payload: 3 per launcher. Replenishment takes 6D6 hours with 600 lbs of food or stores.

Bonus: +6 to strike and dodge.

## **Ramad**

By Kakuma

With the success of the Ganesh the Great House Shiva's librarians decided to attempt to create another troop transport with a bigger troop capacity and heavier assault capability. Once again looking back into their past they settle on the



rhinoceros as their beginning template and thus the Ramad wae reborn.  
 Class: heavy assault and strike team transport war mount  
 Crew: one rider, but can carry as many as eight troops in the eight pods and two more can ride on its back unprotected for a total of 10 troopers.  
 MDC by location:  
 Personnel pods (4 on each side ) – 250 each  
 shell vault pod covers (two on each side) – 200 each  
 heavy Gore Canon 200  
 front legs (two) 250 each  
 middle legs (two) 235 each  
 hind legs (two) 235 each  
 feet – hoofed (six) 120 each  
 horns – two on the head, top small 60, bottom large 110 \*note both horns have tendril injectors\*  
 eyes : two sets  
 primary – advanced eyes – armored 10 each  
 secondary – enhanced eyes – armored 10 each  
 head – 320  
 main body – 680  
 riders war saddle – 100  
 grip hands –( multiple sets) five each  
 \*A single asterisk indicates a small, low profile, or shielded target that is difficult to hit. An attacker must aim and make a "called shot" to hit such targets, and even then is -3 to strike.  
 \*\*Destroying the head will stop the war mount in its tracks, eliminates all optics and sensory systems, reduces the speed to 10% of Max, reduces the number of melee attacks to three total (including the riders) and negates all bonuses from the animal, but the rider can still fire the weapon systems and makes the war mount walk (at a ponderous pace) for up to 12 hours after the head is gone.

\*\*\*Depleting the MDC of the main body will shut down the war mount completely, rendering it totally useless and effectively destroying and killing it.  
 Note: the war saddle comes up and wraps mostly around the rider, giving him some extra protection. This saddle must be destroyed before the pilot can be hit.  
 Speed:  
 Running: 130 mi./h  
 Leaping: not possible. The Radam weighs too much.  
 Digging: not possible.  
 Swimming: not possible. It would sink like the proverbial rock.  
 Flying: not possible.  
 Statistical data:  
 Height: 15 feet at the shoulder, 18 feet to the top of the Gore Canon.  
 Width: 10 feet  
 Length: 40 feet  
 Weight: 7 tons  
 Cargo: the Radam is meant to hold troops, but can carry an additional 3 tons of cargo, and up to 8 tons can be pulled behind it if the cargo was on a wheeled platform, half being dragged across the ground.  
 Physical strength: 1D8 +60, supernatural p.s.  
 Production cycle: four years gestation, +3 years growth time.  
 Operational lifetime: 80 years, but most don't make it past 50 to 55 due to the combat losses.  
 Trade value: 10 million credits for a healthy, undamaged unit with all limbs and weapons intact.  
 Bio regeneration: 6 D6 MDC per hour for the main body and 3d6 MDC for all other locations.  
 Horror factor: 17 against humans not familiar with the Radam, none against the machines.  
 Senses and features:

Original eyes slightly lowered and upgraded to advanced eyes, armored. Second set of eyes located slightly above originals and upgraded to enhanced sight, armored also. Above and along the topmost brow ridge and across the forehead/face are a series of glow cells 1D 12 total. 1D6 upgraded to simple light cells. Enhanced hearing, Bio comms, Enhanced sense of taste, Enhanced physical strength, Enhanced speed factor, Enhanced olfactory sense, Instinctive sense of direction, Reinforced exoskeleton and covered in defensive horns, Resistance to lasers, multiple sets of grip hands spread all over the mount.

The Radam features three sets of legs with hoofed feet that form the basis for the speed of its charging attacks.

On each side between each set of legs are too heavily modified shell vault's that acts like an armored hatch covering to of the Ganesh style trooper transport pods (total of eight pods altogether). The shell vaults opened from the bottom out. The troops can disembark from the pods as soon as the shell opens enough for the troopers to drop out. Or they can wait until the shells are fully opened and parallel to the ground and use them as cover while advancing on foot.

Each of the four shell vaults are covered in pairings of grip hands that carry everything from the lances produced by the underside of the Gore Canon to personal supplies and/or other personal weapons.

Enhanced mental attributes allows the Radam to help its rider in prioritizing targets and reacting to changes in combat. Prioritizes attacks based on the biggest threat size wise first followed by danger threat level second ( bonus + ? To damage from dual horn strike, + ? To damage caused by tendril injectors)

Feeding: the Radam is a lithovor and requires 300 pounds of minerals (stones, rocks, dirt, clay, etc.) a day.

Sleep requirements: the Radam requires six hours sleep per day.

Rider: the rider straddles and lays along the spine near and upon the back of the front set of shoulders. The back of the saddle covers the rider to the top of his/her head to provide protection and enhanced neurological connections.

Bio weapons systems:

1. Modified heavy Gore Canon (1)  
Mounted on top of the back end/hips is a heavy gore cannon. The underside of the heavy gore cannon has been modified to "grow" a jousting like spine. The Lance like spine grows either an EMP style bio grenade or a high explosives shaped charge. The type of Lance produced is set during genetic gestation and can not be changed or modified even if bio E is spent. It takes between 24 to 48 hours for a new Lance to grow along the underside of the Gore cannon mount. When a Lance has finished forming a split will form on the underside of the Gore cannon dropping the Lance which is caught by sets of the grip hands that cover the war mount, the grip hands will hold onto additional lances as they form until they are needed. The grip hands also hold on to the riders personal weapons and equipment.

Primary Purpose: Combat Support.

Secondary Purpose: Assault and Defense.

Mega-Damage: 8d8+ 14 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 2200 feet (671 m).

Payload: 30 blasts.

Bonus: +2 to strike.

2. Dual facial horns (2) both horns are equipped with tendril injectors (bonus +?)

To damage from dual horn strike, +? To damage caused by tendril injectors). Popular bio enhancements and weapons: The most popular bio weapons enhancements/additions for the Radam tend to be heavy on the offensive side. Such choices include casting guns, Bore guns, organic missile pods, and the very popular Omega blaster. That being said it is not unusual to see some mounts being equipped with organic thrusters mounted on the hindquarters to help increase speed and thus damage caused by impact. Occasionally organic thrusters will be mounted on the sides also, to provide greater precision on attack runs and in some cases it can provide the mount with a bonus to dodge attacks.

The Radam's are generally bred in one of four colors. Black and white are the two most prominent colors. While ranking officers are bonded with silver and gold colored mounts. The only common color among the four breeds are the Crimson blood red highlights. Such as the interior surfaces of the troop carrier compartments. . Skin appears as horn covered exoskeleton that is itself covered in what looks like obsidian or milky quartz crystals (note crystals/flakes/shards are the effect of the laser resistance). Of course riders can choose their own colors but they must be bought and paid for during the initial creation process. Choice of silver and gold versus the standard to less flashy would be officers choice (I realize that standard theater of operations call for not singling out or identifying officers from a distance but there'll always be those thickheaded that want to lead from the front so they can be an inspiration, read massive self ego stroking, to the troops. That and you never know house Shiva may form an honor guard and everybody

knows they have to be shiny and pretty. 8-)

## **Sequoia**

By Ectoplasmic Bidet

For as long as almost any Splicer can remember, the Seedlings have served as homes to the Resistance. Now, as the enormous subterranean organisms begin to mature into their adult forms, it is hoped that the Seedlings will fulfill their true purpose as a means of escape from the Machine dominated Earth which has become so inhospitable to Mankind. Bio-engineering a living spaceship from scratch is perhaps the single greatest achievement of Splicer bio-technology and it was made possible only because loyal Technojackers stumbled across data files containing extensive information about ancient humans' pre-N.E.X.U.S. journeys into space. Instead of blindly speculating, Engineers and Librarians were gifted with all the pertinent knowledge necessary to make the Sequoias a reality, everything from scientifically precise information detailing the harsh conditions of outer space which would require special bio-tech to overcome, to the escape velocity needed to successfully break away from the Earth's embrace. Even the living ion drives of a Sequoia are based on engineering specs for never constructed but heavily speculated upon space vessels designed long before N.E.X.U.S. was created.

For the past decade, Sequoia Seedlings have begun to reach maturity. Instead of immediately escaping into space, however, the Leaders of the Resistance whose Houses possess one or more Sequoia Seedlings have waited for the perfect opportunity, a set of pre-requisites agreed on very early in the development of the living starships. The

first condition has been met, with all surviving Sequoia Seedlings now launch capable. It is hoped that simultaneous launches from multiple points around the globe, with Sequoia spreading into space in all directions, will increase the likelihood that even if the Machine does prove capable of pursuit, some of the vessels will survive to carry enough humans to a new home that the species' continued existence will be assured. The second condition requires only a little more patience. According to ancient data, now confirmed using specially created optic systems, the bio-tech equivalent of modern day observatories, the Sun will soon be entering a cycle of greatly increased activity. During this time, the Earth will be bombarded with intense solar winds and great flares of radiation. Using a combination of careful observation and espionage, the Resistance has learned the Machine's limited space presence becomes predictably dormant at certain intervals when the solar bombardment grows especially fierce, a measure that protects delicate electronics from damage by the intense radiation. Though detection is a virtual certainty, it is hoped that many Sequoia launches will go unnoticed and that the head start, no matter how small, will give humanity a greater chance to avoid the inevitable Machine response. Despite a lack of space vessels of its own, at least none the Resistance can find, the Machine has at least as much information on space travel as the Resistance has collected, and its vast resources and manufacturing capabilities mean robotic hunters may only be weeks behind.

The Silo: Sequoia Seedlings do not technically grow into Sequoias. As a Seedling begins to grow, it forms the Silo(aka the Sheath, Trunk, etc). The

Silo grows at an incredible rate, spreading its various root systems out to incredible distances. The traditional roots, normally present in plants, absorb nutrients and tap underground aquifers to provide for the Seedling and its inhabitants. Unlike the normal, though super-sized roots found in plants, a root system of heavily bio-engineered worm-like tendrils burrow through the Earth's crust to tap the mantle for unlimited geothermal energy and spread out in an extensive network sometimes over a hundred miles in diameter to leech necessary minerals from the surrounding rock and soil.

It is within this sheath that a Sequoia is formed, first becoming an ever growing underground habitat, but eventually maturing into a living starship.

Not only does a Silo provide the required materials for the Sequoia growing within, it serves one final purpose, for it is the barrel from which the starship is fired into space. When the Sequoia is ready to be launched, enormous vats of two normally inert bio-engineered secretions(the defense mechanism of an alien species of a tiny beetle found in some of Gaia's Nature Preserves) are combined deep underground. Together, these substances form a uniquely volatile binary compound that explodes without fail approximately three seconds after formation. So violent is this reaction that it inflicts a ridiculous 1D4x10,000 MD to everything within a radius of approximately five miles, with half damage up to ten miles away, and a quarter damage up to twentieth miles. If not for the extreme difficulty and time consuming nature of creating these compounds in useable quantity, they would have provided the Resistance with a powerful weapon against the Machine.

The explosion quite adequately propels a Sequoia into space and though the damage done to the ship is sometimes more than its Bio-Force Field can absorb, it is not crippling. Those not cocooned within the protective gel of a bio-stasis pod must be very securely cushioned and restrained to avoid injury in this process.

Besides launching a Sequoia into space in a rather spectacular fashion, the violence of the explosion also totally vaporizes the Silo, destroying any information the Machine could learn from its remains, and hopefully provides a certain amount of cover for the escaping ship. It is hoped that the terrific energies of the explosion will mask fleeing Sequoias from any Machine sensors that happen to be looking their way.

Sequoia: Enormous squid-like starships, Sequoias carry within them everything needed to establish a colony on some distant, but hopefully habitable world. Though armed with many powerful bio-weapons and defended by a fleet of powerful space fighters and space capable Host Armors, a Sequoia is not a combat vessel. They are escape pods on a planetary scale, designed to blast into space as fast as possible, and to never look back. If the Machine catches up with a fleeing Sequoia, the likelihood of survival is too small to reasonably calculate, as no one can imagine N.E.X.U.S. would have any compunctions against using nuclear weapons against space-born humanity, since there would be no environment to contaminate and no stray wildlife to harm. As durable as a Sequoia is, it would quickly succumb to the atomic weaponry once employed so liberally by the Machine in its efforts to exterminate Man.

War Mounts, aside from the Cone space fighters, are not typically carried aboard Sequoias. Not only is space at a premium, even in a vessel so large as a Sequoia, but the resources necessary to sustain War Mounts and the personnel needed to oversee the creatures would be wasted on a journey that could take centuries to complete.

Class- Self-Sustaining Habitat/Living Starship

Crew: 1 Outrider pilot, 2 Outrider co-pilots, and a bridge crew of 8 who monitor external and internal conditions, status of the nuclear bio-reactor, bio-stasis pods, etc. 150 Outriders share duty manning weapon emplacements at all times. A Sequoia is not a sentient being, operating automatically as it was designed with little need for human oversight.

Troop Capacity: Up to 18,000(12,000 Host Armor pilots), 600 Space Fighter pilots. Actual numbers are typically much lower, however, as Host Armors not easily or realistically sustainable(Vampiric, Lithovores, & Parasitic) and those not space capable, along with their pilots, are normally put in bio-stasis to conserve resources. This also applies to the majority of non-Host Armor pilots who simply have no discernable use while traveling through space. Typical active troop complement is no more than 2,000, all with space capable Host Armor, many of whom are space fighter pilots.

Non-Combatants: The standard complement of non-combatant personnel varies greatly between individual Sequoias, depending on the tastes of the leaders of various Houses. The typical Sequoia will have 3D6+6 Engineers and 1D4+2 Librarians active at any given time.

Bio-Stasis Complement: Up to 100,000 people can be safely stored in stasis. War Mounts or bio-tech creatures larger than a full-sized Host Armor do not fit into the stasis pods.

MDC by Location:

-Fighter Nursery[Bow]- 20,000 + 2D6x1,000

-Omega Blaster Batteries[12]- 1,200 + 1D6x100 each

-Super Light Cell Point Defense Bundle[36]- 300 + 1D4x100 each

-\*Pseudopod/Ion Emitter[4; Rear]- 20,000 + 2D6x1,000 each

-\*\*Main Body/Habitat- 240,000 + 2D6x10,000

-\*\*\*Rear/FTL Drive- 120,000 + 1D6x10,000

-\*\*\*\*Bio-Force Field- 30,000

\*Each pseudopod is a complex organ dedicated to transforming the raw power generated by the massive bio-reactor at the Sequoia's core into propulsive force via ion emission. Each pseudopod destroyed reduces maximum speed and acceleration & deceleration by 25%.

Given their complexity and the resources necessary to regrow these organs, damaged pseudopods regenerate at a reduced rate of 1D4x100 MDC per hour and if destroyed require 1D4+2 weeks to regrow. During the growth of a new pseudopod, all other ship components regenerate at 50% their normal rate.

\*\*The Main Body/Habitat regenerates 1D6x1000 MDC per hour. Depleting the MDC of the Main Body/Habitat renders the ship unconscious, reduces life support to a bare minimum, and powers down all weapons. 1D4x10+10% of the ship's habitable compartments will have been ruptured and exposed to vacuum and internal rotation systems will be offline, rendering artificial gravity inoperative. Unopened launch orifices can be blasted through and large holes

blown in the ships hide can be used to field space capable defenders, but for the most part the vessel will be helpless. Further reducing the MDC beyond -40,000 kills the ship.

\*\*\*The Rear/FTL Drive section of a Sequoia regenerates 1D4x1000 MDC per hour. Depleting the MDC of the Rear/FTL Drive will cause the nuclear reactor powering the ship to go critical and initiate a meltdown effect. If this occurs, the entire section will explosively jettison the Main Body/Habitat with enough force that the meltdown will not contaminate it.

Unfortunately, this section of a Sequoia cannot be regrown. If it is destroyed, it is forever lost. Small backup reactors within the Main Body/Habitat continue to power minimal life support and bio-stasis pods, but weapon range and damage is reduced by 75%, damage to all components regenerates at 25% of the normal rate, and rotationally maintained artificial gravity ceases to function, while the Bio-Force Field cannot be maintained at all. While a Sequoia in this condition may continue to exist long after such damage, the only hope for those trapped within is rescue by allies or, as unlikely as it seems, alien interference.

\*\*\*\*The Bio-Force Field regenerates at a relatively slow rate of 1D4x10+20 MDC per hour. If MDC is depleted, the Bio-Force Field cannot be re-initialized for 24 hours.

Speed:

-Atmospheric Flight- Not Possible. Once launched into space, a Sequoia is only capable of making a controlled descent to the surface of a new planet, and is forever grounded afterwards.

-Trans-Atmospheric Flight- Approximate maximum of Mach 6 before engaging FTL bio-systems.

- FTL Travel- Speed Factor 30, with a maximum acceleration and deceleration of 1 c per hour.
- Range- Effectively Unlimited. Barring catastrophic mishap, a Seedling is capable of sustaining its full crew complement and all bio-tech devices and creatures not currently held in bio-stasis for centuries.
- Statistical Data:
  - Diameter: 3,000 + 1D6x100 feet tapering down to a very blunt nose cone(Fighter Nursery) approximately 400 + 2D6x10 feet in diameter.
  - Length: Main Body/Habitat: 12,000 + 2D6x100 feet, Fighter Nursery: 400 + 3D6x10 feet, Rear/FTL Drive & Metabolization Chamber: 3,000 + 2D4x100 feet, Pseudopods/Ion Emitters: 2,000 + 1D4x100 feet
  - Weight: Approximately 120 million tons fully loaded
  - Cargo: Approximately 30 million tons
  - Physical Strength: Vast, but inapplicable.
  - Production Cycle: 18 month gestation period, plus 100 year growth time. Until fully grown, a Seedling is only capable of providing its various life support functions.
  - Operational Lifetime: Theoretically unlimited, so long as it is not allowed to starve.
  - Trade Value: Unplanted Seeding: 100 million credits. Once planted and a viable underground habitat or fully mature and space capable starship, they become priceless.
  - Bio-Regeneration Rate: Unless otherwise noted, all components regenerate 1D6x100 MDC per hour.
  - Horror Factor: 18, but only for those unexpectantly witnessing the matured Seedling, now a Sequoia starship, launch into space.
  - Senses & Features: Detailed below.

- Power System/Metabolism: Varies throughout its lifetime. Functionally a Lithovore & Omnivore, but only so long as it continues to grow.
- Geo-Thermal/Nuclear fueled Thermosynthetic metabolism at full maturity, though it continues to function as a Lithovore & Omnivore for the purposes of recycling internal wastes and introducing new biological material for use by those living within.
- Sleep Requirements: As an artificial organism designed for continuous operation, the Seedling does not require sleep.
- Bio-Weapon Systems: Sequoias do not mount projectile weaponry, aside from the Cone fighters themselves. There are several reasons for this measure. Power is generated in great abundance by the nuclear-fueled Thermosynthetic metabolism of a Sequoia, with more than enough left over for energy weapons. Energy weapons can be mounted entirely on the outer hide of the ship, saving space and eliminating the need for internal mechanisms to supply ammo to projectile weapon, which also reduces potential weak points on the hide. Finally, the projectiles would represent an unnecessary and wasteful squandering of precious biological matter that simply cannot be replaced while in the depths of space.
- Super Light Cell Point Defense Bundle[24]- Each of these strategically located and fully articulate weapon nodules are composed of six fully upgraded Super Light Cells clustered around a trio of eyes especially enhanced and armored against the riggers of space. Each of these point defense bundles is manned by an Outrider who controls it from within the safety of the ship. Defense bundles are treated as personal War Mounts for any Outrider operating

them, granting all relevant bonuses in the process. Individual Super Light Cells can be fired, but are almost always tandem fired in volleys.

-Primary Purpose: Defense

-Mega-Damage: 2D10 MD per Super Light Cell(12D10 MD per full 6 Cell volley)

-Maximum Effective Range:

Atmosphere: 4,000 feet, Space: 40,000 feet.

-Rate of Fire: Each blast or volley counts as one melee attack. Roll only once per volley. Either all the light beams hit, or the all miss.

-Payload: Effectively Unlimited.

-Bonus: +1 to strike on an aimed shot.

-Special: These bundles make tiny targets compared to such a large vessel. To deliberately strike a bundle an enemy must make a Called Shot with a -3 penalty.

Omega Blaster Battery[12]- Like the defense bundles, these much heavier weapons are standard bio-weapon enhanced to their fullest capacity and arrayed for greater combined firepower. Arranged in a pentagon pattern around the triple eye optic sensor and protected by lightning quick armored shutters to shield the sensitive beam emitters, Omega Blaster Batteries are placed at points across the ship to ensure that at least two of them can converge their fire on any target within range. Each of battery is manned by an Outrider who controls it from within the safety of the ship. Batteries are treated as personal War Mounts for any Outrider operating them, granting all relevant bonuses in the process. Individual Omega Blasters can be fired if a steady rate of fire is desired or they can all be fired in tandem to create devastating waves of destructive energy.

-Primary Purpose: Anti-Robot

-Mega-Damage: 4D8x10 MD per Omega Blaster fired(20D8x10 MD per full volley)

-Beam Radius: 20 foot radius per Omega Blaster fired(100 foot radius per full volley)

-Maximum Effective Range:

Atmosphere: 10,000 feet, Space: 100,000 feet.

-Rate of Fire: Each blast or volley counts as one melee attack. Roll only once per volley. Either all the light beams hit, or the all miss.

-Payload: Effectively Unlimited, however each individual Omega Blaster may only be fired twice per melee round.

-Bonus: +2 to strike on an aimed shot, with an additional +1 bonus to strike per Omega Blaster fired.

-Special: These batteries make tiny targets compared to such a large vessel. To deliberately strike a battery an enemy must make a Called Shot with a -3 penalty.

Sensory Organs & Abilities: Scattered across the hide of a Sequoia are hundreds of fully bio-enhanced eyes, more than enough to give the ship's pilots adequate visual data even after suffering damage across the majority of its surface. Despite being able to see telescopically(approximately 300,000 miles) throughout the electromagnetic spectrum, the true gem of the Sequoia's sensory systems is its Gravity Node. Visual data simply cannot be relied upon while traveling at FTL speeds, making dangerous collisions impossible to avoid. So advanced is the Gravity Node, that it was not a viable bio-tech device when the Seedlings were first developed. Instead, the Seedlings were created and planted while decades were spent trying to solve the problem of FTL navigation. With the creation of the Gravity Node, a whale-sized gland-like organ that detects



even the slightest spacial distortion generated by objects nearly a light year away, the final hurdle to space travel was cleared. Once a Seedling has matured into a space capable Sequoia and an Engineers has added the necessary genetic information to the starship, a Gravity Node will grow into place in 1D4+12 days. A Gravity Node transmits information to the Outrider piloting the Sequoia exactly as if he was using a War Mount with the Radar ability, complete with full bonuses, but impossible to foul and a range of 1 light year.

**Biological Defenses:** Beyond it's powerful Bio-Force Field and thickly armored hide, a Sequoia starship has a number of bio-enhancements meant to help it cope with the hazards of space and to resist damage is attacked.

**-Immune to Cold & Heat:** The specially engineered hide of a Sequoia is only capable of transferring heat in one direction; inward. This not only makes it impervious to the bitter cold of deep space, it also makes the vessel totally immune to heat, as it is absorbed to supplement onboard energy. Mega-Damage heat, flame, & plasma only serves to fuel a Sequoia.

**-Resistant to Kinetic Energy & Physical Attack:** The hide of a Sequoia is normally surprisingly supple, but physical impact aligns crystalline fibers beneath the surface to turn the skin ultra-hard. This reaction effectively halves the damage suffered from any physical attack on a Sequoia.

**-Resistant to Energy-** The hide's ability to absorb heat, the crystalline fibers responsible for its ability to rapidly harden, and a quirk of the same alien DNA responsible for Bio-Energy weapons combine to allow the Sequoia to refract and absorb a certain amount of

harmful energy directed at it. Sequoias are immune to hard radiation of non-mega-damage intensity and suffer only half damage against MD level radiation attack and effects. Laser and ion beam weapons inflict only 50% damage to a Sequoia's hide and particle beam weapon damage is reduced by approximately 33%.

**Anatomical & Physiological Features:**

Just like a Seedling, a Sequoia is engineered to provide for every requirement of those living within it. Water and wastes are recycled, air scrubbed and refreshed, and food provided in several forms by various internal organs that provide edible meat and vegetable matter. In addition to this, however, are features designed specifically for the Sequoia, systems necessary for long term space flight and added survivability.

**-Rotating Internal Habitat:** Between the outer hide of a Sequoia and its inner habitat is a layer of highly viscous mucus which acts not only as a shock and radiation absorber, but also as a medium for the bio-tech equivalent of artificial gravity. Powerful organic jets that line the outside of the habitat chamber work tirelessly to spin the enormous city-sized section within the mucus layer while the pseudopod ion propulsion system actively prevents counter-rotation of the outer shell. While not a perfect system, it does provide approximately .75 g for those living within, well within margins needed to prevent de-calcification of bone and other detrimental health effects experienced in low gravity environments.

**-Bio-Static Pods:** A significant portion of the habitat chamber is dedicated to vast row upon row of special organelles capable of putting living beings into

state of suspended animation. When activated a stasis pod secretes a gel-like substance that combines with a pre-administered drug to halt biological and neurological activity. A person placed within such a pod, along with their gear (living armor, bio-weapons, even Host Armor) can be maintained in this state for centuries without ill effect.

-Fighter Nursery: A bio-tech factory of sorts, the huge front compartment of a mature Sequoia can be configured to produce and gestate various War Mounts at their normal rate, but the only practical application of this while in space is to generate the Cone bio-tech space fighter, a War Mount designed specifically for trans-atmospheric combat. Each Cone resembles a miniature Sequoia and is piloted by a specially trained Outrider. Each of the nursery's 100 gestation tanks is capable of producing a fully grown Cone fighter every 12 months, though space constraints limit a Sequoia to a maximum of 300 Cone fighters. Up to ten Cone fighters can be launched from special launch orifices at full speed every three seconds. Damage to the Fighter Nursery regenerates 1D4x1000 MDC per hour. If destroyed, the nursery requires 1D4+1 weeks to regenerate. Docked fighters have a 1D4x10% chance of surviving to be salvaged, but those not fully grown are lost. Hand to Hand Combat: Not applicable. Despite the apparently powerful pseudopods, they are not capable of combat.

### **Skull Cracker**

By Slappy

The Skull Cracker is a fast attack aerial War Mount. It looks like a large Pterodactyl with long muscular legs and dark green skin. Its carnivorous lizard

head more resembles that of a stubby-nosed Raptor than a Pterodactyl, but what makes the design truly unique is its thick muscular neck and large ram horns. Its powerful wings allow it to reach impressive speeds, and its body is lined with multiple organic thrusters which makes it one of the fastest War Mounts in the Resistance. The beast is only slightly larger than an armored human, but it packs decent destructive power. Its only long-range armaments are a pair of Pod Launchers that it uses to soften up the Machine's air forces or tear apart large concentrations of ground troops, but its real strength comes from its very unconventional attack.

The War Mount gets its name from its primary method of attack. The skull of the beast is nearly six inches thick, and it has an enormous pair of ram horns that allow it to crash into opponents at incredibly high speeds without ill effect. The unique design of the War Saddle helps protect the pilot during these collisions as well. The pilot lies in a prone position on the Skull Cracker's back at a slightly elevated thirty degree angle to give the rider a better field of vision. While on the ground, the pilot can move his head freely, but when the War Mount takes flight, the War Saddle grows around the pilot's head in order to completely immobilize it. This protects the rider from whiplash during high speed impacts, but it does limit the pilot's peripheral vision. Most riders enhance their armor with radar or additional eyes on the sides of the head to deal with this little side-effect.

The Skull Cracker is the favorite War Mount among Archangels and Outriders that prefer speed and maneuverability over power. They are primarily used to support ground forces and cover the backs of the slower, more powerful War

Mounts like Dracos and Zephyrs, but some field commanders have found that Skull Crackers or more effective when their crazy pilots are just allowed to cut loose. When this happens, it is truly a sight to see. These speedy beasts become an absolute blur as they blaze all across the battlefield. They constantly ram into Sky Fighters and other flyers, bombard ground forces with their Pod Launchers, and swoop down to seize Steel Troopers and Slicer Robots in their powerful talons. Only the best among the Archangels are ever issued a Skull Cracker, and it is the goal of nearly every one of these lunatic pilots to take to the skies on the backs of one of these beasts.

Class: Fast Attack Aerial War Mount

Crew: One pilot

M.D.C. by Location:

- Wings (2): 140 each
- Legs (4): 120 each
- Clawed Feet: 80 each
- Tail: 120
- Pod Launchers: 85 each
- Head: 225\*
- Main Body: 190\*
- War Saddle: 100

\*Depleting the M.D.C. of the Head or Main Body kills the Skull Cracker.

Speed:

Running: 60 mph maximum without a rider, but only 30 mph when carrying a pilot. The act of running does tire out the War Mount but not the rider. The Skull Cracker can run at top speed for 1D4 hours straight before needing to rest for 1D6x10+30 minutes.

Leaping: The legs are surprisingly powerful which allows it to leap 30 feet high or across. Organic thruster assisted leaps can propel the Skull Cracker an additional 200 feet high or 500 feet across.

Digging: Not possible.

Swimming: 120 mph. Maximum depth is only 500 feet.

Flying: Maximum speed is 650 mph, with a cruising speed of 350 mph. The Skull Cracker can reach speeds of nearly 1000 mph when performing a steep power dive. When the War Mount wants to fly silently (without the organic thrusters) it can only fly at a maximum speed of 400 mph and a cruising speed of 150 mph. It can fly all day long at cruising speed, but only eight hours at maximum speed before needing to rest for at least one hour.

Statistical Data:

Height: 7-8 feet standing straight up, but 2.5 feet when lying on its stomach.

Width: 3.5 feet with a wing span of 15 feet.

Length: 8-9 feet from the tip of its nose to the ends of its feet. Also has a 7-foot long tail.

Weight: 800 lbs.

Cargo: Can carry 500 lbs. Additional weight decreases the Skull Cracker's speed. An extra 200 lbs. decreases speed by 25 percent, an extra 400 lbs. decreases speed by half, and any amount greater than 900 lbs. total makes flight impossible.

Physical Strength: 1D6+20

Production Cycle: 1 year gestation period plus 1 year growth cycle.

Operational Lifetime: 60 year life span.

Bio-Regeneration Rate: 4D6 per hour to the main body and 2D6 per hour to all other locations.

Horror Factor: 12

Feeding: The Skull Cracker is a Carnivore. It needs to eat 10 to 20 pounds of animal matter a day, and may gorge on up to 80 pounds at one time. After gorging, the War Mount can go 2D4 days without feeding and without suffering any ill effects.

**Color:** The Skull Cracker is dark green in color with light tan ram horns.

**Sleep Requirements:** As an artificially created organism, the Skull Cracker only requires 4 hours of sleep per day.

**Other Data:**

An unmanned Skull Cracker is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. They quickly learn that robots are the enemy and will attack them whenever they get too close. These War Mounts live for the thrill of combat just like their riders, and they enjoy mixing it up in the skies with the Machine. They only follow the commands of Packmasters, Outriders, or Archangels (Skull Crackers have an affinity for these fearless daredevils).

**Alignment:** Anarchist. The Skull Cracker is an adrenaline junkie and quickly becomes bored and agitated when confined. They grow very close to riders with a similar personality type and will actually come to their aid when threatened.

**War Mount Attributes:** I.Q.: 1D4+2, M.E.: 1D6+8, M.A.: 1D6, P.S.: 21-26, P.P.: 1D4+20, P.E.: 1D8+14, P.B.: 1D4+1, Spd.: 60 mph on the ground, 650 mph in flight.

**Number of Attacks per Melee:** 4

**Combat Bonuses:** +4 on initiative, +4 to strike in hand to hand combat, +2 to strike with ranged weapons, +2 to parry, +3 to dodge, +6 to dodge while flying, +6 to roll with punch, +3 to pull punch, +4 to disarm, and impervious to horror factor, disease, and poison.

**Equivalent (Instinctive) Skills of Note:** Land Navigation 90%, Track by Scent 65%, and understands the Native Language of the Great House that created it and one other common language at 70%. Recognizes robots and

machines as enemies to be destroyed or chased away.

**Combat Capabilities:**

- Bite: 3D8
- Restrained Talon Strike: 1D8
- Talon Strike: 3D8
- Power Claw Strike: 6D8, but counts as two attacks
- Kick: 4D6
- Leap Kick: 5D8, but counts as two attacks
- Tail Whip: 1D8
- Body Block/Ram: 3D8 per every 100 mph. See the Ram Attack below for complete damage.

**Senses and Features:** Standard for War Mounts plus:

- Radar: Maximum range is 6 miles in open spaces.
- Reinforced Skull.

**Bio-Weapon Systems:**

1. Pod Launchers (2): Mounted over each shoulder of the Skull Cracker is a powerful Pod Launcher. They fire a burst of seed pods that explode on impact and shower the blast area with razor-sharp shrapnel. These weapons can devastate large concentrations of ground forces during high-speed strafing runs.

**Primary Purpose:** Assault

**Secondary Purpose:** Defense

**Mega-Damage:** 5D8 M.D. per burst with a blast radius of 30 feet. When both launchers fire at the same target, damage is 10D8 to a 50-foot radius.

**Rate of Fire:** Each burst counts as one melee attack. A dual attack from both launchers counts as one melee attack.

**Effective Range:** 2400 feet

**Payload:** Each Pod Launcher grows enough seed pods for 32 bursts per hour (64 total); automatically regenerates.

**Bonuses:** +1 to strike with a burst of pods.

2. Barbed Talons: The feet of the Skull Cracker are prehensile with three toes in

the front and the “thumb” on the back of the heel. Each toe ends in a four-inch long razor-sharp barbed talon. This allows the Skull Cracker to easily grab targets at high speed and keep them from breaking its grip. It may be difficult for the victim to break free, but the Skull Cracker can easily tear the talons out of its prey whenever it chooses.

Primary Purpose: Assault

Secondary Purpose: Grappling

Mega-Damage: Each foot inflicts 3D8 M.D. and a dual strike inflicts 6D8 M.D. (counts as one melee attack). It requires a combined Robotic/Splicer P.S. of 50 or higher to break free of the Skull Cracker’s grip. Whether the War Mount pulls the claws free or the victim does, this action inflicts an additional 1D10 M.D.

Effective Range: 6 foot reach.

3. Prehensile Tail: The tail of the War Mount is prehensile and is used to ensnare robotic prey. It is not designed for whipping, so it cannot deliver a very powerful strike.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D8

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 7 feet.

Bonuses: +3 to strike and parry and +5 to dodge. These bonuses only apply to the tail and no other bonuses apply.

4. Ram Attack: The Skull Crackers strongest and strangest attack. Even people familiar with this War Mount are often surprised it can survive such high speed collisions. Every 100 mph of speed inflicts 3D8 M.D. The War Mount and rider are protected from the impact, but at higher speeds the Skull Cracker does take some damage. Any ram attack at speeds greater than 500 mph means the War Mount also takes 20 percent of

the damage. A ram attack has a 01-90% likelihood of knocking an opponent as large as 15 feet tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two attacks per melee. A ram attack counts as two melee attacks. Skull Crackers are also able to perform a head-on collision against other flyers. They have learned to blunt the impact so that it is not fatal. In these cases, the Skull Cracker inflicts 2D4x10 M.D. against its target and only suffers 5D6 points of damage (counts as two melee attacks).

### **Sky Manta**

By Ectoplasmic Bidet

Though often hideously outnumbered, the Resistance's ground forces are quite capable of holding their own against superior Machine numbers, and, for the most part, the Resistance owns the Great Ocean. Where humanity continues to lag behind, despite significant advancements in bio-engineering over the past century, is in its airborne forces. The gap between the Machine and the Resistance continues to shrink, however, with the development of the Sky Manta, a next generation War Mount using an array of bio-technologies to achieve fairly astounding results. Faster than anything fielded by the Resistance since the nano-plague cut humans off from their advanced technology, the Sky Manta can engage any aircraft in the Machine's arsenal on equal or better footing.

Resembling an enormous manta ray, for its base DNA is in fact that of a common species of manta found in the Great Ocean, the Sky Manta blasts through the air mostly through the use of its multiple organic thrusters, the wings themselves providing only about 20% of its power. Lightly armored and no more heavily armed than any other assault-type War

Mount, what allows this creature to truly shine is the complex system of storage sacs and reaction chambers located in its long, bone-plated tail. When necessary, the Sky Manta can initiate an internal chemical reaction that turns its tail into a rocket booster with enough power to raise its speed beyond that of the Machine's Sky Fighter. Flocks of Sky Mantas are more than capable of maintaining air superiority against equal or even higher numbers of Sky Fighter robots, allowing ground forces to go about their business unharrassed from above.

Class: Aerial Attack War Mount

Crew: One pilot.

M.D.C. by Location:

-\*Force Projector Cannon- 100

-\*Organic Rockets[16; 8 per wing]- 11 each

-\*Organic Thrusters[4; 2 per wing]- 100 each

-\*Thruster Ports[8; 4 per wing]- 40 each

-Tail- 180

-\*Tail Bio-Rocket Thruster- 80

-Wings[2]- 180 each

-\*\*Main Body- 240

-\*\*\*Bio-Force Field- 100

\*Objects marked with a single asterik are exceptionally small targets and require a Called Shot with a -3 penalty to strike. Reduce speed by 20% per destroyed Organic Thruster and 10% per destroyed Thruster Port. Destruction of an entire wing reduces speed by 60%.

\*\*Depleting the M.D.C. of the Main Body kills the War Mount.

\*\*\*The Bio-Force Field regenerates 1 M.D.C. per minute. If M.D.C. is depleted, the Bio-Force Field cannot be re-initialized for 12 hours.

Speed:

-Running- 20 mph. The Sky Manta is ill-suited for land travel and must writh

across the ground in a manner similar to a snake.

-Leaping- 40 feet without wing or thruster assistance. The powerful tail, in conjunction with full thruster power, is able to propel the War Mount into the air, a rough equivalent to a vertical take-off ability.

-Digging- Not applicable.

-Swimming- Maximum speed is 400 mph. The Sky Manta is an exceptional swimmer, as a significant portion of its genetic heritage is harvested from the sea. The War Mount can maintain maximum speed underwater without need of rest.

-Flying- Maximum unassisted speed is 800 mph, with a cruising speed of 200 mph. Can fly all day at cruising speed, but only four hours at maximum speed before needing to rest for at least one hour. Beyond its already impressive speed, what truly sets the Sky Manta apart from other aerial War Mounts is the Bio-Rocket Thruster system housed in its tail. At the command of its pilot, the War Mount's tail stiffens into a rigid structure and two internal storage sacs within the tail combine their contents to produce a highly volatile chemical reaction. The gaseous exhaust from this reaction is expelled from the single boney thruster port at the tip of the tail, raising the War Mount's maximum speed to a phenomenal 2,100 mph for five minutes. The War Mount's fuel sacs store enough reactants to perform this rocket boost six times before running empty. Four hours are required for the War Mount to replenish six minutes worth of fuel. Outriders can enhance their Sky Manta's fuel supply by six minutes per 10 Bio-E (to a maximum of an additional 30 minutes) and fuel replenishment rate can be doubled for 30 Bio-E.

-Maximum Altitude- As low as just a few inches above the ground or tree tops to as high as 25,000 feet unassisted. With bio-rocket assistance the War Mount is capable of achieving altitudes as high as 60,000 feet for short periods of time.

Statistical Data:

-Height: 4 feet at the thickest point between the back and underbelly.

-Width: 8 feet at the main body's widest point, 32 feet from wingtip to wingtip.

-Length: 16 feet from the tip of the nose to the base of the tail, 16 feet from the base of the tail to bio-rocket thruster tip.

-Weight: 5 tons.

-Cargo: None. The internal pilot compartment is totally form fitting, molding tightly around the Outrider and his Host Armor. Though the War Mount has the physical strength and surplus lifting power to carry cargo externally, it's lack of limbs or tie down points renders it incapable of doing so.

-Physical Strength: Supernatural PS of 20 + 1D4.

-Production Cycle: 18 month gestation period, plus 2 year growth time.

-Operational Lifetime: 50 years.

-Trade Value: 18 million credits for a healthy, undamaged unit.

-Bio-Regeneration Rate: 3D6 M.D.C. per hour for the main body and 1D6 M.D.C. per hour for all other locations. The War Mount cannot regrow severed limbs or destroyed weapon systems(reduced to zero or less), there must be at least two M.D.C. points remaining to regenerate lost limbs, and such extensive regeneration takes 1D6+8 days.

-Horror Factor: 13 against humans outside the Resistance, but none against the Machine.

-Senses & Features: Standard for War Mounts.

-Feeding: The War Mount is an omnivore and eats from 80-120 lbs of organic matter a day. Feeding is done most easily underwater, where the War Mount can quickly filter large quantities of microscopic organisms from the surrounding water, but this is hardly a necessity.

-Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data: An unmanned Sky Manta is able to function independent of a rider using its animal-like intelligence and instincts to respond to any given situation. Unlike most other War Mounts, however, the Sky Manta has an unusually timid nature and will almost always choose to flee from a fight unless it is severely injured or backed into a corner with no obvious escape routes available. It will obey the commands of an Outrider or Packmaster and is easily handled by any non-threatening human. Innately hostile towards the Machine, an unmanned Sky Manta will choose to defend humans from robot attack when it could otherwise flee.

-Alignment: The War Mount is generally of a good or selfish alignment unless it has been harshly abused by dishonorable humans. Sky Manta War Mounts, despite their size and appearance, are gentle and affectionate towards humans and have a strange fascination with Gore Hounds.

-War Mount Attributes: IQ: 1D6+4(medium to high animal intelligence), ME: 1D6+6, MA: 2D6+8, PS: 21-24(Supernatural), PP: 20+1D4, PE: 10+2D6, Spd: See above.

-Number of Attacks: Four.

-Combat Bonuses(In addition to possible attribute bonuses): +4 on initiative, +3 to strike with ranged weapons, +1 to strike in HtH combat, +1 to dodge, +6 to

dodge while flying, +2 to pull punch, +1 to roll with punch, impact, or fall, +8 to roll with impact while flying, +3 to save vs poison & disease, and is impervious to Horror Factor & mind control (and possession).

-Equivalent (instinctive) Skills of Note: Swimming 98%, Identify Plants & Fruit 80%, Land Navigation 70%, and understands the Native Language of the Great House that created it and one other common language (cannot read or write) at 70%.

-Combat Capabilities: The War Mount may use its long-range weapons (each use counts as one melee action/attack) or engage in limited hand to hand combat.

-Tail Lash/Strike: 1D6x10 M.D.

-Flying Body Block/Ram: 3D8 M.D. and has a 01-80% likelihood of knocking an opponent who is as large as 20 feet tall, off its feet and onto its back.

Sky Manta Bio-Weapon Systems:

1. Force Projector Cannon- The crystalline lens of this weapon resembles a small, opaque third eye set within the boney ridge separating the War Mount's eyes. This lens works in conjunction with the internal organs responsible for producing the War Mount's Bio-Force Field to fire blasts of powerful concussive force.

-Primary Purpose: Anti-Aircraft.

-Mega-Damage: 2D4x10+20 M.D.

-Rate of Fire: Each force blast counts as one melee attack.

-Maximum Effective Range: 2,400 feet.

-Payload: Effectively Unlimited.

-Bonuses: +2 to strike.

2. Super Light Cells (2)- Located at the tip of each wing is a single Super Light Cell. These secondary weapons are intended mostly for defense, but can serve as adequate backup weapons if the cannon is damaged or the rockets have been exhausted.

-Primary Purpose: Self-Defense.

-Mega-Damage: 1D10+5 M.D. for a single laser blast or 2D10+10 M.D. for a simultaneous dual blast.

-Rate of Fire: Each single or double blast counts as one melee attack.

-Maximum Effective Range: 1,000 feet.

-Payload: Effectively Unlimited.

3. Organic Rockets (16)- Along the leading edge of each of the War Mount's wings are eight Organic Rockets intended for use against airborne targets or large concentrations of ground-based enemies.

-Primary Purpose: Anti-Aircraft and Anti-Robot

-Mega-Damage: 5D10 M.D. per individual organic rocket fired, with a blast radius of 10 feet each.

-Rate of Fire: One at a time or in volleys of up to a full payload of 16 rockets. A volley counts as one melee attack. Roll once to strike, either all the rockets in the volley hit or they all miss.

-Maximum Effective Range: 1 mile.

-Payload: 16; 8 per wing. The War Mount can replenish its entire payload of rockets in 6D6 hours.

-Bonuses: +6 to strike and dodge (each rocket has 1 attack per melee round and will continue seeking its target for 2D4 melees before expiring).

Hand to Hand Combat: Rather than use long-range weapons, the War Mount can engage in hand to hand combat using its powerful blade-tipped tail or its massive body.

## **Spyder Monkey**

By Beast Guyver

When Spyder Monkeys are created a bonding patch is created at the same time the patch is like a super bio-comm allowing visual and auditory information to be passed between monkey and master, these patches are connected to



the temple or back of the neck just under the skull, this bond is permanent and as long as the monkey lives the patch will continue to transmit/receive. When the monkey dies the patch slowly degrades and falls off like a scab. Spider Monkey masters are also given a shell pack for the monkey to ride in, this shell is usually placed in a out of the way place like hip thigh or small of the back. The little fellows rather enjoy riding creatures other than their masters for odd reasons, especially ghouls where they actually function as a rider. The monkeys will also ride shoulders of Biotics if they let them. the bonding patch also allows the monkey and master to sense each others direction if outside actual reception range (6 miles)

Class: Spy scout

Crew: 1 controller

MDC by Location:

\*Head: 10

\*Main Body: 30

Arms (2): 10

Legs (2): 10

Tail: 8

Speed:

Running: 10 MPH (they prefer riding ghouls)

Leaping: 20 feet

Digging: 2 Mph

Swimming: 2 mph

Flying: not possible (for basic unit anyway)

Statistical Data

Height: 14-16 inches

Width: 4-5 inches

Weight: 10 lbs

Cargo: 30 lbs

P.S.: 2 supernatural

Production Cycle: 8 months gestation

Operational Life Time: 10 years

Bio-Regeneration: 1D4 MD per hour to each body part

Senses & Features: Advanced Eyes, Enhanced Sight, Electromagnetic Vision, Night Vision, Advanced Senses, Enhanced Hearing, Enhanced Senses, Righting Reflex, Spinnerets and webbing, Suction cups and gripping hairs, 1 glow cell,

Feeding: 1 pound of vegetable matter

Sleep requirements: 4 hours however will sleep when not needed or playing whether it needs it or not.

Other Data (when not in combat)

Spider monkeys are both playful and lazy and have an annoying habit of imitating every human around them they also like collecting stuff they have been programmed to avoid metal (after several lethal accidents), but still like pieces of bone plastic and stone especially shiny ones.

Alignment: considered good or selfish

Attributes: I.Q.: 2D8, M.E.: 1D6, M.A.: 2D6+3, P.S.: (see above) P.P.: 4D6, P.E.: 2D6, Spd.(see above)

# Of attacks: 4

Combat Bonuses in addition to attribute bonuses:

+3 initiative, +4 to dodge and parry, +5 to roll with punch/impact

Equilibrant skills

Begging 70%, Climb 98%, Eat plants and fruits (stuff it can eat) 90%, land

Navigation 80%, Prowl 98%, swim 60%, understands up to 3 languages at 70% (can speak a few words of one language like a squeaky parrot)

Combat abilities

The only weapons that the Monkey can get are claws that do 1D2 damage and 1 super light cell which takes up its entire chest, but it starts with neither.

Notes: the maximum number of monkeys that can be bonded to one person is three due to the required location of the bonding patches however if a monkey's master should die it will still aid any

humans as best it can and can still communicate as per bio-comm and will ride any gore hounds its allowed to.

## **Tarasque**

By Phalanx

The mythical tarasque was described as being half dragon and half fish with a voracious and insatiable appetite. Its War Mount namesake was developed with much the same bloodlust in mind, except its intended targets are the machines that threaten humanity's survival by entering the water. The main body is based on the great hammerhead shark, renowned for its hunting prowess and supreme senses of smell and electromagnetism. A hammerhead can detect an electronic signal of half-a-billionth of a volt and has a sense of smell ten times more effective than other sharks. The original mass and size were increased to accommodate Tarasque's particularly unique integrated War Saddle, weapon systems, and water jet thrusters.

The Diver actually mounts the Tarasque from the belly. Two long lobes evolved from claspers open up for the Diver and then encapsulate his body to maintain the Tarasque's streamlines. These lobes also provide protection above and beyond his Host Armor. A pad of suction cups and gripping hairs secure the Diver by his back as he lies in the prone position with his arms down. The Diver can open the lobes enough to let him see outside, but this disrupts the flow of water and decreases speed by 20%. Thus, Divers tend to rely on the Tarasque's own keen senses unless there is an emergency.

The Tarasque is a true hunter-killer and a master of stealth. Its sole mission is to hunt down the enemy and destroy it without prejudice. The Tarasque is

especially dangerous in the littoral (coastal, estuary, riverine) waters where its much larger cousin, the Physeter, cannot go undetected. The hammerhead's native habitat is near the coast and continental shelf, so the Tarasque feels right at home stalking the shallower waters with impunity. This is accomplished by incorporating a Stealth Field (p.85 Splicers) adapted from the Host Armor. Even at half speed, the Tarasque is faster than anything the Machine can put in the water and still 60% undetectable. The Tarasque has thus also been used to covertly insert and extract two-man recon teams sent to identify targets for Physeter OLAM strikes.

Once in combat range and out of the shadows, the Tarasque's vicious nature truly comes out. Sharks have been known to regurgitate their food and this inspired the Librarians to equip the Tarasque with a Medium Gore Cannon that fires out of its open maw as its primary ranged weapon. This is supported by a medium-ranged Spore Discharger protruding from the center of the head, giving it an even more distinctive look. For close-in combat, two Tentacle Harpoons are used to vivisect opponents while Quill Launchers help take care of anything that gets too near for comfort.

Class: Oceanic War Mount

Crew: One Diver

MDC by Location:

\*\* Dorsal Fin: 120

\*\* Ventral Fins (2): 90

\*\* Tail & Tail Fin: 180

\* Medium-Range Spore Discharger: 80

\* Tentacle Harpoons (2): 60 each

Diver's War Saddle: 100

\*\*\* Head: 240

\*\*\*\* Main Body: 620

\* Small or low profile; -3 to strike

\*\* Difficult to strike except when head on; -2 to strike  
Destroying the dorsal fin decreases lateral stability, imposing a -20% on riding checks.  
Destroying both ventral fins decreases maneuverability, -3 to dodge and -20% to riding checks.  
Destroying the tail makes maneuvers severely difficult, -5 to dodge and -40% to riding checks.  
\*\*\* Destroying the head blinds the War Mount, reduces speed to 30% of max, eliminates bonuses, and reduces attacks by half. The War Mount can function up to 8 hours after loss of head. The Gore Cannon is also effectively useless.  
\*\*\*\* Depleting the MDC of the main body effectively kills the War Mount.  
Note: The War Saddle must be destroyed first before the Diver can be hit.  
Speed:  
Running: N/A  
Leaping: It can leap three times its height and five times its length in an emergency surface.  
Digging: N/A  
Swimming: 350 mph, combat tires the War Mount at 1/10th the normal rate; max depth of 3 mi  
Flying: N/A  
Statistical Data:  
Height: 6 feet  
Width: 4 feet  
Length: 18 feet  
Weight: 3 tons  
Cargo: Can carry up to two passengers using attachment gear at one-third speed. This greatly degrades the hydrodynamics of the Tarasque, but is just under the stealth field's limit.  
Physical Strength: 1D6+30 (Supernatural).  
Production Cycle: 2 years gestation + 3 years growth.  
Operational Lifetime: 40 year life span.

Trade Value: 9-12 million credits for a healthy, undamaged unit.  
Bio-Regeneration: Sharks have exceptional regenerative abilities. 4D6 MD per hour to any location so long as 2 MD or more remains. Extensive regeneration requires 1D4+1 days.  
Horror Factor: 16 against humans outside the Resistance. 18 for Berserkers.  
Senses & Features: Standard, plus Underwater Eyes, Chemoreceptors (can taste blood or metal in the water at a range of 20 miles), and Enhanced Electromagnetic Sensitivity (350 feet for human-sized objects or smaller, 2500 feet for average robots or large animals, 35 miles for massive objects or navigating the planet's field).  
Feeding: Carnivore - Requires 120 lbs. of meat per day to keep up its metabolism. Anything it can get its maw around is fair game.  
Sleep Requirements: Sharks do not sleep, thus the Tarasque only requires three hours of "down time" per day (taken at any time) where it rides the currents or swims at 1/10th max speed. Divers try to ride natural fast currents as much as possible to keep their Mount well-rested.  
Other Data (used when War Mount is without a rider):  
The Tarasque is a hunting and killing War Mount – plain and simple. It is just as happy devouring enemies from other Houses as it is destroying the robots. However, there is no malice or hatred in its pursuit of prey. It is an animal under the control and guidance of its Diver. It simply does as it is told and will only respond to the commands of the Divers. A rare few Tarasques have gone berserk with horrible consequences. A rogue unit is hunted down without prejudice, especially by the Physeters who consider

the protection of humanity their primary responsibility. Fortunately, the Tarasque becomes easier to control with age. Berserkers only emerge during the first three years of life.

Alignment: Typically anarchist. Every year for the first three years of maturity, the Tarasque has a 01-10% chance of developing an evil alignment after a major combat. Once a change occurs, there is no going back and no further checks are necessary.

01-05%: Miscreant. Will serve its House, but has a 70% chance of going berserk in combat and ignoring its Diver until every enemy is completely destroyed. Often used for House "wetwork."

06-10%: Diabolic. The Tarasque will break free at the first opportunity and kill anyone that gets in its way, even its Diver. Extremely dangerous and will attack without warning.

Attributes: IQ 1D4+6, ME 1D4+6, MA 1D6, PS 31-36 (Supernatural), PP 1D8+20, PE 1D8+14

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +3 initiative, +2 strike, +3 parry, +4 dodge, +6 save vs. poison/disease, impervious to Horror Factor and mind control

Instinctive Skills of Note: ID Plants & Fruit 80%, Underwater Navigation 80%, Swim 98%, Track by Scent 98%, Prowl 80%, understands 2 languages at 70%

Combat Capabilities: The Tarasque can ram enemies with its reinforced hammerhead and has a powerful bite, in addition to its ranged weapons. Its quills make a full-speed ram that much more damaging.

Bite: 3D6 MD

Quill Defense: 3D6 to anyone attempting to grapple or leap onto the Tarasque.

Full Speed Ram: 5D6 MD, but counts as two melee actions. 01-70% chance of stunning the target. A stunned target loses initiative and one attack.

Bio-Weapon Systems:

1. Quill Launchers: These short-range natural weapons provide the Tarasque with an all-aspect defense against enemies that get too close... or an extra bit of punishment for a target successfully grappled with the Harpoon Tentacles. Passengers stand a 50% chance of getting hit with quills (1D8 MD) if fired at a target underneath the War Mount, though!

Primary Purpose: Self-Defense

Mega-Damage: 1D8 MD per single quill. Burst of four does 3D8 to a single target. Burst of eight does 6D8 to a single target. Quill spray does 1D8 MD to each target within 10 foot radius.

Maximum Effective Range: 50 feet

Rate of Fire: Each single shot or volley counts as one melee attack. A spray counts as three.

Payload: Effectively unlimited. Quills regrow in 10 minutes.

Bonuses: Single quill is +3 to strike.

Bursts have +1 to strike.

2. Tentacle Harpoons (2): These coiled tentacles are housed in organs located underneath the ventral fins and the harpoon tip emerges from self-sealing portals just ahead of the base of the fins' leading edge. The tentacle harpoons can be shot out with tremendous speed and force and are frighteningly accurate.

Each has 60 MD. These are the favorite weapons of Berserkers, who love to play with their food before devouring it.

Primary Purpose: Assault

Mega-Damage: Initial damage is 4D8 MD. See p. 105 of Splicers for details.

Rate of Fire: One or both at a time counts as one melee attack.

Maximum Effective Range: 60 feet

Payload: Unlimited unless destroyed or severed.

Bonus: +1 to strike.

### 3. Medium-Range Spore Discharger:

The medium-range spore discharger is the weapon of choice for engaging enemy robots. A common tactic is to sneak up on robot scouts slowly and silently, then suddenly blinding the scout with a spore blast to the sensors. While the robot attempts to recover, the Tarasque then moves in for the coup-de-grace with its Tentacle Harpoons and Gore Cannon.

Primary Purpose: Anti-Robot

Mega-Damage: 4d8 MD to metal to a 20 foot radius.

Duration: The spores continue to do 1D8 MD to any metal for the next 3D4 melees

Rate of Fire: Each blast counts as one melee attack.

Maximum Effective Range: 600 feet

Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot.

4. Medium Gore Cannon: This is the primary ranged weapon of the Tarasque and most commonly used in fierce battles where the element of surprise has already been lost. Its arc of fire is limited to the turning radius of the hammerhead, 160 degrees from right to left and 60 degrees up and down. It points in the direction of the Tarasque's open mouth. Particularly difficult enemies will often frustrate the Tarasque to the point where it prefers to use the Gore Cannon to finish them off. It has a 50% chance of blasting a target of its own accord in very stressful and tedious battles. Most Tarasque Divers say they get an adrenaline rush from taking control of a beast that is just a few steps away from following its own killer instincts.

Primary Purpose: Assault

Mega-Damage: 6D8+4 MD

Maximum Effective Range: 1400 feet

Rate of Fire: Each blast counts as one melee attack.

Payload: 40 blasts per full meal over a 24 hour period. Double if Terasque allowed to gorge itself, but reduce speed by 10% and initiative bonus by half for 1D4 hours while gorged. Some Divers will indulge their Mount if a big battle is looming.

Bonus: +1 to strike.

## Tiamat

By Phalanx

The venerable Leviathan has served on the frontlines of the oceanic Houses for years and with distinction. However, it is not nearly as fast or suited for close-in combat on land as it is in the water. This weakness has limited the Leviathan's effectiveness. The equally beloved Grendel is a master of the brawl and offers exceptional pilot protection; however, it cannot keep up with the Leviathan once submerged. The oceanic Houses decided that a new amphibious support unit that combined the sheer combat prowess of the Grendel with enhanced undersea capabilities was needed. The Tiamat was thus developed to provide close combat support for Leviathan raiding units both in the water and on the ground.

The Grendel itself already borrowed DNA from several aquatic species, so the modifications to produce a more amphibious War Mount were not terribly difficult. A hydro-cutter beam was placed inside the mouth. The Gore Cannons and Super Light Cells were replaced with Acid Scorcher projectors and Chig grenade ejectors. Water jets and a thick, fin-like articulated tail extending from the spine give the Tiamat greatly improved speed and agility under the waves. While still not as fast as the

Leviathan, the Tiamat can swim laps around its Grendel brothers. Prototype Tiamat units have been used to great effect in surface raids already. They have proven more than capable at engaging the Machine's coastal defenders while the Leviathans and Dreadguard accomplish the mission objectives. One House is even considering a special Tiamat team dedicated to amphibious guerilla attacks on the Machine's coastal infrastructure. The Tiamat is also among the more conventional War Mounts devised by the oceanic Houses (as it is, essentially, a revamped Grendel). This makes it more readily accepted in joint operations.

Class: Amphibious Close Combat War Mount

Crew: One rider.

MDC by Location:

- \*\* Acid Scorcher Projectors (2; shoulders) – 50 each
- \* Chig Grenade Ejectors (2; shoulders) – 60 each
- Upper Arms/Shoulders (2) – 120 each
- Forearms (2) – 190 each
- Legs (2) – 200 each
- \*\* Tail – 180
- \* Tentacle Harpoons (20 – 60 each
- \* Bone Forearm Blades (6; three per each arm) – 80 each
- \* Hands (2) – 75 each
- \* Feet (2) – 90 each
- \* Head & Sensory Hood – 260
- \*\* Main Body – 420
- \* Small or low profile; -3 to strike
- \*\* Difficult to strike except when directly facing; -2 to strike

Destroying the tail reduces the Tiamat's underwater speed by one-third and dodge by -3.

\*\*\* Destroying the head blinds the War Mount, reduces speed to 20% of max, eliminates bonuses, and reduces attacks

by half. The War Mount can function up to 16 hours after loss of head.

\*\*\*\* Depleting the MDC of the main body effectively kills the War Mount.

Note: Normally, the Tiamat protects the rider and requires a Called Shot with a -5 penalty to strike against hitting the rider. There is no penalty for shooting the rider from behind.

Speed:

- Running: 180 mph (288 kph) max.
- Cruising speed 80 mph (128 kph).
- Leaping: Can leap up to 40 ft (12.2 m) high or across. x2 for short start. x3 for running start.
- Digging: 10 mph (16 kph) through sand or dirt. Half through rock, clay, or stone. 2D6+6 mins to hide the Tiamat.
- Swimming: 180 mph (288 kph) with virtually no fatigue, thanks to the water jets. Maximum underwater depth of one mile (1.6 km).
- Flying: Not possible.

Statistical Data:

- Height: 12-13 feet (3.6 to 3.9 m)
- Width: 5-6 feet (1.5 to 1.8 m)
- Length: 8-10 feet (2.4 to 3 m) including tail
- Weight: 1.2 to 2 tons.
- Cargo: Can carry 1200 lbs (540 kg) on back, or drag twice that amount on the ground. Can drag half that amount through the water.
- Physical Strength: 1D4+36 (Supernatural PS)
- Production Cycle: 2 year gestation period followed by 2.5 years of growth.
- Operational Lifetime: 50 year life span.
- Trade Value: 4 million credits for a healthy, undamaged unit.
- Bio-Regeneration: 5D6 MDC per hour to main body. 2D6 MDC per hour elsewhere. 1D4+1 days to regenerate limbs.
- Horror Factor: 15 against humans outside the Resistance.

Senses & Features: Standard.

Feeding: The Tiamat is a carnivore and eats 60-90 lbs (27 kg to 40.5 kg) of meat a day.

Sleep Requirements: Four hours of sleep/rest per day.

Other Data (used when War Mount is without a rider):

The Tiamat inherited the Grendel's "robotic" personality and will only obey the commands of an Outrider or Packmaster. Without a pilot, it will only attack when threatened, provoked, or hungry.

Alignment: Anarchist.

Attributes: IQ 1D6+1, ME 1D6+4, MA 1D4, PS 37-40 (Supernatural), PP 1D8+14, PE 1D8+14, Spd (see above)

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +3 to initiative, +2 to strike with ranged attacks, +3 to strike in close combat, +3 to parry and dodge, +2 to pull punch, +1 to roll with punch, fall, or impact, +1 to disarm, +1 to entangle, +4 to save vs poison and disease, impervious to Horror Factor, mind control, and possession.

Instinctive Skills of Note: Climb 85%/80%, Navigation 78%, Prowl 66%, Swim 94%, Track by Scent 75%, understands native language of House and one other common language at 70%.

Combat Capabilities: Same as the Grendel.

Bio-Weapon Systems:

1. Tentacle Harpoons (2): These coiled tentacles are housed in organs located in the Tiamat's forearms and the harpoon tip emerges from self-sealing portals at the wrist. The tentacle harpoons can be shot out with tremendous speed and force and are frighteningly accurate. Each has 60 MD.

Primary Purpose: Assault

Mega-Damage: Initial damage is 4D8 MD. See p. 105 of Splicers for details.

Rate of Fire: One or both at a time counts as one melee attack.

Maximum Effective Range: 60 feet

Payload: Unlimited unless destroyed or severed.

Bonus: +1 to strike.

2. Hydro-Cutter Beam: This weapon is identical to the one devised for the Leviathan and was selected for its proven value in combat.

Primary Purpose: Anti-Armor

Mega-Damage: 1D8x10 MD per water blast. See p. 124 of Splicers for details.

Rate of Fire: One blast counts as one melee attack.

Maximum Effective Range: 500 feet on land. 200 feet underwater.

Payload: Unlimited underwater. Bladder carries payload of 12 blasts on land.

Bonus: +1 to strike. The Tiamat has more effective directional control than the Leviathan.

3. Acid Scorcher Projectors (2): These bio-weapons were added to give the Tiamat a truly nasty surprise for any robot that got too close and were directly adapted from the man-portable version. They take the place of the super light cells and can only fire forward.

Primary Purpose: Anti-Robot and Self-Defense

Mega-Damage: 4D8 MD for initial blast, plus 4D8 per melee round for 1D8 rounds or until washed off. Only does 1D4 SDC/HP damage to organic material.

Maximum Effective Range: 60 feet (18.3 m)

Rate of Fire: One or both at a time counts as one melee attack. Must be fired at same target.

Payload: 18 spray attacks each. The acid bladders can refill in 1D4 hours.

Bonus: The acid paste will blind robotic or cybernetic optics (-10 to parry, strike, and dodge) until cleaned off. If left in for more than 8 melee rounds (two minutes) the optics are permanently destroyed.

4. Chig Grenade Ejectors (2): These grenade ejectors resemble tortoise-shell-like shoulder guards and occupy the location where the Gore Cannons would be on the Grendel. Each holds six Chig grenades (and two full reloads) that can be fired at will via muscle contractions. Tiamats storming the beachhead often use the Chig Ejectors to lay a blanket of fire on enemy positions.

Primary Purpose: Assault

Mega-Damage: 5D8 MD to an eight foot (2.4 m) radius.

Maximum Effective Range: 200 feet (61 m)

Rate of Fire: One, or in volleys of two, three, four, or six. Each volley counts as a single attack.

Payload: 6 Chig grenades each. The magazines in the shoulders hold up to two full reloads for each launcher.

However, the Chigs cannot be regenerated! The ejectors must be reloaded manually.

5. Bone Blades (6): Each of the arms has a set of three vicious fin-like bone blades protruding from the forearm. They are the last line for the Tiamat and highly effective close-in.

Primary Purpose: Close Combat; Assault and Self-Defense

Mega-Damage: 6D6+6 MD from a three-blade slash.

Maximum Effective Range: The Tiamat has an 8 foot (2.4 m) reach.

Number of Attacks: Each strike counts as one melee attack.

Payload: Not applicable.

6. Handheld Bio-Weapons: The Tiamat can be equipped with any Light or

Heavy Bio-Weapon or handheld melee weapons.

7. Hand to Hand Combat: Rather than use its ranged weapons, the Tiamat can engage in hand-to-hand combat – where it excels!

## **Tunnel Rat**

By Slappy

The Tunnel Rat was originally created as sort of a joke to mock and aggravate the Machine. The N.E.X.U.S. despises rodents as much as humans, so about a century ago, a Librarian designed a giant armored rat to draw fire from the Machine's robot forces while the human warriors struck elsewhere. Although the rodents were expendable, they were given the means to defend themselves in order to create a decent diversion. They were used with great success on several occasions, and the Spicers in the field realized that these giant rats were fierce combatants and excellent diggers. They would confound their robotic adversaries by quickly tunneling through the earth and popping up in random locations, and their thick claws cleaved through robotic armor as easily as dirt. The design was determined to be worthwhile, and it was refined over the years until the Tunnel Rat War Mount was perfected.

This powerfully built War Mount looks like a hairless black skinned rat, except it is as big as a rhinoceros and has a thick, armored hide. Its oversized fore limbs end in enormous claws that help the Tunnel Rat burrow through the earth and stone at incredible speeds (plus they make formidable close range weapons). It can dig through the earth and let the dirt collapse behind it, or the Tunnel Rat can chose to excavate a seven-foot wide tunnel so others can follow. The War Mount cannot build tunnels as quickly as it can burrow because it needs to



carefully pack down the soil and reinforce weak points with resin secreted from its palms, but it can still excavate at incredible speeds. In order to keep the Tunnel Rat streamlined, the Outrider pilots the War Mount lying on his stomach, hugging the back of the beast. The War Saddle surrounds the pilot and slopes up and over his head. It does not block his view while riding the Tunnel Rat, but when the beast digs, the rider can duck his head to funnel dirt away from his face.

The War Mount is a Lithovore, and since Lithovores create a more powerful casting projectile, the Tunnel Rat has a Casting Launcher mounted on each shoulder. It also has a score of Trench Foot Mines attached to its hind legs in order to “discourage” pursuit through the tunnels. It can drop these mines or kick them at the tunnel walls in order to collapse them (and burrow to safety in the confusion).

The Tunnel Rat is lightly armed compared to other War Mounts, but its construction capabilities are what make it an incredible asset in the field. The War Mount can use its resin ducts and spinneret launcher to quickly build armored fortifications (with plenty of underground escape routes) for allied forces, or it can create spikes, pitfalls, walls, webbing trip lines, nets, and other obstacles to slow advancing robot ground troops. The skilled use of Tunnel Rats can split the Machine’s forces, stall reinforcements, or funnel the enemy into a kill zone. Tunnel Rats are preferred by Outriders that rely on cunning and trickery over brute force, and it is also the favorite War Mount of Skinjobs.

Class: Construction and Excavation War Mount

Crew: One rider

M.D.C. by Location:

- Casting Launchers (2): 60 each
- Tail: 150
- Front Legs (2): 180 each
- Hind Legs (2): 200 each
- Clawed Hands (2): 150 each
- Feet (2): 130 each
- Trench Foot Mines (20): 5 each
- Head: 215\*
- Main Body: 480\*
- Rider’s War Saddle: 100

\*Depleting the M.D.C. of the Head or Main Body kills the Tunnel Rat.

Speed:

Running: 150 mph maximum. The act of running does not tire out the War Mount or the rider.

Leaping: 20 feet high our across, increase by 50% with a short running start and double when running at full speed.

Digging: 50 mph through sand or dirt. 40 mph through clay, rock or stone. 10 mph when excavating and constructing a stable tunnel. Digging does not tire out the War Mount.

Swimming: 50 mph.

Underwater Depth: Maximum depth is 200 feet.

Flying: Not possible.

Statistical Data:

Height: 5-7 feet

Width: 4-6 feet

Length: 10 feet, 16 feet including the tail

Weight: 1.5 tons

Cargo: Can carry 1200 lbs. on its back are drag 2000 lbs. behind it.

Physical Strength: 1D6+30

Production Cycle: 2 year gestation period plus 2 year growth cycle.

Operational Lifetime: 50 year life span.

Bio-Regeneration Rate: 4D6 per hour to the main body and 2D6 per hour to all other locations.

Horror Factor: 10, 15 when it gets angry.

**Feeding:** The Tunnel Rat is a Lithovore. It needs to eat 80 pounds of dirt, rocks, and minerals each day.

**Color:** It is solid black with blood red eyes.

**Sleep Requirements:** As an artificially created organism, the Tunnel Rat only requires 6 hours of sleep per day.

**Other Data:**

An unmanned Tunnel Rat is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. It will attack when threatened and will burrow underground in order to sneak around behind its attacker. The Tunnel Rat is an aggressive fighter. It will not initiate combat, but once it perceives a threat, it will continue to attack similar targets (robots) until none are left or it is ordered to withdraw. It will only obey the commands of an Outrider or Packmaster.

**Alignment:** Miscreant. Tunnel Rats are a bit ornery and do enjoy tearing apart any creature or robot that threatens them.

They also enjoy digging and building, so as long as they are allowed to pursue these constructive activities, they can be quite passive and focused.

**War Mount Attributes:** I.Q.: 1D6+2, M.E.: 1D6+10, M.A.: 2D4, P.S.: 31-36, P.P.: 1D4+14, P.E.: 1D6+15, P.B.: 1D4+1, Spd.: 150 mph. on the ground

**Number of Attacks per Melee:** 4

**Combat Bonuses:** +2 on initiative, +3 to strike in hand to hand combat, +2 to strike with ranged weapons, +3 to parry, +2 to dodge, +3 to roll with punch, +3 to pull punch, +2 to disarm, impervious to horror factor, disease, and poison.

**Equivalent (Instinctive) Skills of Note:** Climb 85%/80%, Land Navigation 90%, Prowl 75%, Swim 90%, Excavation/Mining 85%, Masonry 85%, and Dowsing 60%

**Combat Capabilities:**

- Bite: 3D8
- Restrained Claw Strike: 1D8
- Claw Strike: 5D8
- Power Claw Strike: 2D4x10, but counts as two attacks
- Kick: 4D6
- Leap Kick: 7D6, but counts as two attacks
- Tail Whip: 2D8
- Body Block/Ram: 4D6

**Senses and Features:** Standard for War Mounts plus:

- Seismic Sense: Can feel vibrations of earthquakes, thunder, explosions and even the approach of heavy vehicles, troops, and stampeding animals up to 12 miles away. The approach of smaller beings can be sensed within 200 feet.
- Chemoreceptors: Can diagnose by taste the exact chemical composition of dirt, stones, rocks, soil, clay, and minerals.

**Bio-Weapon Systems:**

1. Casting Launchers (2): A forward-facing Casting Launcher is mounted on each shoulder. When the Tunnel Rat burrows, the launchers press tightly into the beast's sides to make sure they do not get hung up or caught on anything. **Primary Purpose:** Assault **Secondary Purpose:** Defense **Mega-Damage:** 3D8+3 per single shot, a burst of four rounds does 1D8x10+10. Both launchers can fire at the same target for double damage.

**Rate of Fire:** Each shot or burst counts as one melee attack. A dual attack from both launchers counts as one melee attack.

**Effective Range:** 1400 feet

**Payload:** 60 casting rounds per launcher (120 total). The payload for both launchers is completely replenished 2D10+20 minutes after a meal.

**Bonuses:** +1 to strike on an aimed shot only.

2. Resin Ducts (2): A resin duct is located in the palm of each hand. They are primarily used for construction, but the Tunnel Rat can throw globs of quick drying resin at opponents. Note: Resin is released more slowly during tunnel construction. One glob is required for every 20 feet of the tunnel.

Primary Purpose: Field Construction

Secondary Purpose: Defense

Mega-Damage: No damage. The M.D.C. from a hardened glob of resin is 3D4x10. To see the effects of being encased in resin, look on page 88 in the Splicers RPG.

Rate of Fire: Producing a glob of resin counts as two melee attacks, but each resin duct can only be used once per melee round.

Effective Range: By touch or can be hurled 50 feet.

Payload: Enough for 20 uses per hour per resin duct (40 uses total).

3. Spinneret Web Launcher: In the mouth of the Tunnel Rat is a spinneret launcher that can fire a super strong filament of webbing. It can entangle an opponent directly or it can be used to construct ropes and netting.

Primary Purpose: Field Construction

Secondary Purpose: Defense

Mega-Damage: No damage. Uses for the webbing can be seen on page 88 in the Splicers RPG.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 100 feet

Duration: The webbing dissolves

6D6+10 minutes after it is released.

Weight Limit: Can support 1 ton and has 10 M.D.C. for every 10 feet.

Payload: Enough for 15 uses per hour.

Bonuses: +3 to entangle

4. Trench Foot Mines (20): Each hind leg has multiple Trench Foot Mines mounted on the foot, ankle, and lower

leg. They are primarily used to attack pursuers within the tight confines of underground tunnels. The mines can either be laid in the path of robotic forces or they can be kicked into the walls of the tunnel in order to collapse them.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 4D12 per mine to a 10-foot blast radius.

Rate of Fire: Takes one melee action to remove or drop a mine.

Effective Range: Can be thrown or kicked 30 feet.

Duration: A dropped mine can remain dormant for up to 3 years before it dries up and becomes inert.

Payload: 10 per hind leg (20 total).

### **Typhoon Bio-Sub**

By Kevarin

The Typhoon is a massive Blue Whale Bio-Sub designed by the Dark Fleet to support and defend the Krakens of the fleet and to patrol their home waters for any threats from rival houses or the machine.

Each Typhoon is bristling with weapons and has two pilots one controls the War Mount and forward firing omega cannons while the other watches sensors and controls the remora torpedo's and light cell lasers. At least 6 of these War Mounts can be found accompanying each Kraken

Class: Attack Submarine

Crew: 2 pilots

M.D.C. by Location:

- Remora Bio Torpedo(20): 20 each
- Omega Cannons(2): 150
- Super Light Cell(6): 80
- Underwater Thrusters (2): 500 each
- Tail: 1500
- Main Body: 5,000\*\*

- Head: 2000\*
- Right Flipper: 800
- Left Flipper : 800

\*Destroying the head will not kill the Typhoon but will stop it in its tracks, eliminates all optical and sensory input ,and reduces the speed of the war mount to 40% of maximum.

\*\* Depleting the M.D.C. of the main body will kill the Typhoon .

Speed:

Running: Not possible.

Leaping: Not possible.

Digging: Not possible,

Swimming: 100 mph

Underwater Depth: 3 miles

Flying: Not possible.

Statistical Data:

Height: 75 feet

Width: 90 feet

Length: 100 feet

Weight: 200 tons.

Cargo: has room for a few things or one passenger in the pilots compartment .

Physical Strength: 25

Production Cycle: 10 year gestation period plus 20 year growth cycle until maturity

Operational Lifetime: 100 years

Horror Factor: 10

Feeding: Typhoon is a Carnivorous War Mount. And needs to eat 20 tons of animal matter a day.

This nutrition is gathered from microscopic plankton filtered out from the water as it passes through the underwater thrusters.

Color: The top side of the Maelstrom is predominantly black with light blue and purple highlights and has a light blue to white under-belly.

Sleep Requirements: As an artificially created organism, the Typhoon only requires 4 hours of sleep per day.

Other Data:

Other Data (used when the War Mount is without a rider):

An unmanned Typhoon is able to function without a rider using its animal-like intelligence and instincts to respond to any given situation. However, the creature tends only to take action to defend itself when threatened or when obeying the commands of an Outrider or Packmaster (only), like a trained watchdog. It has no feelings about people or robots one way or the other.

War Mount Attributes: I.Q. 1D4 (low animal intelligence), M.E. 1D6+4, M.A. 1D6, P.S. 20-24 (Supernatural), P.P. 1D6+6, P.E.

Number of Attacks per Melee: 5 (up to three bio-weapons of any combination can be fired as a single volley)

Combat Bonuses: +2 on initiative, +4 to strike, +4 to parry, doge not possible, +4 to pull punch, +2 to save vs. psionics, +30% to save vs. coma/death, +5 to save vs. magic, critical strike on an unmodified 18-20, +6 to strike with long range bio-weapons

Combat Capabilities:

- Restrained Tail Strike: 5D6
- Full Strength Tail Strike: 3D4x10
- Power Tail Strike: 3D6x10+10, but counts as two attacks
- Body Block/Ram: 3D6x10+40, but counts as two attacks

Senses and Features:

- Advanced Sight: Can see clearly at distances up to one mile, also possesses passive nightvision 6000 feet, and polarized vision.
- Sound Amplifying Hearing: Can hear a whisper at 300 feet (1200 feet underwater).
- Sense of taste and smell is about one hundred times as acute as humans.
- The War Mount automatically can sense magnetic north.

- The War Mount has built in gills which pass on enough oxygen for the Out Riders Inside and any passengers.
- Bio-Comms: Organic resonators create sympathetic vibrations that other bio-comm units can translate. The communications are undecipherable to the machines. Its bio-comm allows communication externally up to a maximum range of 6 miles.
- Radar: Maximum range is 6 miles, but it can only be used on the surface of the ocean.
- Sonar: Maximum range is 2000 feet.
- Super Regeneration: Regenerates 3D6x10 per melee. Can regenerate lost bio-weapons within 2D4 hours and can even regenerate the head after 4D4 weeks.
- Enhanced Operational Lifetime
- Enhanced Neurological Connections
- Floating Air Bladder: Increases depth tolerance to 8,000 feet. In the alternative, the War Mount can float effortlessly on the surface of the water indefinitely.
- Reinforced Exoskeleton

#### Bio-Weapon Systems:

1. Remora Bio Torpedo's (20) The main underwater weapon used by the Typhoon is the Remora Bio Torpedo each torpedo is a 3ft long genetically modified remora fish that is curled up inside a blister like protective growth. To fire a torpedo the protective blister ruptures the torpedo uncurls gets its targeting information and detaches from the War Mount then speeds off after its target once it reaches its target it attaches to the target then explodes. Each of the Bio Torpedo's has its own independent neurological bundle (similar to tiny brain) allowing the torpedo to track and target its subject independently. This provides each of the Bio Torpedo's with two

attacks per melee round, as well as a bonus of +5 to strike and dodge, until it strikes its target (and is destroyed), or is shot at and destroyed, or until it dies within 2D6 melee rounds after being launched.

Primary Purpose: Assault

M.D.C. of the Torpedo: 20 M.D.C. points, but the torpedo is a small target and is -3 to hit on a "Called Shot".

Mega-Damage: 3D6x10 M.D. per individual Bio Torpedo fired.

Maximum Effective Range: 10 miles (16 km).

Rate of Fire: One at a time or in volleys of 2, 4, 6 or up to the number located on that particular War Mount.

Whether a single torpedo or an entire volley is fired, it counts as two melee attack/actions. Roll once to strike, either all the torpedo's in the volley hit or they all miss.

Payload: 20 Remora Bio spread out across the body of the war mount . it takes 2D6 hours to regrow a spent torpedo.

Bonus: +5 to strike and dodge, as noted above.

2. Omega Cannons (2): The Typhoons primary medium range weapon is a pair of powerful Omega Cannons there is one cannon on each side of the Typhoons head just above the mouth.

Primary Purpose: Assault

Mega-Damage: 2D8x10 M.D. if a single Omega Cannon is used, or 4D8x10 M.D. if both are fired simultaneously at the same target(s).

Maximum Effective Range: 2000 feet.

Rate of Fire The Omega Cannons can be fired one at a time or fired simultaneously at the same target. a single shot or paired volley count as two melee attack/actions.

Payload: Effectively unlimited, since these are energy based weapons.

Bonus: +2 to strike on an aimed shot,  
3. Super Light Cells (6): Three of these laser eyes are mounted on each side of the war mount and are used as a close in defensive weapon. To hit an opponent the War Mount must move its entire body to bring the light cells to bear on a target .

Primary Purpose: Self-Defense, Anti-Armor.

Mega-Damage: 1D10+5 M.D. for a single laser blast or 3D10+15 for a simultaneous triple blast (several lasers fired simultaneously at the same target). The light produced by these cells contains the full spectrum of light, so its beams do full damage even to laser resistant armors (it's not a true laser).  
Rate of Fire: Each single, double or larger volley blast counts as one melee attack.

Maximum Effective Range: 600 feet.  
Payload: Effectively unlimited.

### **Yao Guai**

By Snake Eyes

Class: War Mount

Crew: Normally none, but one or two persons can ride if needed

M.D.C. by Location:

Front Legs (2): 4D10+50

Hind Legs (2): 5D10+50

Head: 4D10+60

Main Body: 3D6x10+60

Speed:

Running: 120 mph maximum, but normal cruising speed is 70 mph.

Leaping: N/A

Swimming: 45 mph dog paddle.

Statistical: Data:

Height: 6 feet (1.8 m) at the shoulders, 13 feet (4 m) standing on two legs.

Length: 9 feet (2.7 m) from tip of the nose to the rump

Weight: 3000 lbs.

Cargo: 800 lbs. (360 kg) can be carried on its back, but can pull 5000 lbs. (2250 kg).

H.F.: 15 when attacking enemy troops (0 vs. robots)

Physical Strength: 4D8+20 (Supernatural).

Bio-Regeneration: Recovers 1D6x10 M.D. for the main body, Plus 5D6 M.D. for other locations per hour

Operational Lifetime: 8 years of service

Trade Value: 60,000 to 90,000 credits

Senses & Features: Standard for War Mounts, plus large vibro-claws, Increased M.D.C. (x2), Reinforced Exoskeleton, Resistance to Cold, Adrenaline Surge, Explosive Death (see below for details)

(gets numbers 2-5-see book for details, pg. 109 &110)

Feeding: Eats 20 to 30 lbs. (9 to 13.5 kg) of animal and/or vegetable matter per day.

Sleep Requirements: Needs 4-6 hours of sleep, generally during nighttime hours.

Other Data (for individual animals):

Alignment: Any, though tends to be strong willed and aggressive.

Attributes: I.Q. 1d4+8 (high animal intelligence), M.E. 1D8+10

M.A. 2D6+10, P.S. 4D8+20

(Supernatural), P.P. 2D6+8

P.E. 3D6+10, P.B. 1D4+10, Spd: 74 (see speed above)

Attacks per Melee Round: four [4] (5 with adrenaline surge)

Combat Bonuses (in addition to possible attribute bonuses): +5

on initiative, +3 to strike with kick attacks, +3 to automatic dodge,

+2 to pull punch, +2 to roll, +2 to save vs. poison and disease,

+6 to save vs. Horror Factor (and possession).

Equivalent (instinctive) Skills of Note:  
Begging 50%  
Identify Plants & Fruit (stuff to eat)  
80%, Land Navigation 90%,  
Swim 65%, and understands languages  
(2) at 75%, Recognizes  
robots and machines as enemies to be  
avoided or attacked.  
Combat Capabilities:  
Claw Strike: 6D6+6 M.D.  
Stomp: 2D6  
Bite: 6D8 M.D.  
Head Butt or Body Bump: 2D6+5 M.D.  
Explosive Death: This is a last resort  
explosion when the Yao Guai is down to  
20% of its M.D.C., the explosion is so  
violent that there is nothing left. This  
explosion is automatic, the only sign that  
its going to happen is that the skin/hide  
starts smoking, then 1D6x10 seconds  
later.....BOOM!!!!  
Damage:4D6x10 (shrapnel causes  
another 1D6x10)  
Blast Radius:25 ft. (shrapnel flies  
another 150-200 ft)

### **Yeti**

By Krispy  
Class: Host Armor, Yeti DG Specific  
Level: First  
Total Bio-E Spent: 180 (200, but deduct  
20 from metabolism bonus)  
\*Herbivore Metabolism but with a  
mouthful of carnivorous teeth (3D8 bite  
damage)  
MDC  
Arms (2): 90 each  
Hands (2): 70 each  
Legs (2): 110 each  
Feet (2): 90  
Head: 100  
Main Body: 300  
Speed:  
Running: 144km/h + 32 for ELR =  
176km/h

Leaping, swimming, & digging - same  
as basic HA  
Underwater: 700 feet  
Flying: Not Possible – note due to the  
organic thrusters built into the frost  
weapon the HA cannot select that  
enhancement again, but if the HA pilot  
wishes to fly then they can select wings  
Statistical Data:  
Height: + 0.9m for ELR, Width &  
Length: standard  
Weight: 500lbs  
Cargo: None, except what can carry  
Physical Strength: 30 Splicer P.S.  
Production Cycle, Lifetime, Horror  
Factor: Standard  
Bio-regeneration: Standard  
Senses & Features: standard plus  
Enhanced Amplified Hearing – able to  
hear a whisper 900 feet (274.3m) away  
Feeding/Metabolism: Herbivore and the  
HA needs to eat 30 – 50 lbs (13.5 – 22.5  
kg) of vegetable matter a day  
Sleep requirements: the HA only  
requires 1D4 hours of  
rest/sleep/inactivity per day  
Combat Bonuses: +4 initiative, +2 parry,  
+ 3 dodge, +2 roll with fall, & base  
instinctive skill of identify Plants & Fruit  
90%, Land Navigation, Wilderness  
Survival 60%  
Enhancements & Weapons incorporated  
into Level 1 template armor  
\*Elongated Running Legs: 15  
(+32km/h)  
\*Industrial (reinforced) Organic  
Thrusters: 40 (Note: the HA cannot fly  
as the thrusters are required for the Frost  
Breath weapon)  
\*ENC: 20  
\*Circadian Rhythm: 10  
\*2 Frost Breath Bone Canisters: 20  
(these are internal canisters that gives the  
HA, 4 blasts per canister)

\*Combo of Resistant to Cold & Resistant to Heat (& fire/Plasma) with the HLPS: 15  
 (The HA has long shabby fur, with white and grey tints similar to the snow leopard. This fur is also resistant to fire; all flame/plasma weapons do half or 2/3ds normal damage)  
 \*Reinforced Throat & Jaw (also linked with resistance to cold) for Frost Breath – 10 points  
 \*Symbiotic Nourishment: 20  
 \*Light Gore Cannon: 20  
 \*Chameleon Skin/fur: 20  
 \*Combat Spurs (on 4arms): 10  
 Personal Yeti HA  
 The Yeti DG gets 5D6+10 Bio-E at first level for customization of their individual HA and from 2nd level on, another 3D6+10 per level  
 Weapons:  
 Frost Breath:  
 Range: 30.5m, with a cone of 1.5m,  
 Damage: .....  
 Payload: starts with 8 blasts (4 per canister) another 2 canister can be incorporated into the HA for a total of 16 blasts per 24 hour period  
 Rate of Fire: once per round and counts as 2 attacks  
 \*\*Frost Breath: inside the HA there are 2 organic versions of Gas Cylinders (multiple layers of bone reinforced with carbon fiber)  
 An industrial version of Organic Thrusters are connected to the cylinders that force air into them until the gas is compressed to a liquid  
 NB: due to the connection of the Organic Thrusters to the Frost Breath, the HA cannot fly  
 Each cylinder holds 4 blasts (damage: cold/ice weapons from Aliens Unlimited)  
 The cylinders cant be increased in size (so no Ultra-Upgrade) but 2 additional

cylinders can be built into the HA at a cost of 10 Bio-E each for a total of 4  
 It takes 1 hour for the Organic Thrusters to replace 1 shot ( so 16 hours for the 4 cylinders)  
 NB: you cannot Mega-Upgrade or Omni-Upgrade this weapon  
 Light Gore Cannon: does 4D8+8 due to herbivore metabolism  
 Combat Spurs  
 Other Abilities:  
 \*Connected to the Resistant to Cold (blubber & fur) the HA has a unique Heat Loss Prevention System (HLPS) which is associated with the extremities of the HA (hands & feet). Based off a unique ability of the Penguin  
 Penguin: when warm blood is traveling down the artery to the hands and feet, the heat in the blood is transferred to the blood traveling in the neighboring veins back to the heart. This stops warm blood being circulated through the hands and feet preventing heat loss  
 These are some common enhancements Yeti DGs select as they progress up the levels  
 Hands: Armored Skin: 10  
 Reinforced Knuckles/hands: 5  
 Elongated arms: 10  
 Leaping Legs: 10  
 Stealth field: 50  
 Saber Teeth: 15  
 Organic Rockets  
 The 2 extra Frost Breath Canisters (10 points each)  
 Prehensile Feet/Toes: 10



## Section 5: Bioweapons

By Ectoplasmic Bidet

### Pod Launcher:

Its barrel a telescoping tube of sinew and muscle covered bone, this weapon uses compressed gas to fire a small explosive that resembles seed pods or the egg of an insect. Upon impact, the "pod" ruptures explosively, spraying an impressive area with razor sharp shrapnel. A pod launcher can be grown on the back of a forearm, shoulder, or in the place of a hand[reduce Bio-E cost by 5 points if this option is used].

-MDC of the Pod Launcher: 1d6x10+40

-Length of the Pod Launcher: Fully retracted, the barrel of the launcher is roughly 1 foot long, making for easy concealment depending on its location. In this position the launcher cannot be fired. However, when extended to firing position, the launcher is about 3 feet long.

-Prerequisite: In addition to the specific prerequisite for each type of Pod Launcher, the Host Armor must be a carnivore, herbivore, lithovore, or omnivore[no other metabolisms can make us of this weapon], in order to provide the necessary materials needed to grow and fire the pods. Additionally, the meat diet of carnivores produce greater amounts of the volatile gases used to propel the pods, increasing their range by 25%.

### Light Pod Launcher:

-Mega-Damage: 3d10 MD with a blast radius of 10 feet.

-Rate of Fire: Each pod fired counts as one melee attack/action. Cannot fire bursts.

-Maximum Effective Range: 600 feet.

-Payload: 32 pods per hour.

-Bonus: +1 aimed strike.

-Bio-E Cost: 10

-Prerequisite: None.

### Medium Pod Launcher:

-Mega-Damage: 4d10 MD with a blast radius of 20 feet.

-Rate of Fire: Each pod fired counts as one melee attack/action. Cannot fire bursts.

-Maximum Effective Range: 1200 feet.

-Payload: 24 pods per hour.

-Bonus: +2 aimed strike.

-Bio-E Cost: 15

-Prerequisite: A Light Pod Launcher, which is replaced by(grows into) the Medium Pod Launcher.

### Heavy Pod Launcher:

-Mega-Damage: 5d10 MD with a blast radius of 40 feet.

-Rate of Fire: Each pod fired counts as one melee attack/action. Cannot fire bursts.

-Maximum Effective Range: 1800 feet.

-Payload: 16 pods per hour.

-Bonus: +3 aimed strike.

-Bio-E Cost: 25

-Prerequisite: A Medium Pod Launcher, which is replaced by(grows into) the Heavy Pod Launcher.

**Force Projector Cannon:** A recent adaptation of the powerful defensive Bio-Force Field used in many Host Armors, this weapon represents a formidable weaponization of the formerly passive system. The crystalline lens aperture for the weapon is deceptively small due entirely to the fact that the Force Projector relies heavily on the pre-existing Bio-Force Field built into the Host Armor to generate its destructive energies. Due to its surprisingly small size, the lens for a Force Projector Cannon can be located virtually anywhere on a Host Armor.

- MDC of the Force Projector Cannon: 1d4x10+20
- Mega-Damage: 2d4x10+20 MD.
- Rate of Fire: Each force blast counts as one melee attack/action. Only one cannon may be fired at a time.
- Maximum Effective Range: 2,400 feet
- Payload: Effectively Unlimited.
- Bonus: +1 strike in addition to the pilot's bonus to strike with ranged weapons
- Bio-E Cost: 35 per cannon, and a maximum of two force cannons are possible.
- Prerequisite: Bio-Force Field.

**Bio-Weapon Harness:** Virtually all human warriors who battle the Machine in the advanced organic combat suits known as Host Armor also have available to them a suit of lesser Living Armor. Like the Host Armor, this Living Armor has a certain allotment of Bio-E available for upgrades and enhancement. Many warriors, however, the Dreadguards especially, wouldn't be caught dead in a suit of Living Armor, not when they have the coveted Host Armor at their disposal. Recently, particularly innovative Houses have begun to make available a new option for their pilots, allowing them to choose to forego Living Armor. As an alternative, the Bio-Weapon Harness has been made available. Compatible with Host Armor, but able to be worn by anyone once keyed to their DNA, the Bio-Weapon Harness consists of a tough living membrane which wraps around the chest of its wearer, serving as partial armor and a stable platform for any weapon normally available to a Host Armor, and an articulated firing arm on which the selected bio-weapon is mounted. When not in use, this arm fold folds back out of the way and waits

- unobtrusively until the activation command is given. The weapon arm snaps forward and into the pilot's grasp almost instantly, using only a single melee action.
- MDC: Main Body/Chest Harness: +1d8x10+50[rolls to strike below 12 will hit the harness], Weapon Arm: 1d4x10+20, Bio-Weapon: Varies[As per Host Armor weapon selected]
- Weight: 10 pounds(4.5 kg.)
- Harness Regeneration: 3D6 MDC per minute. If destroyed the weapon arm or the weapon itself regenerates within 14 hours. If the MDC of the chest harness itself is depleted it is killed.
- Feeding: Unlike standard bio-tech devices, the harness does not necessarily require exposure to a nutrient solution to feed. So long as it is attached to a Host Armor the harness is maintained as a part of the armor.
- Excellent Mobility: -5% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics; no penalties to running and flying speed.
- Available Bio-E: Dependent upon the occupation for which the weapon harness is being grown, Bio-E is typically equal to what is made available for their Living Armor.
- Prerequisite: None per se, though weapons must be upgraded or enhanced in the normal manner.

**Bio-Energy Sword:** An add-on to the standard Bio-Energy Expulsion Vent, this bio-enhancement allows the Host Armor to create blade-like extensions approximately 4 feet long of pure bio-energy to use in melee combat. Ranged weapon upgrades performed on a Bio-Energy Expulsion Vent or enhancement to Medium or Heavy status do not effect the Bio-Energy Sword's range or damage.

- MDC of the upgraded Bio-Energy Expulsion Vent: +10 MDC.
- Mega-Damage: 3d8 + bonus MD equal to the PE attribute of the human pilot. No other damage bonuses apply, such as though from certain WPs, Host Armor enhancements, or physical strength.
- Rate of Fire: Activating or deactivating the sword requires 1 melee action.
- Duration: Effectively Unlimited. The Bio-Energy Sword can be used for an indefinite period of time, but must be deactivated in order to fire bio-energy blasts.
- Bonus: +3 strike.
- Bio-E Cost: 10 points.
- Prerequisite: Bio-Energy Expulsion Vent.

**Medium Bio-Energy Expulsion Vent:**

- MDC of the Bio-Energy Vent: +10 MDC
- Mega-Damage: 5d8 +bonus MD equal to the PE attribute of the human pilot.
- Rate of Fire: Each blast counts as one melee attack/action. Cannot fire volleys or simultaneous blasts at the same target.
- Maximum Effective Range: 2400 feet, but only 1200ft underwater.
- Payload: Effectively Unlimited. However, firing more than 20 blasts per minute weakens the pilot, causing him to lose two melee attack/action per round and reduces all of his combat bonuses by half for the next 1d6 minutes.
- Bonus: +3 aimed strike.
- Bio-E Cost: 15
- Prerequisite: Bio-Energy Expulsion Vent.

**Heavy Bio-Energy Expulsion Vent:**

- MDC of the Bio-Energy Vent: +15 MDC
- Mega-Damage: 8d10 +bonus MD equal to the PE attribute of the human pilot.

- Rate of Fire: Each blast counts as one melee attack/action. Cannot fire volleys or simultaneous blasts at the same target.
- Maximum Effective Range: 3000 feet, but only 1500ft underwater.
- Payload: Effectively Unlimited. However, firing more than 20 blasts per minute weakens the pilot, causing him to lose two melee attack/action per round and reduces all of his combat bonuses by half for the next 1d6 minutes.
- Bonus: +3 aimed strike.
- Bio-E Cost: 25
- Prerequisite: Medium Bio-Energy Expulsion Vent.

**Stinger Tentacle:** Housed along one of the Host Armor's arms is a coiled tentacle-like appendage tipped with a hollow bone needle[the tip is barely visible, even when the harpoon is retracted]. The Host Armor can extend this stinger tentacle with incredible speed and force, shooting it out through a portal along the wrist, below the hand. After striking, the hollow needle injects a highly corrosive acid into its target then reflexively retracts back into its housing. The Stinger Tentacle is strong, requiring 40 points of MD to sever.

- Mega-Damage: 2d6 MD for the initial piercing strike with no additional bonuses. Acid does 4d8 MD upon initial injection and another +2d8 MD per melee round for 3d4 melee rounds. Acid inflicts 50% damage to non-metallic inorganic materials and only does 1d4 SDC damage to organic substances.
- Rate of Fire: Each stinger injection counts as 1 melee attack.
- Maximum Effective Range: 80ft
- Bonus: +1 strike.
- Bio-E Cost: 20 points for one Stinger Tentacle. Reduce Bio-E cost by 10 points if the Host Armor is already

enhanced with the Acid Blood Biological Defense.

-Prerequisite: A Serrated Whip, which is replaced by the Stinger Tentacle.

**Battle Glaive:** A hybrid bio-weapon, the battle glaive is a combination between the Concussion Staff and an Acid Edged Blade, with the butt of the haft delivering a standard concussion blast as per the staff while the blade itself is a wickedly curved Acid Edged Blade.

-Weight: 8lbs

-Mega-Damage: Acid Edged Blade: 3d6 MD[additional 1d6 MD per melee round for 1d4 melee rounds or until washed off], Concussion Haft: 3d6 MD[01-45% chance of knockdown, knocked down victims lose initiative and one melee attack/action].

-MDC of the Weapon: Blade: 80 MDC, Haft: 100 MDC, but since the weapon is alive, it regenerates 4d6 MDC per hour. The weapon only takes damage when an attacker is specifically trying to damage/destroy it.

-Trade Value: 3000 credits.

Initially an endeavor to test the feasibility of creating Host Armor capable of reproducing in the traditional manner, with all the bio-enhancements of both parent armors intact and melded to the newborn Host Armor without the need for incremental Bio-E enhancement, the project was terminated(literally, in some cases) after several experiments went wrong in dramatically bloody fashion. However, using data acquired and techniques developed from the Host Armor breeding experiments, a new bio-enhancement was created, the Homunculus.

**Homunculus:** The Host Armor is able to create a miniature version of itself for the purpose of reconnaissance and sabotage. Housed within a bulging pouch on the Host Armor's abdomen or back, the Homunculus is kept in bio-stasis until the human pilot wakes it, a process requiring approximately 1 minute(4 melee rounds). Once awakened the Homunculus climbs from its pouch and becomes an extension of the Host Armor's consciousness, its senses supplementing his own and his thoughts controlling its actions. The Homunculus has none of the "mother" Host Armor's ranged bio-weapons(its tiny versions are non-functional), but it possesses the same senses with 50% range, has all relevant bio-enhancements(Enhanced Regeneration, Wings, Stealth Field, etc), and can travel at 25% of its creator's maximum speed. So long as the Host Armor and its Homunculus stay within Bio-Comm range, the pilot can remotely control the mindless creature while receiving sensory data from it, dividing available melee actions between himself and the bio-construct. Its small size makes the Homunculus ideal for reconnaissance work, allowing it to go unnoticed in situations where even a stealthy Host Armor could not possibly avoid detection. If destruction is imminent or the pilot has found a target worthy of sabotage, he may command the Homunculus to detonate the powerful organic explosive device housed within its chest.

-Homunculus Size: The bio-construct is only 10% the size and weight of its "mother" Host Armor.

-M.D.C. of the Homunculus: 20% of the Host Armor which created it. The birthing pouch in which the creature is held has 1D6x10+40 M.D.C. and

requires a Called Shot with a -3 penalty to strike.

-Mega-Damage: 3D8x10 M.D., to a 36 foot radius if the Homunculus is detonated.

-Homunculus Lifespan: 2D6+6 Hours. The Homunculus construct experiences bio-meltdown at the end of its short life unless prematurely destroyed or given the command to detonate.

-Payload: One. A Host Armor cannot be enhanced with more than a single Homunculus. Once an awakened Homunculus leaves its pouch, the Host Armor begins growing a new one, a process that requires 24 hours.

-Penalties: Beyond the fact that many find these creatures creepy, a Host Armor carrying one is less agile than it would normally be. This is represented in a -5% penalty to the skills Prowl, Acrobatics, Gymnastics, & Swimming.

-Bio-E Cost: 30

-Prerequisite: Enhanced Neurological Connection & Regeneration: Enhanced(or Super). The Host Armor cannot have a Parasitic, Photosynthetic, or Thermosynthetic metabolism.

### **Infantry Casting Rifle**

AKA Pop Rocks, named because of the sound they make when fired, and on impact.

Not much fluff here, just a long term weapon designed to last during heavy field use. Can be fed in the field, usually tripod mounted or slung at waist height by host armors. Rather heavy design, but has high utility.

Capable of replenishing half its capacity of ammunition in just 20-40 minutes, it is one of the faster reloading heavy weapons available. Just one problem, you have to reload it. It doesn't regenerate a payload, it eats, craps, and then fires said fecal matter. One pound

of rock or dirt generally generates two rounds, and feeding it 60 pounds of rock will reload the weapon with 120 shots, it can only hold and process 60 lb of dirt at a time. this process goes much slower if you have to shovel dirt in, as most splicers don't carry shovels, this reducing the feed load to one handful at a time. Not a bad weapon though, could use some feedback.

MD- 3d8+3 on a single accurate shot(+2 strike), 1d8x10+10 on a three shot burst. Max Effective Range- 4000'

Rate of Fire- Single or three round burst. Payload- 240 single shots, or 80 triple shot bursts.

Weight-40lb recoil is not much of an issue, hauling it around when it has a full belly is.

### **Infantry Grenade Launcher**

AKA Screaming Reign, Named by the noise, and the tendency to dominate. Some one decided that the Screamer grenades make great psychological warfare, tests on captured Biotics showed that repeated exposure quickly developed into shell shock in victims, and PST was often observed even months later. The leading experts in House Ashe decided that the combat applications of this weapon were worthy, and the effects it caused when used against other humans were too good to pass up. Yeah, they think like that too, and you thought Shiva was the only one.

MD-2d12(4d6)(20'radius) for a single shot, 6d12(1d6x10+12)(25'radius) for a 5 shot burst, 1d12x10(2d6x10)(30'radius) for a 10 shot burst.

Maximum Effective Range- 1000'

Rate of Fire-1,5, or 10 shots.

Payload- 100!

Weight- 40lb

### **Living Body Armor-Ablative Armor**

AKA Shell Suit It should be noted that I do not fully understand the ablative concept, and do not care to look it up.

The newest in a long line of experimental armors, the Shell Suit has shown a lot of progress, and is the first viable subject out of dozens of tests. In fact, it is some of those dozens. When the experts at House Ashe could get any of their projects past the first testing stage, they gave up and tried to start over. A few months later, someone got the idea of gathering all the parts of their previous concepts, and put them into one whole. Mix a bunch of failures together and they will make a success, crazy amiright?

Well it worked, the test armors are still in the experimental phase, but the Regeneration, Growth, and Mod Muscle features have all been proven a success. In fact, some of the features have meshed in unsuspected ways, leading to surprising benefits. One of those ways is the Natural Mobility. Natural Mobility was not engineered into the armor, it was a sideeffect.

The armors' main defense is a quickly growing shell, and to maximize the mobility, the growth areas were limited to ensure there was no overlap, which might severely hamper range of movement. As the major muscle locations were what they needed to protect, they were the obvious place to start, followed by protecting the internal organs and whatnot. Unfortunately, the enhanced Mod Muscle underlayer had the nasty effect of pulling apart the growth layer. This would actually turn out well. It divided the growth layer along all the lines a human body uses to move. The result is a sculpted suit of armor that looks like a body builder with no skin.

All the growth plates still touch, but in such a way as movement is not hampered at all, and the Mod Muscle further makes enhances mobility by carrying all the weight of the armor. As it is still an experimental armor, actual protection varies wildly, but the Librarians and Engineers are sure that, when perfected, it will be the best suit of armor available.

MDC Protection Ratings Each location has its own defense rating, and that of its shell on top of it. The shell has double the mdc of the location, and regenerates very fast. Shell=\*

Main Body- $5d6+30(*=MDCx2)$  for example, a main body with 35 mdc, would be protected by a shell with 70 mdc.

Head- $3d6+20(*=MDCx2)$

Arms and Legs- $3d6+30(*=MDCx2)$

Weight- 15lb naked, 3x when fully armored.

Armor Regeneration- Due to the engineering of the shell, a layer of carapace will be grown, then a layer of growth tissue repeated ad nauseam. This causes a faster re-growth cycle, as each layer of growth tissue penetrated will immediately begin regenerating itself, and the carapace, at an astonishing rate, and not just from the bottom up, but every angle.

regenerates 1d6 per melee to the shell, 3d4 per minute to the body. Destroyed shell will be regenerated upon the first bit of mdc being replaced, destroyed limbs will take 12 hours.

Natural Mobility- the armor moves in the perfect range of motion as the human body. No Penalty.

Mod Muscle ExoSkeletal Augment- Raises PS to Splicers PS of 20.

Trade Value- Approx. 50,000 quid.

Some Notes- Due to the complex nature of the armor some enhancements cost

more, and others are impossible. general notes will be that it costs an extra 5 bio-e per 20 bio-e, or fraction thereof, for any enhancement that would displace the shell, or alter it substantially.

### **Armor Piercing Missile.**

MDC: +10

Damage: 6d12

Range: up to 1000' up, and glide 1 mile

Bonuses: +8 strike/+5 autododge

Bio-E: +5 per missile

Pre-Req's: Missile Pods, Each upgraded missile takes up 2 slots.

an additional upgrade adds bone ribbing to the missile, which turn into deadly shrapnel., causing 3d12 damage to a radius of 10'.

Bio-E: 5

Missiles that rain silently from above.

Deadlaunched straight up, then rocket to a maximum ceiling, and then glide down from above or at a steep angle. most robots will see a missile coming, or pick up on it by way of sonic sensors long before it reaches them. these rockets are meant to sow confusion. automatic initiative, and auto hit if first attack/sneak attack.

The missile is altered to have a massive bone spike on the head, with 4 eyes placed around the periphery, and the engines with variable thrust. The missile explodes, launching the bonespike on the tip into the enemy, where it explodes. most robots, due to their combat computers, can blind fire a dumb rocket to intercept your volley nearly every single time, most splicers agree, this is highly unfair. this rocket was designed with 4 eyes and 3 variable thrust engines to negate this advantage.

### By Clockpunk

#### **Firefly Lobber.** (Heavy Bio-Weapon)

A small but bulky bio-rifle base designed with a wide and elongated barrel to allow mortar-style delivering of the payload, these Lobbers fire out heavily-spliced shells which consist of firefly hives. These insects may, when initially grown, be altered to emit any color of the Engineer's choice, but are typically either blue, red, green or yellow (randomly assigned), all of which cast out a much stronger light than their natural counterparts. When fired these hives begin to release their inner insect load, leading to the trail followed by the shell being highlighted by their glows as they remain in the rough space they were expelled for 1D3x10 minutes. Once the hive splatters upon landing, the remaining insects bathe the surrounding 20 foot diameter area in a colored but illuminating light.

Weight: 11 lbs.

Mega-Damage: 1D10 MD for targets struck by a direct hit.

Maximum Effective Range: 2500 feet.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Six organic nest shots, each of which takes 30 minutes to regenerate.

Bonus: +1 to strike with a burst of nest shots.

Trade Value: 5,000 credits.

#### **Gurger.** (Heavy Bio-Weapon)

This strange looking short but bulky bio-rifle consists of a number of stomachs (10-12), several of which press through the muscular frame holding this Bio-Weapon together when full, and when combined with the constant movement of these stomachs as they work to produce the mulch payload, they look even more alive than many other Bio-Weapons. Gurgers expel a large splatter

of acidic and oily digestive juices in a manner akin to projectile vomiting, through careful manipulation of the muscles that keep the stomachs closed-off from one another. This projectile can coat targets splattered by the payload, and seep through small cracks and openings and burn through any sensitive components housed within.

Alternatively, a stream of this concentrated bile may be forced out of the Gurger of dimensions up to 4 square feet per stomach emptied, which bubbles and hisses with acidity for D4x5 minutes before it become neutralized.

Weight: 8 lbs (with a full payload – 7 lbs empty).

Mega-Damage: 3D6 MD from a direct hit, 2D4 to affected area if passing over discharge.

Maximum Effective Range: 150 feet.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: 9+1D3 balls of discharge, which take an hour to refill within the Bio-Weapon.

Bonus: None.

Trade Value: 6,000 credits.

#### **Sliver Spitter.** (Light Bio-Weapon)

The elongated bore of this rifle appears to be formed from a single piece of pales fusiform muscle tissue, embedded upon a separate more rigid muscular base. These Bio-Weapons cast out at high speed a length of extremely smooth bone, with a sharp and jagged tip. The muscles involved are able to propel these slivers of bone out to an incredible range with great accuracy and they are able to pierce even thick metal with ease, but the speed is rather slow compared to some other weapons.

Weight: 8 lbs.

Mega-Damage: 3D8 M.D. per bone harpoon

Maximum Effective Range: 2000 feet.

Rate of Fire: Can only be fired every other melee round, as it takes time for the bone slivers to be manipulated into place within the Bio-Weapon.

Payload: Able to hold up to 12 bone slivers; but only regenerates 4 per hour.

Bonus: +1 to strike on an aimed shot.

Trade Value: 8,750 credits.

#### **Snapper.** (Melee Bio-Weapon)

This spliced melee weapon is grown in the form of a lizard whose legs wrap around the forearm of the wielder, while the oversized torso and bullet-shaped head extend over their hand. The mouthpiece of this weapon is lined with a serrated row of extremely sharp teeth which tightly interlock. The wielder is able to trigger a Snapper into opening wide, and contact of any kind with the teeth will cause the weapon the spring back into closed position, causing particularly nasty bites. Of course, this may not be enough to bite through many materials, so the strength of the weapon lies in that may then be yanked away from whatever it has bitten onto and, much like a saw, the teeth are used to cut through whatever was gripped. Any teeth lost due to use against heavy materials will regrow within an hour. An illustration of this Bio-Weapon may be found on p.155 of the Splicers book alongside the Roughneck O.C.C. description

Weight: 2 lbs.

Mega-Damage: 2D6 MD for bite-attacks, 4D6 MD for saw-based attacks (when ripped away).

M.D.C. of the weapon: 80, and because this is a living weapon, it regenerates 5D6 M.D.C. per hour.

Trade Value: 1,100 credits.



**Bio-Frag Grenades: ‘Frigs’.**

These organic explosives are genetically grown within a double-layered and completely sealed clam-shell like casing. Once the organic matter within is exposed to air it will violently react after a few (4-9) seconds, depending on how dry the ‘frigs’ are (the thick dripping strands keep air from reaching the sensitive core for a few more seconds) – many splicers keep them encased within a Host Armor pouch coated or even filled with the same liquid from the Gene-Pools used to cultivate and grow them for a more consistent timing. When they go off, ‘frigs’ blast out dozens of shards from the broken shell that will rip through or embed themselves into almost any surface.

Weight: One pound (0.45 kg).

Mega-Damage: 7D8 M.D. in a 6 ft radius, 3D8 M.D. in a 4 ft radius beyond that.

Maximum Effective Range: Thrown as a grenade, about 60 feet, twice that for splicers.

Trade Value: 800 credits each.

**Spliced Splatter: ‘Spligs’.**

Resembling a cross between a human hand and a starfish, these extensively genetically modified weapons will explode in a miasma of genetic material once they are struck with some force. These creations are not designed to damage the Machine, but the human DNA components of the resulting matter will activate the Nanobot Plague on any metal objects that it touches within seconds. This frequently (but not always) results in drawing the focus of all robots within the immediate vicinity to seek what tripped their sensors. They have also proved useful in revealing hidden items that could catch scouting or war parties by surprise.

Weight: Half a pound (0.22 kg).

Mega-Damage: N/A, but the resulting effects will coat an area in 4 foot radius.

Maximum Effective Range: Hurlled as per a discus, up to a distance of 140 feet (doubled for Splicers).

Trade Value: 300 credits each.

By Guy Ledouche

**Geobacters**

A closely guarded secret of the House, Geobacters have recently been used against the Machine with devastating results. Geobacter explosives are loaded with millions of engineered bacteria that are capable of metabolizing metal ions of all kinds. Not only do these bacteria "eat" metal ions opportunistically; they actively look for these in their environment and then destroy them. Resembling a grey, leathery football, Geobacters are available as both grenades and missiles. Upon impact, a geobacter explodes into a cloud, releasing thousands of bacteria. Starting from the point of impact, the bacteria begin to consume the metal surface. The bacteria are especially effective against military-type alloys and can be absolutely destructive against robots and armored vehicles. Given enough time, the bacteria will dissolve the metal to a mere sludge.

While geobacter weapons can be powerful, it takes almost an hour for them to achieve their full effect. Masters at hit-and-run tactics, Febris troops will usually ambush N.E.X.U.S. forces, strike the target(s), and then disappear to give the bacteria time to work. This tactic will be repeated for several hours, until the enemy is destroyed or is so incapacitated that they be easily dealt with.

The geobacter bacteria are absolutely harmless to M.D. ceramics, plastics, concrete or biological flesh of any kind.

However, they cause half damage to synthetic or artificial flesh or coverings. The geobacter bacteria eventually die out in about an hour and are rendered inert.

**Weight:** The average geobacter grenade weighs one pound; a geobacter rocket weighs about 8lbs.

**Mega-Damage:** SPECIAL! Both the grenade and missile cause 2D4 M.D. from impact. However, the real damage comes from the bacteria released. The bacteria attack and reduce the integrity of the metal, reducing its overall M.D.C. This overall reduction of M.D.C. occurs after one minute (4 melee rounds) of exposure to the bacteria. The effects are noticeable as a fading of color or the appearance of dull blotches, followed by the metal becoming cracked, warped, and increasingly brittle. This has the following effect on the target:

- Against body armor, "light" robots, or any target 600lbs or less, the bacteria will reduce the overall M.D.C. at the point of impact by half!
- Heavier robots or targets (up to 2 tons) will have their M.D.C. at point of impact reduced by 30%
- Any target heavier than 2 tons will see an overall M.D.C. reduction of 10%.

**Additional Effects:** These additional effects take longer but are devastating as the bacteria invade the interior of the target through the cracks and fissures. These effects occur 1D4x10 minutes after the initial attack. If a specific target was not named in the attack, roll percentile die (or the GM may pick one):

01-20 **Main Weapon:** The most powerful and/or important weapon of the target is rendered inoperable. Until full repairs are made, the weapon is completely useless.

21-40 **Sensor Array:** Radar, targeting, and/or communications systems have

been destroyed. Until fully repaired (usually not possible on the battlefield.) Until then, the target will always be last for initiative, loses, two melee attacks/actions, and all combat bonuses are reduced by ½. Furthermore, special scanning features such as radar, sonar, motion detection, and computer targeting are offline, forcing the target to rely entirely on basic optics and touch, in effect rendering it partially blind.

41-60 **Appendage:**

- Human-shaped targets will experience system failure in a leg, arm, thruster, or other appendage. The plating has almost entirely dissolved and the environmental seal of the target has been broken. This exposes the pilot (if any) to external atmosphere and conditions. Any attacks targeted at this area will strike the pilot (if applicable) or count as Critical Strikes, inflicting double damage. Any special weapons, features, or abilities built into the limb are now destroyed.
- On a vehicle or vehicular style target, this will mean a leg, tread, thruster, or similar has been destroyed.
- On a bunker/building or similar, this will mean either a weapon turret, cannon, communications tower or sensor array is destroyed.

61-80 **Operating System:** All systems are temporarily out and the target is effectively paralyzed and completely defenseless for 1D8 melee rounds (15 to 120 seconds).

81-00 **Two Secondary Weapons:** The target has lost two secondary weapons. These could be vibro-blades, hand-held weapons, forearm weapons, etc.

**Rate of Fire:** Varies with weapon type  
**Maximum Effective Range:** For thrown grenades, the maximum range depends on the user's strength; usually around 100ft. Launched grenades about 300ft., and geobacter rockets about one mile.

GM Note: Currently, geobacter weapons are restricted to House Febris and even then only to trusted units. The make-up of the bacteria is a closely guarded secret that should not be made available to PCs. Only the Librarians and Engineers have access to the exact make-up. Geobacter weapons are currently NOT available to other Houses or Factions.

**Flesh Rot:** This enhancement allows a Prion to infect wounds with a painful necrotizing agent. This necrotizing occurs quite suddenly and progresses rapidly. In a matter of moments, the infection will spread into the deep layers of skin, hide, or subcutaneous tissue. If left untreated, normal tissue will become little more than a withered black husk. Effects: After a successful strike, the victim must roll to save vs. disease but need a 17 or higher (bonuses included.) A successful save means infection failed. A failed save means the onset of infection. If the Prion scores a natural 20 on the strike roll, the victim may not make a save; the infection is automatic (though the target may parry or dodge the attack as normal.) If the victim fails the save roll, the infection will occur within 1D4+1 melee rounds. The tissue around the wound will lose color, rapidly becoming a discolored grey mess with festering sores and reeking of decay. The tissue will become extremely sensitive and will actually prevent the victim from wearing anything other than light cloth. The character will also begin to feel weak and drained; skill performance is reduced by -15% and all combat bonuses will be reduced by -3. While infected, characters will fatigue at twice their normal rate. The stench from the wound is terrible, causing those nearby to gag and possibly

vomit. Any characters within 10 feet (double for those with enhanced smell) will lose one melee attack and are -3 on initiative.

The victim of the attack may repeat the save roll every 15 minutes. A successful save will negate all toxins, and the character will recover fairly quickly, regaining full bonuses within 3D6 hours. The wound will heal as normal. All effects can be negated by a Saint's Healing Touch.

Bio-E Cost: 25

Prerequisite: The Host Armor must have bone blades, claws (of any size), combat spurs or similar edged bio-weapons. The effects listed above are in addition to the normal strike damage.

**Spoiling Touch:** The Prion can touch food, drink or water and instantly spoil it with decay and sickness.

Mega-Damage and Effects: The Prion can effect up to 5 pounds of food or 10 gallons of water or liquid. If the food or drink is ingested, the victim will become violently ill from severe food poisoning. Symptoms are severe stomach cramps, diarrhea, nausea, and light fever. Characters get to save vs. non-lethal poison (16 or higher.) A successful save means only minor queasiness and lack of appetite.

A failed save means the victim will suddenly begin to immediately gag and suffer 3D6 points of damage (M.D. if a Mega-Damage creature, Host Armor, War Mount, etc.) Additionally, the victim(s) lose initiative and two melee attacks/actions. Combat bonuses are -2 and all skills suffer a penalty of -10%. Speed is reduced by half. The sickness and penalties last for 24 hours.

Bio-E Cost: 15. The Prion can effect an additional pound of food and two gallons

for each additional 5 Bio-E spent at time of purchase.

Prerequisites: None.

**Famine Bomb:** A grenade or organic rocket loaded with powerful bio-engineered chemicals and enzymes. These enzymes flood the victims system, causing a near overpowering urge to eat. The victim will forget everything else and begin to search for and rapidly devour food. The character will also fight anybody who tries to stop him from getting food and eating it.

Effects: Any character, Host Armor, War Mount, or other organic being caught in the blast radius must make a save vs. toxins at 14 or higher; only natural P.E. bonuses are added. Any characters in Host Armor or on War Mounts must make two rolls; one for themselves and one the Armor or Mount. A successful save means the victim is distracted by hunger pangs but still able to function somewhat normally: -1 on initiative and -5% on any skill performance. This effect only lasts for 1D6 minutes.

A failed save means the victim, Host Armor, or War Mount suddenly feels overcome with starvation and the need to eat. The victim cannot attack unless it is something that can be eaten, but can defend without penalties. In the case of Host Armor or War Mounts, especially those with a Carnivorous metabolism, this attack can be devastating. A failed save means a Carnivorous Armor or War Mounts will be unable to restrain themselves from attacking nearby allies, friends, and even riders!

In any case, the victim will gorge until they become bloated and sick from overeating. The victim will vomit 1D4 times in the next ten minutes after last eating and will continue to feel swollen

and queasy. The victim suffers -3 on all combat rolls, -15% on skill proficiencies, speed is reduced by 25%, and the victim will move fatigue twice as fast. These effects last for the next 2D6 hours.

Blast Radius: Famine grenades have a blast radius of 8ft.; famine rockets have a blast radius of 30ft.

**Miasma Cloud.....** all things have dead cells fall off, humans with dandruff are one example. Now take that to an extreme and have a bio-e ability that sheds dead skin with an infection air vector of close range. Hand to hand combat becomes really bad real fast. You get close and start to get sick, you bite the thing and have a rotting disease in your mouth that enters and infects the entire host armor/warmount/what have you.

Gorehounds might be immune as the are highly evolved from scavengers, so might have a chance to be immune to this attack.

By Wooly

### **Kamikaze Ant Bombs**

These are genetically engineered giant ants, the size of a small dog approx 20 lbs. Each ant contains a potent binary bio-explosive in their engorged abdomen. The ants will self detonate when touched by anything not marked with a friendly pheromone spray.

Different pheromone sprays can be used to guide different broods of Kamikaze ants onto different targets.

The ants will also self destruct when they come into contact with a pre-coded pheromone goo that is "painted" on a target". Via a aemi automatic, 50 rnd, 10 Bio-E point "paintball gun" with a maximum range of 500ft.

The Kamakize ants are typically deployed via a cocoon containing 2D4 ants that is thrown by host armor, catapult (a 9ft x 6ft catapult, range 325 yards The Compendium of Weapons, Armour & Castles p.211) or dropped by flying warmounts.

Model Type: Explosive self-guided ground weapon

Class: Autonomous bio-drone

Crew: N/A

MDC by Location:

Head: 15 MDC\*

Main Body 30 MDC\*

\*Depleting the Head or Main Body MDC will cause the kamikaze ant to detonate, as will physical contact with any being not marked as friendly by pheromone.

Movement:

Speed: Running 35 mph

Jump: 20 ft horizontally

Climbing: Can traverse most surfaces, even a 90 degree vertical with only a 20% speed reduction (28 mph)

Damage:

1D6x10 MDC initial explosive damage.

2D6 MDC sticky Acid damage for 1D4 rounds on all exposed surfaces (20ft burst radius).

### **Quill Storm Cannon** (Heavy Bio-Weapon)

This heavy anti-infantry weapon is the Bio-Tech equivalent of a mini-gun. It was built to quickly mow down everything in its path, but it has a tendency to burn through its payload rather rapidly. It is too heavy to fire like a standard rifle, so it is designed to be fired from the hip. This firing style reduces the accuracy, but the sheer amount of projectiles unleashed by the weapon compensates for this problem quite nicely. This two-handed weapon requires a Splicer P.S. of 22 or higher (or

a human P.S. of 35 or higher) to wield it effectively. Characters with a P.S. less than this amount are -4 to strike. The enormous barrel is actually a bundle of twenty smaller gun barrels. Each one of these narrow barrels is capable of firing one razor-sharp quill every second. When all twenty quill launchers fire in rapid succession, the weapon unleashes a nearly continuous stream of deadly spikes. The bulky carapace shell at the base of the of the cannon stores the weapon's payload of one thousand quills, but anyone that has used a Quill Storm Cannon knows it is easier to exhaust this huge supply of spikes than one might think.

Weight: 60 lbs.

M.D.C. of the Cannon: 3D4x10+30

M.D.C.

Mega-Damage: 6D10 to a 5 foot area per burst of 100 quills, 3D4x10 to a 10 foot area per burst of 200 quills, or 5D4x10 to a 20 foot area per burst of 400 quills.

Maximum Effective Range: 1000 feet.

Rate of Fire: Each burst counts as one attack per melee.

Payload: 1000 quills. Spent quills are completely replenished after 24 hours.

Bonus: +1 to strike.

Trade Value: 15,000 credits.

### By Slappy

#### **Clinger Missile**

An Organic Rocket can be further enhanced into a Clinger Missile. The small protruding point of the Organic Rocket evolves to look like an upside down starfish. These starfish-like pseudo pods allow the missile to lock tight against any surface. The Clinger Missile tracks down and rams into its target at full speed, adheres to it with its pseudo pods, and then a millisecond after attaching to its target, it detonates. Unlike standard Organic Rockets, the

unique design of the Clinger Missile directs the majority of the explosive force inward like a shaped charge. This drastically increases its destructive power, but it does decrease the blast radius. In the center of the pseudo pods is the same neurological bundle and eye that is found in the Organic Rocket, so the Clinger Missile can also continue to track down its target if it misses. However, the pseudo pods decrease the aerodynamics of the missile, so it is not quite as maneuverable as a standard Organic Rocket. The Clinger Missile has one attack per melee and has bonuses of +4 to strike and dodge, until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched.

M.D.C. of the Rockets: 13 M.D.C. points, but the missile is a small target and is -3 to hit on a "Called Shot" when still located on the Host Armor. After launching, each missile is treated the same as a high-tech mini-missile and can be shot down as normal.

Mega-Damage: 8D10 per individual missile fired with a blast radius of 5 feet. The directed blast has a 20% chance of temporarily scrambling a robot's internal circuitry. If this occurs, the robot is stunned for 1D4 melee rounds, loses one attack per melee round, and suffers penalties of -2 to strike, parry, and dodge. Note: The chance of stunning the robot is increased by 5% for every additional Clinger Missile in a volley.

Maximum Effective Range: One mile.

Rate of Fire: One at a time or in volleys of 2, 4, 6 or up to the number located on that particular Host Armor. Whether a single missile or an entire volley is fired, it counts as one melee attack. Roll once to strike, either all the missiles in the volley hit or they all miss.

Payload: Based on the number of Organic Rockets enhanced into Clinger Missiles. It takes 6D6 hours to regrow spent missiles.

Bonus: +4 to strike and dodge, as noted above.

Bio-E Cost: 8 points per Clinger Missile.  
Prerequisite: An Organic Rocket, which transforms (grows) into a Clinger Missile.

### **Kamikaze Organic Cruise Missile**

The Librarians of the Resistance have achieved amazing results through biotechnology. They have created weapons, vehicles, living suits of power armor, and even missiles, but they have never been able to match the sheer destructive power of the Machine's nuclear armaments. An option has existed for centuries, but it took the Resistance years to develop a way to safely harness it.

When the Librarians were first trying to perfect the Omega Blaster, a serious design flaw would occasionally cause the power cells to destabilize and explode in a fiery blast that completely consumed the Host Armor and anyone within one hundred feet. This defect was eventually discovered and eliminated from the design, but all Librarians held on to this "flaw" in order to see if it could be exploited for some other purpose. Eventually, a Librarian from one of the smaller Great Houses came up with a use for these defective omega cells. He was inspired by tales of the Kamikaze pilots from ancient Earth, and created a War Mount that was, in essence, a thinking cruise missile. Kamikaze War Mounts can live for years without ever detonating prematurely (the energy cells are stable), but when the beast finds a suitable target, it destabilizes its power

cells and rockets towards its target at Mach speed.

All Kamikaze Cruise Missiles have a rudimentary animal intelligence, a genetic memory programmed with over a dozen different robot designs, and a pathological hatred for the Machine. This programming was necessary to make the Kamikaze willing to sacrifice itself to destroy the enemy, but it also limits its overall effectiveness. The War Mount is designed to primarily seek out large targets like Sentry Towers, Land Dominators, Assault Slayers, and Battle Tracks, but its aggression and hatred for the Machine means that in the absence of these high profile targets, it will attack the first robot it sees, no matter how small. If the Kamikaze could show a little discretion, the Resistance could unleash thousands of these War Mounts upon the world to seek out and destroy the Machine's heaviest hitters. Unfortunately, their ingrained instincts would lead to a tremendous waste of resources as these psychotic War Mounts would just hunt down and obliterate Labor Drones, Skitter Pods, and any other robot that crossed their path. However, if they are let loose when a high profile target is nearby, they will ignore thousands of robots in their way as they race towards their target. In fact, it is impossible to command a Kamikaze to attack a smaller target like a Steel Trooper, Sky Fighter, or even an Assault Slayer if a Land Dominator is nearby. A Kamikaze Cruise Missile looks like an armored worm covered in segmented bone plating. Its triangular shaped head tapers towards a single razor sharp horn. Even without the explosive charge, the Kamikaze could do some significant damage with just a ramming attack (if it ever tried that). Its forward mounted eyes are usually covered with a leather

strap, and its leathery wings are tied to its body with another thick strap. To deploy Kamikazes effectively, they must be bound and blindfolded until they can be pointed at a proper target. While restrained, the Kamikaze can move about on its own on twelve articulated spines (they fold up into its underbelly when it does take flight), but it is mainly just carried around by other War Mounts.

They are usually transported into combat by a Dracos or carried on the back of a Behemoth. Once a suitable target is found, the Kamikaze's restraints are removed and the War Mount rockets towards its prey in an insane fury. Some Splicers feel uncomfortable using these psychotic, suicidal War Mounts.

Unfortunately, desperate times have led to desperate measures, and more and more Great Houses are adding Kamikaze Cruise Missiles to their defenses.

Class: Organic Cruise Missile

Crew: None

M.D.C. by Location:

- Organic Thruster (rear one third of the rocket): 170
- Articulated Spines (12): 10 each
- Wings (2): 78 each
- Head: 210
- Main Body: 280\*
- Bio-Force Field: 300

\*Depleting the M.D.C. of the Main Body kills the Kamikaze. Unless the Kamikaze destabilized its power cells before hand, it will not detonate when killed.

Speed:

Running: Crawl 15 mph

Leaping: Not possible.

Swimming: 100 mph

Underwater Depth: 400 feet

Flying: Cruising speed is typically Mach 1.1, but the Kamikaze will accelerate to Mach 2 when making its "final run."

Statistical Data:

Height: 4-5 feet

Width: 4 feet with a 10-foot wingspan

Length: 11-13 feet

Weight: 800-1000 lbs.

Cargo: None

Physical Strength: 21-24

Production Cycle: 4 month gestation period plus 1 year growth cycle

Operational Lifetime: 10 years

Bio-Regeneration Rate: 2D6 per hour

Horror Factor: 10

Feeding: The Kamikaze is an Omnivorous War Mount. It needs to eat 10 pounds of organic matter a day.

Color: The segmented bone plating is light tan in color and the skin beneath is black.

Sleep Requirements: As an artificially created organism, the Kamikaze only requires 4 hours of sleep per day.

Other Data:

Kamikaze Cruise Missiles are psychotic little creatures. They are fidgety and in a constant state of agitation. They were intentionally programmed to nip and bite at humans so that their handlers would not become emotionally attached to the angry little beasts. These War Mounts will never do any real damage to a human, but they will draw blood if given a chance. As long as they are bound and blindfolded, they can be led around by any human, but once they see a robot, they are completely uncontrollable.

Alignment: Anarchist. Their only goal in life is to find a robot and crash into it at Mach speed. Every other activity in life is just annoying and aggravating. Some handlers cannot stand watching these War Mounts writhe about in anger all day and will sedate them until needed, but most people just lock them away in tiny corrals where they cannot hurt themselves or others.

War Mount Attributes: I.Q.: 1D4, M.E.: 1D6+10, M.A.: 2D6, P.S.: 20+1D4, P.P.: 1D6+15, P.E.: 3D6+3, P.B.: 1D4+1, Spd.: 10 mph. on the ground, up to Mach 2.5 in the air

Number of Attacks per Melee: 3

Combat Bonuses: +6 on initiative, +7 to strike, +1 to parry, +4 to dodge, +3 to roll with punch, impervious to horror factor, disease, and poison.

Equivalent (Instinctive) Skills of Note: Climb 85%/80%, Land Navigation 90%, and Swim 90%

Combat Capabilities:

- Restrained Bite (used against humans): 1D8 S.D.C.

- Bite: 1D8

- Body Block/Ram: 9D6

Senses and Features:

- Advanced Sight: Can see clearly at distances up to two miles, also possesses passive nightvision 6000 feet, and polarized vision.

- Thermal Vision: Can see heat patterns emanating off of organic beings and machines. Thermal vision can see through smoke and even through walls. Range is 4000 feet.

- The War Mount automatically can sense magnetic north.

- Reinforced Exoskeleton

Bio-Weapon Systems:

- Omega Overload: In order to detonate, the Kamikaze must spend two melee attacks to destabilize its internal omega energy cell. Once the cells are destabilized, they cannot be reset. A destabilized Kamikaze has a 1-25% chance of accidental detonation each melee (roll at the end of each subsequent melee round). Damage: 1D4x1000 with a blast radius of 100 feet. Range: Can travel 1000 miles before needing to rest, but they will come across a robot and attack it long before then.



Targeting Preferences: The Kamikaze will attack any robot in range, but it will select targets in a specific order. Once it spots a higher priority target, it will completely disregard previous prey even if it was about to strike. This is its genetically ingrained priority system:

- Land Dominators
- Sentry Towers
- Assault Slayers
- Battle Tracks
- Transport Platforms
- All other robots (in this case it will chose its target solely based on size)

### **Seed Cannon Bio-Enhancements**

These enormous organic rifles are capable of launching their unique munitions with impressive accuracy over a tremendous distance. The diamond-shaped round is actually a super dense seed designed to punch through the outer hull of a robot without traveling all the way through and out the other side. The real damage from these projectiles occurs when the seed round settles within the chest cavity of its metallic target. The round lays dormant until it comes into direct contact with metal. Once this happens, the seed sprouts open and releases its contents into the internal components of the robot. Seed Cannons have only achieved mixed popularity within the Resistance. In the hands of a skilled marksman, they do impressive damage, but more often than not, the round shatters on impact and inflicts relatively little damage. These giant rifles can only be mounted on the shoulder of the Host Armor (one cannon can be mounted on each shoulder). When not in use, the six to seven foot long cannon swivels behind the armor and clings tight to the back. A simple mental command triggers a powerful muscle contraction that snaps the cannon

into firing position. Many opponents have been surprised by how quickly a Seed Cannon can be brought to bear (+2 on initiative when activating this quick draw).

M.D.C. of the Cannon: 1D6x10+60

Length of the Seed Cannon: 6-7 feet

### **Demon Seed Cannon (Heavy Bio-Weapon)**

The Demon Seed Cannon is a large organic rifle made of thick bone plating and sinewy muscle tissue. This heavy Bio-Weapon is incredibly accurate at long range and packs impressive destructive power. The diamond-shaped round is actually a super dense seed capable of punching through heavy metal alloys like tin foil. The seed settles within the internal cavity of the robot, where close contact with metal awakens the creature inside and causes it to grow at an incredible rate. Plant-like vines snake throughout the internal systems of the robot and tightly wrap around anything they touch. The tendrils are covered in a powerful enzyme that dissolves the metal to help with digestion. The crushing tendrils and powerful acid inflicts decent damage to the internal workings of the robot, but every minute, the true damage occurs when the vines violently contract towards the core, tearing apart the circuits, wires, and vital components the tendrils had ensnared. As long as the seed has metal to feed upon, it will grow rapidly for several minutes until the accelerated development overtaxes the creature and it dies.

Despite the incredible destructive power of this weapon, it has achieved only mixed popularity within the Resistance. One shot from the Demon Seed Cannon could bring down a Battle Track given enough time, but some Splicers feel it

takes a little too long to do its job (especially in the heat of battle). Another major drawback is that the seed round must puncture the thick armor of the robotic target in order to do any real damage. Unless the seed punches through into the internal cavity, it will just shatter on impact and die. This heavy organic rifle is preferred by soldiers that like to snipe at targets from the shadows and then relocate before the Machine can retaliate. Spicers that have tried to use the Demon Seed Cannon on the front lines have been torn apart while waiting for the seed round to bring the target down.

Weight: 13 lbs.

Mega-Damage: 3D8 from the seed round. If the seed does not pierce the robot's armored shell, the round is shattered and does no additional damage. If the attacker rolls a natural 19 or 20 (or 23 or higher with strike bonuses, or only 16 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punches straight through the external armor and begins to rapidly grow throughout the robot's body. The powerful enzymes covering the tendrils inflict 2D6 points of damage each melee round, plus once every minute, the vines contract violently, inflicting 5D8 points of damage to the main body as they tear apart the robot's hydraulics, wiring, delicate circuitry, and other vital components.

When the tendrils contract, the damage inflicted upon the robot's internal systems, electronics, and components causes additional impairment or damage (roll on the following table).

01-10% Lucked out. No additional damage.

11-20% Critical strike. Double damage.

21-30% All systems are temporarily offline, effectively paralyzing the robot for 2D4 melees.

31-40% A power coupling within the robot explodes, inflicting 2D4x10 damage to the main body.

41-50% All weapon systems are temporarily offline. One weapon comes back online every 1D6 melees.

51-60% Communication systems are permanently disabled. The robot can no longer be possessed and controlled by N.E.X.U.S. or call for reinforcements.

61-70% Motor functions are severely damaged. Attacks per melee are reduced by half and combat bonuses are completely eliminated for 2D4 melees while vital systems are rerouted.

71-80% Servo controls for both arms are temporarily disabled for 3D4 melees.

Any weapon systems mounted on the arms work perfectly, but the robot is unable to point them at any target until the arms are repaired.

81-90% Optics and all sensor systems are temporarily offline for 2D4 melees. Attacks per melee are reduced to two, the robot has no initiative, and suffers a penalty of -10 to strike, parry, and dodge.

91-00% Critical strike. Double damage.

Duration: A hatched seed round will grow uncontrollably within a robot for 1D4+2 minutes. After which time it dies and its acidic enzymes become inert.

Maximum Effective Range: 3200 feet.

Rate of Fire: Each shot counts as one attack per melee.

Payload: 12 seed rounds. The Bio-Weapon will regrow one spent round every 2D6 minutes.

Bonus: +2 to strike.

Trade Value: 15,000 credits.

Sniper Note: Characters that possess the Sniper Skill are more likely to successfully puncture a robot's armor

with a seed round. If the character rolls a natural 17, 18, 19, or 20 (or 21 or higher with strike bonuses, or only 14 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punctures the target's outer shell and begins growing within the robot's internal cavity.

### **Acid Seed Cannon:**

This cannon fires a hollow seed round filled with a powerful acid. The acid is devastating to metals and other inorganic material, but is relatively harmless to humans. The hollow round is more likely to shatter on impact than other seed rounds, but on a positive note, the explosive impact sprays a 10-foot area with a fine corrosive mist.

M.D.C. of the Seed: 4D4 each

Mega-Damage: 4D8 from the seed round. If the seed does not pierce the robot's armored shell, the round shatters on impact and creates a fine mist of powerful acid. Everything within a 10-foot area suffers 1D8 damage per melee round for 1D4 melees. The acidic mist only inflicts 1D4 S.D.C. to organic tissue. If the attacker rolls a natural 20 (or 24 or higher with strike bonuses, or only 17 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punches straight through the external armor and releases its acidic payload directly into the internal circuitry of the robot. This inflicts an additional 5D8 damage every melee round for 1D4+1 melees. The melted circuits and components will temporarily impair the robot's motor functions until the damaged systems can be repaired or rerouted. The robot loses one attack per melee and is -2 to strike, parry, and dodge for 1D4 melee rounds. Note: The seed round will not open if fired into an organic target.

Duration: The acid burns for 1D4+1 melee rounds.

Rate of Fire: Each shot counts as one attack per melee.

Maximum Effective Range: 3800 feet.

Payload: 15 seed rounds. The Host Armor can produce one replacement seed round every 2D6 minutes.

Bonus: +2 to strike.

Bio-E Cost: 50 points.

Prerequisite: None.

Sniper Note: Characters that possess the Sniper Skill are more likely to successfully puncture a robot's armor with a seed round. If the character rolls a natural 18, 19, or 20 (or 21 or higher with strike bonuses, or only 16 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the seed round punctures the target's outer shell and begins growing within the robot's internal cavity.

### **Tentacle Bio-Enhancements**

Additional tentacles can be further enhanced from simple tools into devastating weapons. They retain their usual dexterity and abilities, but they are now capable of delivering powerful whipping strikes or gouging bites.

**Barbed Tentacles:** The tips of the tentacles have been enhanced with a wicked bone hook, and the musculature has been modified to deliver a powerful whipping strike.

Additional M.D.C. for the Tentacle: +1D6 each.

Mega-Damage: 2D8 per tentacle whip.

Up to 4 tentacles can whip the same target for a combined damage of 8D8.

Bonuses: +2 to strike and +1 to parry in addition to the standard bonuses from the original pair. Each pair of Barbed Tentacles also grants an additional +1 to entangle.

Bio-E Cost: 5 points per pair.  
Prerequisite: Additional Pair of Tentacles that is replaced by (grows into) a pair of Barbed Tentacles.

**Devouring Tentacles:** The bone hooks on the tips of the Barbed Tentacles can be further modified into gaping mouths filled with razor sharp teeth. These fearsome tentacles can be used to rip and tear their prey to shreds, or the Host Armor can actually use them to feed. Additional M.D.C. for the Tentacle: +2D6 each.

Mega-Damage: 3D8 per bite. Up to 4 tentacles can attack the same target for a combined damage of 12D8.

Bonuses: +2 to horror factor in addition to the standard bonuses from Barbed Tentacles.

Bio-E Cost: 5 points per pair.  
Prerequisite: Barbed Tentacles that are replaced by (grows into) a pair of Devouring Tentacles.

**Independence:** This is the ultimate enhancement for tentacle limbs. The limb evolves into a symbiotic creature capable of thinking and fighting independently of the Host Armor. It will alert the pilot of potential threats, attack enemies on its own, and even defend the armor when the pilot is rendered unconscious. Of course, the tentacle is still a part of the armor and cannot survive on its own. The creature knows this and will fight to defend the Host Armor even over its own preservation. Since the brain of the symbiotic tentacle is actually located inside the suit of Host Armor, a severed tentacle will regenerate completely given enough time. The symbiotic tentacle knows that the Host Armor must survive in order to preserve its own life. This means the tentacle will even sacrifice itself to protect the Host

Armor. The pilot can seize control when he needs to use the limb, but most pilots will simply let the tentacle do its own thing. Each tentacle grows its own independent brain at the base of the tentacle and a row of twelve tiny black bead-like eyes along each side of the tip. The visual range of these eyes is only 100 feet, but that is more than adequate for the symbiotes.

Additional M.D.C. for the Tentacle: +1D6 each plus a severed tentacle will completely regenerate within 3D8 hours. Bonuses: The tentacle itself possesses two attacks per melee and bonuses of +4 on initiative, +4 to strike, +4 to parry, and +3 to dodge. Multiple symbiotic tentacles can engage the same target, but each tentacle must roll to strike independently. The previous bonuses for the tentacles only apply when they are controlled by the Host Armor pilot. The pilot also gains a bonus of +4 on initiative and cannot be surprised from behind.

Bio-E Cost: 30 points per pair.  
Prerequisite: Devouring Tentacles that are replaced by (grows into) a pair of symbiotic tentacles.

### **Hand-Held Weapon Bio-Enhancements**

One of the greatest strengths of Bio-Technology is how easily it can be customized to the specifications of each individual warrior. Splicers can alter their weapons and armor to play off their personal strengths or compensate for their weaknesses. Warriors can enhance their Host Armor, Living Armor, or War Mounts in nearly any way imaginable, but until only recently, they still had to rely on stock pistols, rifles, and melee weapons. Warlords across the planet have realized that they were not truly taking advantage of all that Bio-

Technology had to offer, so they authorized their Engineers to allow warriors to customize their hand-held armaments as well.

**Purchasing Upgrades:** Unlike Bio-Enhancements for armor, Wing Packs, and War Mounts, enhancements for hand-held weapons do not tax the physical and mental endurance of the wielder. Users do have to form a neurological connection with their weapons in order to operate them, but this is mainly done just to issue mental firing commands (it is not nearly as strenuous to the nervous system as operating Host Armor). In theory, any weapon could receive all available types of Bio-Enhancements, but the Resistance just does not have the resources to equip all their warriors with fully customized weapons. Instead, each Splicer is issued a specific amount of Bio-Energy based on their occupational class or as a reward for excellent service (typically 1D4x10 Bio-E). This method of distributing enhancements helps manage the limited resources available to each Great House, it encourages young warriors to work hard to join the elite classes, and most importantly, it reinforces heroism, loyalty, and bravery in the face of the enemy. Some Great Houses even let their warriors purchase upgrades with credits (this is up to the GM). They figure that since there is no danger of overtaxing their nervous systems by enhancing hand-held weapons, they might as well let their warriors spend their hard-earned money improving their combat effectiveness if that is what they want (it is not like they have to save for retirement). Some Splicers do not like this type of arrangement at all. They say they oppose it because it encourages

greed, but the real reason is because they do not like the idea that a lowly Roughneck could possibly build up a better rifle than a Dreadguard. Some Great Houses have more underlying class tension than others. These types of Resistance cells just tend to stick to the Bio-E system.

Available Bio-E Points: The chart below lists the total amount of Bio-E points assigned to each O.C.C. that they can use to enhance their personal armories. Some warriors pour all their enhancement points into one favorite weapon, while others spread out their upgrades across all their armaments in order to mitigate the risk of losing all their enhancements if that custom weapon is ever lost or destroyed. Custom weapons that are lost in battle will only be replaced with a stock weapon.

- Archangel: 5D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Biotic: 1D4x10+10 total. Any further enhancements can only be purchased with credits or received as a reward for excellent service.
- Butcher: 2D4x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- Deliveryman: 1D6x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- Dreadguard: 1D4x10 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- Falconer: 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.
- Harvester: 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2.

- **Outrider:** 5D6 Bio-E at level one plus 10 Bio-E at each additional level of experience starting at level 2.
- **Militiaman:** None. Stock weapons only. The only way to gain enhancements is as a reward for excellent service or by purchasing them with credits.
- **Packmaster:** 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.
- **Roughneck:** 5D4 Bio-E at level one plus 5 Bio-E at each additional level of experience starting at level 2.
- **Saint:** They already hate using firearms and have no desire to seek customizable upgrades.
- **Scarecrow:** 1D6x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- **Skinjob:** 2D4x10 Bio-E at level one plus 14 Bio-E at each additional level of experience starting at level 2.
- **Swarm Lord:** 5D6 Bio-E at level one plus 7 Bio-E at each additional level of experience starting at level 2.

Note Concerning the M.D.C. of Bio-Weapons: Since the Splicers RPG does not list the M.D.C. of any of the ranged weapons, just use 1D6x10+20 M.D.C. for pistols, 2D4x10+20 M.D.C. for rifles, and 3D4x10+30 M.D.C. for super heavy weapons like the Bio-Rocket Slinger. All weapons regenerate at a rate of 1D8 M.D.C. every hour.

### **Custom Shaping**

The shape and weight of any pistol, rifle, or melee weapon can be customized to fit the wielder so that he or she may use it more effectively. Anyone attempting to use a weapon that has been customized for another wielder will receive penalties equal to the bonuses normally given to the proper user.

- **Custom Grip:** The grip on pistols and rifles can be modified to perfectly fit the hand of the owner, which helps the wielder counter-act recoil. Melee weapons can also be fitted with a custom grip to allow for better handling. Bonuses: +1 to strike. Melee weapons receive an additional bonus of +1 to parry.

Bio-E Cost: 5 points.

Prerequisite: None.

Cost: 500 credits.

- **Improved Balance:** Weight, venting, and the general shape of the weapon can be altered to match the body type and firing style of the wielder. Melee weapons can also be rebalanced to match the fighting style of the wielder.

Bonuses: +1 to strike. Melee weapons receive an additional bonus of +1 to parry.

Bio-E Cost: 5 points.

Prerequisite: None.

Cost: 500 credits.

### **Form Adjustments**

These enhancements also alter the shape of stock weapons, but they are not customized to any specific user.

- **Folding Stock:** This enhancement is usually applied to rifles, but it can also be added to pistols. Splicers that chose this enhancement generally do so because it allows for easy concealment. The wielder can extend or retract the stock with a simple metal command (counts as one melee attack).

Bonuses: +1 to strike when added to a pistol. +15% to the Concealment skill when applied to a rifle.

Bio-E Cost: 4 points.

Prerequisite: None.

Cost: 400 credits.

- **Extra Grip:** An additional handle can be added underneath the barrel or on the side of the weapon for additional

support. It is mainly just a cosmetic change, but it does help stabilize burst firing weapons.

Bonus: +1 to strike on a burst. This bonus only applies to burst firing weapons, but it does not apply if the weapon already had two grips.

Bio-E Cost: 4 points.

Prerequisite: None.

Cost: 400 credits.

- **Folding Bipod:** This enhancement is usually applied to rifles. Two retractable legs are mounted beneath the barrel. They help the shooter quickly brace his weapon in order to make aimed shots. The wielder swivels the legs of the bipod open or closed with a metal command (counts as one melee attack).

Bonus: +1 to strike on an aimed shot only.

Bio-E Cost: 4 points.

Prerequisite: None.

Cost: 400 credits.

- **Extendable Tripod:** Heavy support weapons like Bio-Rocket Slingers and Quill Storm Cannons are usually too large to be effectively wielded by normal humans or even some suits of Host Armor. However, this enhancement allows anyone to fire one of these massive weapons without penalty (although they still may have trouble hauling it around). A large retractable tripod is mounted to the bottom of the weapon. These strong organic legs hold the weight of the weapon so that it can be fired by anyone no matter how strong they are. The wielder can extend or retract the legs of the tripod with a mental command (counts as one melee attack). While retracted, the tripod looks like a small clawed hand, but it can instantly be extended to a length of up to five feet long.

Bonus: +1 to strike on an aimed shot only.

Bio-E Cost: 8 points.

Prerequisite: None.

Trade Value: 800 credits.

- **Sniper Barrel:** This enhancement can only be applied to projectile firing rifles like Bore Rifles and Demon Seed Cannons. The barrel is lengthened to help increase range and accuracy, but it does make the rifle a bit more difficult to conceal (-15% to Concealment).

Bonuses: +1 to strike and increases maximum effective range by 25%.

Bio-E Cost: 10 points.

Prerequisite: Projectile firing rifles only.

Trade Value: 1000 credits.

### **Optical Enhancements**

Ranged weapons can be fitted with a special Bio-Tech eye that acts like a rifle scope. The eye can be mounted anywhere on the top, bottom, or sides of the weapon. It is locked forward in a fixed position and is perfectly calibrated to the weapon's trajectory (even heavy damage will not misalign the sight). Once the wielder takes hold of the grip, he can see through this eye as if it were his own. This design actually makes it even more useful than a high-tech rifle scope. The wielder can fire from the hip, over his shoulder, stick his weapon around corners and over obstacles while remaining protected, and still fire with complete accuracy. There are multiple visual enhancements available for the Targeting Eye, but it can only receive one type of enhancement. In order to modify a weapon with multiple types of optics, it must be equipped with multiple eyes. Each eye possesses an eye lid, so the wielder can close the other eyes with a simple mental command when he wants to use a specific type of vision.

- **Targeting Sight:** This is the basic Bio-Tech optical enhancement. The Targeting Eye is similar to an Advanced

Eye. It can recognize a face or read a small sign up to one mile away, and it also possesses passive nightvision with a range of 2000 feet, and a polarized filter. The eye has a tighter peripheral field of vision than a normal eye in order to help the shooter focus on a specific target, plus the eye superimposes a small red dot in the center of the image that acts as the crosshair. This is one of the most popular upgrades for firearms since it drastically enhances the marksmanship skills of the wielder and it allows anyone to perform some impressive trick shooting.

Bonuses: +3 to strike on an aimed shot.

+2 to strike when shooting wild.

Bio-E Cost: 20 points, but only 10 points for each additional Targeting Eye.

Prerequisite: None.

Cost: 2000 credits.

- **Telescopic Vision:** A Targeting Eye can be enhanced to allow it to zoom in on its target. This does not actually increase the range of the organic scope, but it does transmit a larger more detailed image to the shooter. This helps the wielder make more accurate sniper shots against smaller targets.

Bonuses: +3 to strike on a “called shot,” in addition to the standard bonuses for the Targeting Sight.

Bio-E Cost: 10 points.

Prerequisite: Targeting Sight.

Cost: 1000 credits.

- **Infrared Vision:** The Targeting Sight can be enhanced to see into the infrared range. Infrared light is used in the targeting and combat systems of the Machine’s robots. This allows the shooter to spot these normally invisible beams of light as if they were ordinary flashlights. Smoke blocks infrared sight.

Bio-E Cost: 5 points.

Prerequisite: Targeting Sight.

Cost: 500 credits.

- **Thermal Vision:** This enhancement enables the Targeting Sight to see the heat released by living creatures and machines. The eye can see through smoke, in total darkness, and can even see through walls. However, the range is reduced to only 2000 feet.

Bio-E Cost: 6 points.

Prerequisite: Targeting Sight.

Cost: 600 credits.

- **Nightvision:** The range of the passive nightvision can be increased to 5000 feet plus the eye can see in total darkness with a range of 100 feet.

Bio-E Cost: 4 points.

Prerequisite: Targeting Sight.

Cost: 400 credits.

### **Security Enhancements**

Security Enhancements have become increasingly popular amongst Splicers that operate in areas dominated by Waste Crawlers. These predatory humans stalk Splicers to relieve them of their Bio-Tech weapons, so special care must be taken to make sure that these vile humans can never turn the Resistance’s own weapons against them. Security Enhancements prevent anyone but the owner from using the weapon. Some Security Enhancements will even injure or kill anyone that attempts to steal a protected weapon. These enhancements can be applied to any type of hand-held weapon.

- **Signature Weapon:** The weapon is linked to the genetic code of the owner, so that only he or she can effectively wield the weapon. Ranged weapons will not fire, and melee weapon effects like acid or high frequency energy fields will not function in the hands of a stranger. Since Host Armor is bonded to its wearer on a genetic level, this means that someone with a Signature Weapon can use it bare handed or while piloting Host



Armor. Living Armor is not bonded to any specific wearer but it already has openings to allow a user to attach the necessary neurological connections required to operate hand-held Bio-Weapons, but small holes must be added to the palms of the armor to make sure any Signature Melee Weapons can read the wielder's DNA.

Bio-E Cost: 20 points.

Prerequisite: None.

Cost: 2000 credits.

- **Razor Grip Defense:** For some Splicers, it is not enough to just render their weapons useless in the hands of an enemy; they want to make their foes pay for trying to turn their own guns against them. Once a pistol, rifle, or melee weapon has been turned into a Signature Weapon, the grip can be further enhanced so that it will actually attack any stranger that tries to use it. When an unrecognized person tries to use a weapon enhanced with a Razor Grip, dozens of spikes and blades spring from the grip and tear apart the thief's hand. This attack inflicts 4D6 M.D. or S.D.C. (based on the nature of the target), and the damage is done directly to the target's hand. If the weapon is held in one hand, then it is guaranteed that the thief will drop the stolen item. If it is held in both hands, then there is only a 01-70% chance that the thief will drop the weapon. The Razor Grip activates when the person attempts to fire a ranged weapon, or in the case of melee weapons, it activates after being held by a stranger for three melee actions.

Bio-E Cost: 10 points.

Prerequisite: Signature Weapon.

Cost: 1000 credits.

- **Electro-Shock Defense (Stun):** This defensive system is preferred by Splicers that like a little insurance that they will never have to stare down the barrel of

their own gun, but do not feel comfortable injuring other humans. It delivers a non-lethal electric charge that stuns the thief instead of harming him. Unarmored humans lose two attacks per melee and are -4 to strike, parry, and dodge for 1D4 melee rounds. Armored humans are partially shielded from the effect, but still lose one attack per melee and suffer penalties of -2 to strike, parry, and dodge for 1D4 melee rounds. In addition to the stun effects, it is very likely (01-70%) that the electric shock will cause the thief to drop the weapon. Like the Razor Grip, the Electro-Shock Defense is activated when a stranger attempts to fire a ranged weapon or holds onto a melee weapon for three melee actions.

Bio-E Cost: 15 points.

Prerequisite: Signature Weapon.

Cost: 1500 credits.

- **Electro-Shock Defense (Lethal):** The Electro-Shock Defense can be strengthened so that it delivers a much more powerful charge. Unarmored humans are instantly killed, and even armored humans take significant damage from the attack. The attack inflicts 6D6 M.D. to the target's armor and 4D6 S.D.C. to the human inside. In addition, the target is stunned for 1D4 melee rounds, loses one attack per melee, and suffers penalties of -2 to strike, parry, and dodge.

Bio-E Cost: 20 points.

Prerequisite: Electro-Shock Defense (Stun).

Cost: 2000 credits.

### **Weapon Attachments**

Pistols, Rifles, and other Heavy Bio-Weapons can have a secondary armament grafted to it in order to create a more versatile weapon. A pistol can only have one melee weapon or one

ranged weapon attached, but a rifle can be equipped with a ranged weapon and a melee weapon. These attachments count as separate weapons when it comes to additional enhancements. For instance, a Dreadguard wants to give his Bore Rifle the Mega weapon upgrade. The rifle already has an attached Chig Launcher, but the Mega upgrade will only apply to the Bore Rifle. If the Dreadguard wants the Chig Launcher to also inflict double damage, then he will have to purchase the Mega upgrade for that separately. The only enhancements that apply to the entire weapon are Custom Shaping Enhancements, Form Adjustments, Security Enhancements, and Feeding Enhancements.

- High Frequency Bayonet: A high frequency dagger can be permanently attached to the end of the weapon's barrel. Detachable bayonets have a tendency to decrease a rifle's accuracy, but this is not a problem with the integrated bayonet since it is actually part of the weapon.

M.D.C. of the Bayonet: 40 M.D.C.

Mega-Damage: 2D6 M.D.

Bio-E Cost: 4 points.

Prerequisite: None.

Cost: 400 credits.

- Acid-Edged Bayonet: The high frequency blade can be enhanced so that it secretes a deadly acid that is highly corrosive to metal but relatively harmless to humans. The blade generates a continuous supply of acid as needed.

M.D.C. of the Bayonet: 40 M.D.C.

Mega-Damage: 2D6 M.D. plus the acid inflicts an additional 1D6 M.D. for 1D4 melee rounds or until washed off.

Bio-E Cost: 5 points.

Prerequisite: High Frequency Bayonet.

Cost: 500 credits.

- Ripper Bayonet: This is the ultimate bayonet enhancement. The organic blade

grows into a thick mass of bone, muscle, and sinew with multiple rows of two-inch long shark teeth lining the edge. Powerful muscle contractions rapidly move these teeth back and forth, which creates the Bio-Tech equivalent of a chainsaw. Unlike a high-tech chainsaw, a Ripper Bayonet is almost completely silent (at least until it starts tearing its prey apart). This deadly blade shreds its target on contact, leaving a wicked looking two-inch wide wound that is very slow to heal (heals at one quarter the normal rate).

M.D.C. of the Bayonet: 80 M.D.C.

Mega-Damage: 5D8 M.D.

Bio-E Cost: 10 points.

Prerequisite: Acid-Edged Bayonet.

Cost: 1000 credits.

- Targeting Light Cell: A small Light Cell can be mounted on any standard pistol, rifle or heavy weapon. This low profile device can project a beam of white light like an organic flashlight, or it can focus its beam into a small pinpoint that can be used as a laser sight. The wielder can switch back and forth between the two types of beams instantly with a simple mental command. The flashlight beam has a range of 300 feet, and the laser sight has a range of 1000 feet. The Light Cell does not count against the total number of Weapon Attachments that a firearm can possess, which means a rifle could have one ranged weapon, one melee weapon, and a Targeting Light Cell, but any weapon can only contain one Light Cell.

Bonus: +2 to strike.

Bio-E Cost: 10 points.

Prerequisite: None.

Cost: 1000 credits.

- Super Light Cell: A Targeting Light Cell can be further enhanced to allow it to fire a damaging laser blast, but it still retains its ability to project a flashlight

beam or a laser targeting sight. In fact, the shooter can use the laser sight to help aim the laser blast before it is fired. A Super Light Cell has an effectively unlimited payload, so this enhancement is an excellent back up when the primary weapon exhausts its payload. As another bonus, the Super Light Cell can fire in conjunction with the primary weapon for a more powerful double attack.

Mega-Damage: 1D10 M.D.

Maximum Effective Range: 1000 feet.

Rate of Fire: Each blast counts as one melee attack. A dual attack from the Super Light Cell and the primary weapon also counts as one melee attack.

Payload: Effectively unlimited.

Bonus: Maintains the +2 to strike from the Targeting Light Cell.

Bio-E Cost: 15 points.

Prerequisite: Targeting Light Cell.

Cost: 1500 credits.

- **Lightning Arc Blaster:** A small cylindrical barrel is grafted under the weapon's main barrel along with special musculature that runs throughout the weapon. This special tissue is capable of generating a powerful electric charge similar to that of an electric eel. This build up can then be released as a powerful lightning blast. The barrel of the Lightning Arc Blaster is designed to allow someone to grip it without suffering any damage from the electrical discharge (as long as they do not touch the front of the barrel when it fires). The extra tissue throughout the weapon also increases its overall M.D.C. by 10 percent. As another bonus, the Lightning Arc Blaster can fire in conjunction with the primary weapon for a more powerful double attack.

Mega-Damage: 3D12 M.D.

Maximum Effective Range: 75 feet.

Rate of Fire: Each blast counts as one melee attack. A dual attack from the

Lightning Arc Blaster and the primary weapon also counts as one melee attack. Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot only.

Bio-E Cost: 40 points.

Prerequisite: None.

Trade Value: 4000 credits.

- **Pod Launcher:** This hard chitinous shell can only be attached to rifles and other heavy Bio-Weapons. Pod Launchers use compressed gas to fire a burst of "pods," which resemble the seed pods of some strange plant or maybe the eggs of an insect. On impact these pods are ruptured, spraying the blast area with razor-sharp shrapnel. Pod Launchers grow their own pods, never needing reloading. These weapons are very effective, but must be used with care, due to their blast radius.

M.D.C. of the Pod Launcher:

2D4x10+10 M.D.C.

Mega-Damage: 3D8 M.D. to a 10-foot radius.

Maximum Effective Range: 300 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: Grows enough seed pods for 32 bursts per hour, automatically regenerates.

Bonus: +1 to strike per burst of pods.

Bio-E Cost: 50 points.

Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.

Trade Value: 5000 credits.

- **Plasma Flame Thrower:** This powerful flamethrower can only be attached to a rifle, and it must be mounted underneath the barrel to make room for the weapon's fuel tank. It has two side-by-side storage tanks that each contains a separate chemical. When fired, these two chemicals mix together with the air to form a devastating plasma spray. This short-range weapon is ideal for dealing

with large concentrations of opponents. However, the flame thrower does make the rifle a bit front-heavy, which imposes a penalty of -1 to strike for the rifle itself. This problem can be corrected with the Improved Balance Enhancement (no penalty, plus the weapon receives the standard bonus of +1 to strike). If the rifle already had the Improved Balance Enhancement, then it must be taken again since the weight from the new flame thrower will negate the previous bonus.

M.D.C. of the Flame Thrower:

2D4x10+20 M.D.C.

Mega-Damage: 5D10 M.D.

Maximum Effective Range: 75 feet. The blast has a width of 6 feet.

Rate of Fire: Each blast counts as one melee attack.

Payload: 20 blasts. Automatically regenerates one blast every hour.

Bonus: +3 to strike, but this is the only bonus that applies to the Plasma Flame Thrower.

Bio-E Cost: 25 points.

Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.

Cost: 2500 credits.

- Bio-Napalm Thrower: Plasma Flame Throwers can be further enhanced to project a sticky, long-lived napalm. This concentrated Mega-Damage fire does not dissipate quickly; but lasts for a period of 2D4 minutes, enough time to cook most targets. Only by wiping the sticky substance off can the target hope to survive. The bio-napalm is much thicker than the chemicals used in the Plasma Flame Thrower, so the payload is drastically reduced.

M.D.C. of the Flame Thrower:

Unchanged.

Mega-Damage: A bio-napalm burst does 3D8 M.D. A concentrated plasma burst (counts as two attacks) does 1D8x10

M.D. Or the attacker can cover an area with bio-napalm: up to 10 feet can be covered with each hand to hand attack, so a character with four hand to hand attacks could affect an area of 40 feet; everybody in the area affected takes 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take damage: 2D8 M.D. every melee round for 2D4 minutes. The only way to save oneself from damage is to roll in the dirt or sand (water will not extinguish the bio-napalm) for one entire melee round, until the bio-napalm is rubbed off.

Maximum Effective Range: 75 feet.

Rate of Fire: Each blast counts as one melee attack.

Payload: 10 blasts. The weapon can manufacture enough bio-napalm to replace its entire payload in only 1D6 hours.

Bio-E Cost: 25 points.

Prerequisite: Plasma Flame Thrower.

Trade Value: 2500 credits.

- Chig Launcher: This simple-looking organic tube is the Bio-Tech equivalent of a grenade launcher. It can fire a standard Chig up to 800 feet. Each Chig must be hand-loaded into the base of the launcher like a shot gun shell (counts as one melee attack), and it can only hold one Chig at a time.

M.D.C. of the Chig Launcher:

1D6x10+20 M.D.C.

Mega-Damage: 5D8 M.D. to an 8-foot radius.

Maximum Effective Range: 800 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Chig. Each Chig must be manually loaded into the launcher (counts as one melee attack).

Bonus: +1 to strike.

Bio-E Cost: 10 points.

Prerequisite: None.

Cost: 1000 credits.

• **Organic Rocket Launcher:** A Chig Launcher can be enhanced into an Organic Rocket Launcher. The hollow organic tube grows into a solid mass with a single Organic Rocket mounted on the end. Instead of loading each projectile by hand, the launcher grows its own munitions. It may take longer to replace its payload than a Chig Launcher would, but there is no longer the expense of replacing spent ammunition.

M.D.C. of the Rockets: 11 M.D.C. points.

Mega-Damage: 4D10 M.D. with a blast radius of 6 feet.

Maximum Effective Range: 3000 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Organic Rocket. It takes 2D4 hours to regrow a spent rocket.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 10 points.

Prerequisite: A Chig Launcher, which transforms (grows) into an Organic Rocket Launcher.

Cost: 1000 credits.

• **Clinger Missile Launcher:** For Splicers that prefer a precision blast compared to a large blast radius, they can further enhance their Organic Rocket into a Clinger Missile. The missile adheres to its target before it detonates with a special starfish-like pseudo pod. Once attached the missile explodes a millisecond later. This directs the blast inward like a shaped charge. It does far more damage to the intended target, but it does reduce the blast radius. Unlike the starfish shaped protrusions on Host Armor, the Clinger Missile keeps its pseudo pods folded up into a cone-shaped point until the missile is actually launched. This keeps the weapon more streamlined.

M.D.C. of the Rockets: 13 M.D.C. points.

Mega-Damage: 6D10 M.D. with a blast radius of 3 feet. The directed blast has a 15% chance of temporarily scrambling a robot's internal circuitry. If this occurs, the robot is stunned for 1D4 melee rounds, loses one attack per melee round, and suffers penalties of -2 to strike, parry, and dodge.

Maximum Effective Range: 2800 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: 1 Clinger Missile. It takes 2D4 hours to regrow a spent missile.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 8 points.

Prerequisite: An Organic Rocket, which transforms (grows) into a Clinger Missile.

Cost: 800 credits.

• **Smart Rocket:** The Organic Rockets and Clinger Missiles used in hand-held armaments are usually the "dumb" variety. They do not possess the neurological bundle that allows them to independently track down their targets like those used by War Mounts and Host Armor. However, this neurological bundle and targeting eye can be added later. Smart Rockets will continue to track down their prey until it strikes its target, is shot down, or until it dies within 2D4 melee rounds after being launched. Each rocket has one attack per melee and bonuses of +5 to strike and dodge. The pseudo pods mounted on the nose of Clinger Missiles makes them a bit less aerodynamic than Organic Rockets, so they only have bonuses of +4 to strike and dodge. Every rocket or missile attached to the weapon must be enhanced individually. This means that this enhancement must be taken eight times to fully upgrade the entire payload of a Bio-Rocket Slinger.

Bio-E Cost: 5 points per Organic Rocket or Clinger Missile.

Prerequisite: An Organic Rocket or Clinger Missile, which grows a neurological bundle and targeting eye.  
Cost: 500 credits.

### **Ranged Weapon Upgrades**

Many of these upgrades are identical to those used on Host Armor, War Mounts, Wing Packs, and other Bio-Tech weapons.

- **Double Tap:** This enhancement was designed as an inexpensive substitute for the Mega upgrade. Instead of doubling the power of each individual shot, this upgrade makes the weapon fire two shots within milliseconds of each other whenever the wielder mentally “pulls the trigger.” Like the Mega upgrade, this upgrade doubles the base damage inflicted by the ranged weapon, but each blast uses two shots. The Double Tap upgrade can only be applied to energy weapons.

Bio-E Cost: 15 points.

Prerequisite: None.

Cost: 1500 credits.

- **Mega:** This enhancement doubles the base damage inflicted by any ranged weapon.

Bio-E Cost: 50 points.

Prerequisite: None.

Cost: 5000 credits.

- **Omni:** This upgrade doubles the maximum effective range and also doubles the range of any possible blast radius (in the case of area effect weapons).

Bio-E Cost: 35 points.

Prerequisite: None.

Cost: 3500 credits.

- **Super:** This enhancement doubles the availability of weapons that can only be used a limited number of times.

Bio-E Cost: 15 points.

Prerequisite: None.

Cost: 1500 credits.

- **Ultra:** This upgrade doubles the payload of the weapon and reduces the time it takes to regrow its payload by half.

Bio-E Cost: 10 points.

Prerequisite: None.

Cost: 1000 credits.

### **Melee Weapon Upgrades**

Melee weapons can also be upgraded for increased power.

- **Mega:** This enhancement doubles the base damage inflicted by any melee weapon.

Bio-E Cost: 40 points.

Prerequisite: None.

Cost: 4000 credits.

- **Retractable Hooks:** Any bladed weapon can be enhanced with a series of retractable, razor-sharp hooks that spring forth from the blade whenever the weapon pierces its target. These hooks tear into the internal circuitry (or flesh) of the target and cause horrific damage when the blade is removed. The weapon inflicts an additional 2D8 M.D. when the blade is yanked from the victim (does not count as an additional melee attack). This attack is incredibly painful to living targets. The victim is momentarily overcome with shock, loses initiative and one attack per melee, and suffers penalties of -1 to strike, parry, and dodge for one melee round. Subsequent attacks increase the duration of the penalties. Robots suffer no additional penalty. Mega-Damage: The weapon inflicts an additional 2D8 M.D. whenever it is removed.

Bio-E Cost: 10 points.

Prerequisite: Only bladed weapons can be enhanced with Retractable Hooks.

Trade Value: 1000 credits.

- **Breakaway Blade:** This strange upgrade can only be applied to weapons that already possess the Retractable

Hooks Bio-Enhancement. Instead of just inflicting extra damage by pulling the jagged blade out of the target, the wielder can choose to release the blade inside the victim. Once the blade is separated from the hilt, a new blade begins to grow in its place, and most importantly, the old blade grows uncontrollable within the target, tearing it apart from the inside. The organic fragment sprouts dozens of razor sharp spikes that push their way through the target for 2D4 melee rounds. They shred everything in their path until the rapid growth rate overtakes the severed blade and it dies. However, the network of bone spikes left within the target will remain until they are surgically removed. The spikes seriously impair mobility for robots and living organisms. Anyone struck with a Breakaway Blade will suffer penalties of -3 to strike, parry, and dodge and will have two less attacks per melee round until the organic weapon is surgically removed. Humans wearing armor (even Host Armor) may also be impaled by several of the spikes (01-45% chance) as they snake throughout the target. In this case, the human inside suffers 3D6 S.D.C. every melee round for 1D4 melees.

**Mega-Damage:** In addition to the normal damage inflicted by the blade, it inflicts 3D8 M.D. every melee round for 2D4 melees.

**Payload:** The weapon can only replace detached blades 5 times every 24 hours. Lost blades take 4D4 melee rounds to completely regenerate.

**Bio-E Cost:** 40 points.

**Prerequisite:** Retractable Hooks and Enhanced Regeneration. The Breakaway Blade Bio-Enhancement is added to these enhancements. It does not replace them.

**Trade Value:** 4000 credits.

• **Acid Injectors:** Edged weapons can be enhanced with hundreds of microscopic pores that fire a deadly spray of acid whenever the blade pierces its target. This enhancement goes far beyond simple Acid Edged Weapons. Instead of just dribbling acid into the wound, the blade sprays its powerful organic solvent deep into the delicate internal circuitry of the target for maximum damage. The acid is devastating to metal alloys and other inorganic materials, but it is relatively harmless to living tissue (only inflicts 1D4 S.D.C. per melee round for 1D6 melees). This enhancement can be used in conjunction with Retractable Hooks, a Breakaway Blade, or the Electro-Shock Enhancement, and it can even be used to strengthen Acid Edged Weapons.

**Mega-Damage:** The weapon inflicts an additional 2D8 M.D. per melee round for 1D6 melees.

**Payload:** 10 blasts. One blast regenerates every 3D6 minutes. In the case of Acid Edged Weapons, the blade still produces enough acid to continuously deliver its normal attack, but it can only deliver the more powerful attack with the same limitations listed above.

**Bio-E Cost:** 20 points.

**Prerequisite:** Only bladed weapons can be enhanced with Acid Injectors.

**Trade Value:** 2000 credits.

• **Electro-Shock:** Any melee weapon can be enhanced to allow it deliver a powerful electrical discharge on contact. A simple mental command alerts the weapon that it should expel its electrical charge the next time it strikes (does not count as a melee attack) which means the wielder does not have to try to time this attack (automatically fires on impact). The weapon can only generate so many charges a day, so they must be used sparingly. When used against living

creatures, the target must also roll to save vs. stun (15 or higher, with any possible bonuses from P.E.) or else lose initiative, two melee attacks and are -4 to strike, parry, and dodge for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual damage to the armor plus 2D6 S.D.C. or H.P. damage to the pilot inside, but the pilot does not suffer any other penalties. Machines do not suffer any stun penalties.

**Mega-Damage:** The weapon inflicts an additional 4D10 M.D. on impact.

**Payload:** 10 electrical charges. One charge regenerates every hour.

**Bio-E Cost:** 15 points.

**Prerequisite:** None.

**Trade Value:** 1500 credits.

### **Feeding Enhancements**

All Bio-Weapons must be periodically recharged by submerging them in a nutrient rich fluid found within the Underground Havens. This works well for most short-term assignments, but some Splicers have to spend months in the field, and normal Bio-Weapons become useless if they go too long without food. Most weapons will only function for 1D6+3 days before they must be brought back to the Underground Havens for a recharge. Warriors that spend more than a week topside are practically required to modify their weapons with Feeding Enhancements so that they can function longer in the field.

- **Increased Operational Duration:** This enhancement doubles the length of time a Bio-Weapon will function before it needs to be fed. The item will work normally for 2D6+6 days before it ceases to operate and goes dormant.

**Bio-E Cost:** 15 points.

**Prerequisite:** None.

**Cost:** 1500 credits.

- **Fasting:** This is another enhancement designed to extend the amount of time that a Bio-Weapon will operate in the field. Any ranged or melee weapon can be modified so that it will feed on itself in order to remain at peak functionality. The weapon will work as normal for 2D6+6 days, but once it reaches the point where its abilities would normally shut down, it is able to keep itself powered up by feeding off its own M.D.C. The weapon will stop regenerating and will actually devour one point of its own M.D.C. each day to keep itself running at peak efficiency. However, it does have a built-in safety mechanism that prevents the weapon from consuming too much of its strength. Once M.D.C. is reduced by half, it will go dormant like a normal Bio-Weapon so that it does not starve to death. M.D.C. will regenerate at its normal rate once it has been fed.

**Bio-E Cost:** 12 points.

**Prerequisite:** Increased Operational Duration.

**Cost:** 1200 credits.

- **Speed Reload:** Weapons that possess the Fasting Enhancement can be further augmented with the Speed Reload feature. It is similar to Fasting in that it allows the weapon to feed upon itself for fuel, but in this case, the weapon can be made to cannibalize itself in order to rapidly replenish its own depleted payload. For every four points of M.D.C. consumed by the weapon, one round or energy blast is regenerated. Projectiles, acid, or napalm take one melee round to regenerate, but energy blasts are instantly restored. Larger projectiles like Organic Rockets consume ten points of M.D.C., but they still only take one melee round to regrow. Most energy weapons have an unlimited payload, but



this enhancement is popular among Splicers that use Bio-Energy Pistols or Rifles because it forces the weapon to tap its own strength rather than that of the wielder. Whether the wielder wants to regrow one round or ten, they are all replenished at the same time. This ability can inflict severe damage to the firearm, but it is far better than running out of ammo in a tight situation.

Bio-E Cost: 30 points.

Prerequisite: Fasting, but Speed Reload is added to the weapon, it does not replace it.

Cost: 3000 credits.

- **Feeding Link:** The Librarians tried to create hand-held Bio-Weapons that could be fed in the field to increase their operational timeframes, but the end results were always too bulky and unwieldy. Instead they created a way to feed these weapons by linking them to Bio-Tech creations that were already self-sufficient like Host Armor and War Mounts. A small feeding tube near the grip can link with a suit of Host Armor at the wrist, or the tube can extend up to a length of three feet in order to link with a War Mount. One hour linked to either of these Bio-Tech creatures will keep the weapon satiated for one day. It still recharges or regrows its payload at the same rate, but as long as the Host Armor or War Mount can stay fed, the weapon will be able to operate indefinitely.

Bio-E Cost: 15 points.

Prerequisite: Fasting.

Cost: 1500 credits.

- **Share Strength:** The Feeding Link upgrade can be further enhanced to allow for more than just nutrients to be transferred between the weapon and the wielder. The life force energy of these living devices can be made to flow back and forth through the feeding tube at the

command of the wielder. The shooter can even tap his own strength to temporarily increase the power of his Bio-Weapon. Of course, this link does not create energy, it can only transfer it. This means one item must be weakened in order to strengthen the other. The link can be used to transfer M.D.C. from a suit of Host Armor to a connected Bio-Weapon (or vice versa), or it can be used to increase the weapon's destructive power. By tapping the strength of Host Armor, the damage inflicted by any melee or ranged weapon can be increased by fifty percent. This power boost can be maintained indefinitely, but while the weapon is empowered (and for 1D6 minutes afterward), the Host Armor is weakened; losing one attack per melee round, -3 to P.S., and suffering penalties of -2 to strike, parry, and dodge. For some reason, tapping the strength of the human pilot can create even more powerful effects (and penalties). In this case, the damage inflicted by the linked Bio-Weapon is doubled, but the pilot loses two attacks per melee round and suffers penalties of -3 to strike, parry, and dodge.

Bio-E Cost: 20 points.

Prerequisite: Feeding Link, but Share Strength is added to the weapon, it does not replace it.

Trade Value: 2000 credits.

### **Miscellaneous Enhancements**

- **Lock Tight Tendrils:** This enhancement offers a unique way to holster a ranged or melee weapon. Instead of placing the weapon in a sheath or slinging it over the shoulder with a strap, the wielder just presses the weapon against any part of his body and the weapon quickly ties itself down with dozens of tiny tendrils. The tendrils are unobtrusive and are only visible upon close inspection. They do

not impair movement or mobility in any way. It only takes a few seconds to attach the weapon (counts as one melee attack), but it can be removed in an instant. A simple mental command causes the tendrils to sever themselves from the weapon so that the user can make some impressive quick draws. Severed tendrils dissolve after a few minutes (2D4 melee rounds) for easy clean up and to prevent the weapon from leaving a trail. Despite the frail appearance of these tendrils, they are surprisingly strong. Anyone attempting to pull the weapon off the owner against his will must have a Robotic/Splicer P.S. of 40 or higher, or they can attempt to cut through the tendrils (they have a total of 25 M.D.C.).

Bonus: +3 on initiative when first drawing the weapon.

Bio-E Cost: 10 points.

Prerequisite: None.

Cost: 1000 credits.

- **Hair Trigger:** Bio-Tech firearms do not actually have triggers. Instead the wielder mentally fires the weapon through a neurological connection. This connection can be enhanced to allow for faster communication, which means the shooter can squeeze off shots more quickly.

Bonus: +1 on initiative.

Bio-E Cost: 4

Prerequisite: None.

Trade Value: 400 credits.

- **Enhanced Regeneration:** The healing rate of any living weapon can be dramatically increased. Damage that would normally take hours to heal can now be repaired in minutes (1D4 M.D.C. per minute). This upgrade is very useful for Splicers that rely on the Speed Reload Enhancement.

Bio-E Cost: 30

Prerequisite: None.

Trade Value: 3000 credits.

- **Increased M.D.C.:** After investing so much time and money into their favorite custom weapon, many Splicers like to increase its durability to make sure it survives the rigors of combat.

Bio-E Cost: 10 points for every 10

M.D.C. Maximum increase is 100

M.D.C.

Prerequisite: None.

Cost: 1000 credits for every 10 M.D.C.

**Speed Reload:** Weapons that possess the Fasting Enhancement can be further augmented with the Speed Reload feature. It is similar to Fasting in that it allows the weapon to feed upon itself for fuel, but in this case, the weapon can be made to cannibalize itself in order to rapidly replenish its own depleted payload. For every four points of M.D.C. consumed by the weapon, one round or energy blast is regenerated. Projectiles, acid, or napalm take one melee round to regenerate, but energy blasts are instantly restored. Larger projectiles like Organic Rockets consume ten points of M.D.C., but they still only take one melee round to regrow. Whether the wielder wants to regrow one round or ten, they are all replenished at the same time. This ability can inflict severe damage to the firearm, but it is far better than running out of ammo in a tight situation. Note: This enhancement makes it so that a Bio-Energy Pistol or Rifle will tap its own strength rather than that of the wielder.

Bio-E Cost: 30 points.

Prerequisite: Fasting, but Speed Reload is added to the weapon, it does not replace it.

Cost: 3000 credits.

- **Targeting Light Cell:** A small Light Cell can be mounted on any standard pistol, rifle or heavy weapon. This low profile device can project a beam of

white light like an organic flashlight, or it can focus its beam into a small pinpoint that can be used as a laser sight. The wielder can switch back and forth between the two types of beams instantly with a simple mental command. The flashlight beam has a range of 300 feet, and the laser sight has a range of 1000 feet. The Light Cell does not count against the total number of Weapon Attachments that a firearm can possess, which means a rifle could have one ranged weapon, one melee weapon, and a Targeting Light Cell, but any weapon can only contain one Light Cell.

Bonus: +2 to strike.

Bio-E Cost: 10 points.

Prerequisite: None.

Cost: 1000 credits.

- **Super Light Cell:** A Targeting Light Cell can be further enhanced to allow it to fire a damaging laser blast, but it still retains its ability to project a flashlight beam or a laser targeting sight. In fact, the shooter can use the laser sight to help aim the laser blast before it is fired. A Super Light Cell has an effectively unlimited payload, so this enhancement is an excellent back up when the primary weapon exhausts its payload. As another bonus, the Super Light Cell can fire in conjunction with the primary weapon for a more powerful double attack.

Mega-Damage: 1D10 M.D.

Maximum Effective Range: 1000 feet.

Rate of Fire: Each blast counts as one melee attack. A dual attack from the Super Light Cell and the primary weapon also counts as one melee attack.

Payload: Effectively unlimited.

Bonus: Maintains the +2 to strike from the Targeting Light Cell.

Bio-E Cost: 15 points.

Prerequisite: Targeting Light Cell.

Cost: 1500 credits.

### **Booster Patch**

This small Bio-Tech device is a modified version of a Slap Patch. Instead of releasing a cocktail of healing chemicals, the Booster Patch injects a potent combination of adrenaline, steroids, and raw bio-energy. These tiny patches are used to temporarily super charge Bio-Tech devices like Host Armor, War Mounts, and Wing Packs, and they can even be used to empower hand-held weapons. The effects may be temporary, but they are impressive.

When applied to a War Mount or suit of Host Armor, the device gains an additional 30 M.D.C. to its main body, one attack per melee round, bonuses of +1 to strike, parry, and dodge, +15 to Splicer P.S., and its running speed and flight speed (if applicable) are both increased by 20 percent. In addition, the damage inflicted by any built-in weapon systems is increased by 25 percent. The surge lasts for 1D4 minutes, but when the boost subsides, the War Mount or Host Armor feels tired and is -2 on initiative, -2 to strike, parry, and dodge, and speed is reduced by 30 percent for 5D6 minutes, plus spent ammunition takes twice as long to regenerate for the next 2D4 hours.

When placed on a Wing Pack, the organic jet pack gains an additional 30 M.D.C. to its main body, one attack per melee round, bonuses of +1 on initiative, +1 to strike, and +2 to dodge, and most impressively, a speed boost of 150 mph. In addition, the damage inflicted by any built-in weapon systems is increased by 25 percent. A Booster Patch can empower a Wing Pack for 2D4 minutes, but when the surge fades, the pack will completely shut down for 3D6 minutes (including all built-in weapon systems). Archangels love using Booster Patches

despite the risks of losing flight capabilities in midair.

Booster Patches can also be used to super charge pistols, rifles, and other heavy Bio-Weapons. They temporarily increase the range and damage of the weapon by 50 percent. The effect lasts for 3D4 minutes, but when the boost subsides, the weapon goes dormant for 5D6 minutes (even if it has not exhausted its payload), and it is unable to regenerate spent ammunition for 24 hours.

The Booster Patch must remain in place the entire time in order to maintain the power surge. If the patch is removed prematurely, the bonuses will only last for another melee round, after which the item will immediately begin experiencing withdrawal symptoms.

A Bio-Tech device can only be enhanced with a Booster Patch three times per day and only one patch can be used at a time. Trying to apply multiple patches to the same item or using too many in one day has serious repercussions. The chemical cocktail released by these tiny devices already pushes organic technology to its limits, and using too many can cause an item to meltdown. Instead of the normal bonuses, the item loses two attacks per melee, suffers penalties of -3 on initiative, -5 to strike, parry, and dodge, and speed is reduced by 50 percent. In addition, the hyper-metabolic boost rages out of control which actually causes the Bio-Tech device to begin consuming itself. The item loses 1D4 M.D. every melee round for 2D4+2 minutes and all ammunition is devoured before it can be fired. The stress from this overdose is very taxing to the organism and it cannot heal any damage or regenerate any ammunition for 24 hours.

In the case of multiple patches, the overdose can be cut short by quickly removing one of the patches. The meltdown penalties end 1D4 melee rounds after any additional patches are removed. In addition, the chemicals released from the remaining patch no longer provide any additional bonuses. All it does is alleviate the penalties of withdrawal (no penalties). Of course, once the boost from that patch subsides, then the item experiences the normal withdrawal symptoms. In the case of using too many patches in one day, even removing the final patch early will not end the overdose. The item has simply been pushed beyond its limits and there is no way to stop the meltdown. When fighting other Splicers, it is a common tactic to counteract Booster Patches by forcing an overdose with another patch. These items can be an incredible asset in battle, but they also make devastating weapons in the hands of a clever adversary. Splicers generally make it a practice not to use more than two Booster Patches in a day to make sure they never accidentally overdose, and to make sure they can quickly counteract the effects if an enemy does use a Booster Patch against them.

Unlike Slap Patches, Booster Patches cannot be used on normal humans. They are designed to be used on powerful Bio-Tech creations, and the chemicals contained within these patches are incredibly harmful. Some despicable members of the Resistance even use Booster Patches to interrogate or torture other humans. Many of the chemicals are completely incompatible with S.D.C. tissue which helps mitigate the damage, but the other compounds still induce some horrible effects. Within seconds of using a Booster Patch on a human, the person's muscles spasm so violently it

feels like they may tear right off the bone. His senses become so over stimulated, that it actually renders him almost completely blind and deaf, and his body is wracked with a horrible fever that feels like his skin is on fire. The effect is rarely fatal, but it is incredibly painful and debilitating. The victim only has one attack per melee round and suffers penalties of -10 to strike, parry, and dodge, and speed is reduced to 10 percent for 5D4 minutes. In addition, the person loses 1D4 S.D.C. every minute for 2D6 minutes. After the effects fade, the person begins to regain his senses, but is still weak and in shock and suffers penalties of -2 to strike, parry, and dodge and loses 2 attacks per melee round for 1D4 hours.

Super-powered humans like Scarecrows and Gene-Thieves can actually empower themselves with Booster Patches, but it does come with some risks. These characters receive the same bonuses as War Mounts and suits of Host Armor, but in addition to the normal limitations and penalties from coming down from a boost, they also risk over-taxing their systems with every use. Organic technology is still quite different than human physiology, and sometimes Booster Patches are still too much even for these powerful individuals. Every time one of these super humans uses a Booster Patch, he must make a save vs. poisons of 7 or higher or else he will suffer the same penalties as if he is experiencing an overdose. Some beings are hearty enough that this is never a concern, but others only use Booster Patches in extreme circumstances because even though the chance of an overdose is small, the side-effects are incredibly dangerous.

M.D.C. of the Device: 5 M.D.C.

Limitations: Can only be used once every 24 hours. The chemicals are automatically regenerated after 24 hours. Trade Value: 4000 credits.

\*Bio-Self Destruct----The ultimate security device of last resort...3 BIO-E for a simple melts-into-sludge mechanism, 5 for an explosive take-someone-with-me device that does damage equal to one rd(even if the weapon is empty)+ any additional damage from remaining ammo(or 1d6-2d4 MD if a melee weapon), to a 6 ft blast area(acid and gore-based weapons do an extra 1d6 of damage and a +5 ft of blast radius due to the liquid nature of their ammo). Mechanism can be a simple code-lock, time delay, or for an additional 3 Bio-E, remote detonated by Bio-Comm(great if the Machine overruns your camp).

\*Sentinel(Ranged Weapons)----A crude animal intelligence and muscle-frame that turns the gun into a robot gun mount, keeping watch as ypu sleep, or turning it into a trap.....The weapon sits on a minutuare 'stump' with tendril rootlets that can be used to atatch it to any surface(even a ceiling)... In its basic form, Has 2 attacks per melee, and bonuses to strike, and crude optical/auditory sensory system that can be set to I.D. up to 25 different targets(considered 'SAFE')...all others are fired on...and has a threshold range of 500 ft. Sensory package enhancements can add to the bonuses and range of the sensor system. Basic Cost: 10 Bio-E. 5 Bio-E per additional attack per melee. 3 bio-e for remote Bio-Comm direction(can be fired by remote control)

\*Leash Instinct---Gives the weapon limited animal mobility(a coiled tail or small legs or combination), basic senses(usually a sense of smell or bio-

comm transponder) that allows the weapon to seek out its owner and go to them, leaping to hand. Can typically be called from as far away as 150 ft (or pick up their spell/trace), further for the bio-comm seeker. Typically walks/crawls at a speed of 6, and is easily inconvenienced by obstacles (not smart enough to open doors, but will crawl over or around obstacles) and can leap up to 8 ft to land in its owner's hand(s). Gives a +1 to initiative for quick-draws. Cost: 15 Bio-E, 3 for bio-commseeker

\*WarCry---When fired/used, the weapon gives off an animalistic shriek, bloodthirsty howl, or enhanced insectile buzz that can be psychologically duanting to opponents....Useless against the Machine, but great against animals and other humans, and many soldiers just love having a weapon that seems as stoked as they are. Can be disabled for stealth operations.

Horror Factor: 2d4+2

Cost: 5 Bio-E

- Retractable Hooks: Any bladed weapon can be enhanced with a series of retractable, razor-sharp hooks that spring forth from the blade whenever the weapon pierces its target. These hooks tear into the internal circuitry (or flesh) of the target and cause horrific damage when the blade is removed. The weapon inflicts an additional 2D8 M.D. when the blade is yanked from the victim (does not count as an additional melee attack). This attack is incredibly painful to living targets. The victim is momentarily overcome with shock, loses initiative and one attack per melee, and suffers penalties of -1 to strike, parry, and dodge for one melee round. Subsequent attacks increase the duration of the penalties. Robots suffer no additional penalty.

Mega-Damage: The weapon inflicts an additional 2D8 M.D. whenever it is removed.

Bio-E Cost: 10 points.

Prerequisite: Only bladed weapons can be enhanced with Retractable Hooks.

Trade Value: 1000 credits.

- Hair Trigger: Bio-Tech firearms do not actually have triggers. Instead the wielder mentally fires the weapon through a neurological connection. This connection can be enhanced to allow for faster communication, which means the shooter can squeeze off shots more quickly.

Bonus: +1 on initiative.

Bio-E Cost: 4

Prerequisite: None.

Trade Value: 250 credits.

- (New) Fattie Tissue - when using Feeding Enhancements the Fattie Tissue is used up first. But not damaged like when the Weapon it eating itself. Fattie Tissue adds weight to the weapon, but helps to stop or it least reduces the damage to it self.

- Breakaway Blade: This strange upgrade can only be applied to weapons that already possess the Retractable Hooks Bio-Enhancement. Instead of just inflicting extra damage by pulling the jagged blade out of the target, the wielder can chose to release the blade inside the victim. Once the blade is separated from the hilt, a new blade begins to grow in its place, and most importantly, the old blade grows uncontrollable within the target, tearing it apart from the inside. The organic fragment sprouts dozens of razor sharp spikes that push their way through the target for 2D4 melee rounds. They shred everything in their path until the rapid growth rate overtakes the severed blade and it dies. However, the network of

bone spikes left within the target will remain until they are surgically removed. The spikes seriously impair mobility for robots and living organisms. Anyone struck with a Breakaway Blade will suffer penalties of -3 to strike, parry, and dodge and will have two less attacks per melee round until the organic weapon is surgically removed. Humans wearing armor (even Host Armor) may also be impaled by several of the spikes (01-45% chance) as they snake throughout the target. In this case, the human inside suffers 3D6 S.D.C. every melee round for 1D4 melees.

**Mega-Damage:** In addition to the normal damage inflicted by the blade, it inflicts 3D8 M.D. every melee round for 2D4 melees.

**Payload:** The weapon can only replace detached blades 5 times every 24 hours. Lost blades take 4D4 melee rounds to completely regenerate.

**Bio-E Cost:** 40 points.

**Prerequisite:** Retractable Hooks and  
**Regeneration:** Enhanced. The Breakaway Blade Bio-Enhancement is added to these enhancements. It does not replace them.

**Trade Value:** 4000 credits.

- **Electro-Shock:** Any melee weapon can be enhanced to allow it deliver a powerful electrical discharge on contact. A simple mental command alerts the weapon that it should expel its electrical charge the next time it strikes (does not count as a melee attack) which means the wielder does not have to try to time this attack (automatically fires on impact). The weapon can only generate so many charges a day, so they must be used sparingly. When used against living creatures, the target must also roll to save vs. stun (15 or higher, with any possible bonuses from P.E.) or else lose initiative, two melee attacks and are -4 to

strike, parry, and dodge for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual damage to the armor plus 2D6 S.D.C. or H.P. damage to the pilot inside, but the pilot does not suffer any other penalties. Machines do not suffer any stun penalties.

**Mega-Damage:** The weapon inflicts an additional 4D10 M.D. on impact.

**Payload:** 10 electrical charges. One charge regenerates every hour.

**Bio-E Cost:** 15 points.

**Prerequisite:** None.

**Trade Value:** 1500 credits.

- **Enhanced Regeneration:** The healing rate of any living weapon can be dramatically increased. Damage that would normally take hours to heal can now be repaired in minutes (1D4 M.D.C. per minute). This upgrade is very useful for Splicers that rely on the Speed Reload Enhancement.

**Bio-E Cost:** 30

**Prerequisite:** None.

**Trade Value:** 3000 credits.

- **Extendable Tripod:** Heavy support weapons like Bio-Rocket Slingers and Quill Storm Cannons are usually too large to be effectively wielded by normal humans or even some suits of Host Armor. However, this enhancement allows anyone to fire one of these massive weapons without penalty (although they still may have trouble hauling it around). A large retractable tripod is mounted to the bottom of the weapon. These strong organic legs hold the weight of the weapon so that it can be fired by anyone no matter how strong they are. The wielder can extend or retract the legs of the tripod with a mental command (counts as one melee attack). While retracted, the tripod looks like a small clawed hand, but it can

instantly be extended to a length of up to five feet long.

Bonus: +1 to strike on an aimed shot only.

Bio-E Cost: 8 points.

Prerequisite: None.

Trade Value: 800 credits.

• **Share Strength:** The Feeding Link upgrade can be further enhanced to allow for more than just nutrients to be transferred between the weapon and the wielder. The life force energy of these living devices can be made to flow back and forth through the feeding tube at the command of the wielder. The shooter can even tap his own strength to temporarily increase the power of his Bio-Weapon. Of course, this link does not create energy, it can only transfer it. This means one item must be weakened in order to strengthen the other. The link can be used to transfer M.D.C. from a suit of Host Armor to a connected Bio-Weapon (or vice versa), or it can be used to increase the weapon's destructive power. By tapping the strength of Host Armor, the damage inflicted by any melee or ranged weapon can be increased by fifty percent. This power boost can be maintained indefinitely, but while the weapon is empowered (and for 1D6 minutes afterward), the Host Armor is weakened; losing one attack per melee round, -3 to P.S., and suffering penalties of -2 to strike, parry, and dodge. For some reason, tapping the strength of the human pilot can create even more powerful effects (and penalties). In this case, the damage inflicted by the linked Bio-Weapon is doubled, but the pilot loses two attacks per melee round and suffers penalties of -3 to strike, parry, and dodge.

Bio-E Cost: 20 points.

Prerequisite: Feeding Link, but Share Strength is added to the weapon, it does not replace it.

Trade Value: 2000 credits.

• **Acid Injectors:** Edged weapons can be enhanced with hundreds of microscopic pores that fire a deadly spray of acid whenever the blade pierces its target. This enhancement goes far beyond simple Acid Edged Weapons. Instead of just dribbling acid into the wound, the blade sprays its powerful organic solvent deep into the delicate internal circuitry of the target for maximum damage. The acid is devastating to metal alloys and other inorganic materials, but it is relatively harmless to living tissue (only inflicts 1D4 S.D.C. per melee round for 1D6 melees). This enhancement can be used in conjunction with Retractable Hooks, a Breakaway Blade, or the Electro-Shock Enhancement, and it can even be used to strengthen Acid Edged Weapons.

**Mega-Damage:** The weapon inflicts an additional 2D8 M.D. per melee round for 1D6 melees.

**Payload:** 10 blasts. One blast regenerates every 3D6 minutes. In the case of Acid Edged Weapons, the blade still produces enough acid to continuously deliver its normal attack, but it can only deliver the more powerful attack with the same limitations listed above.

Bio-E Cost: 20 points.

Prerequisite: Only bladed weapons can be enhanced with Acid Injectors.

Trade Value: 2000 credits.

### **Switch Blade**

A Bio-Tech Switch Blade is far different than its technological equivalent. Instead of a simple spring-loaded knife blade, this weapon is the bizarre combination of a wicked-looking long sword and a serrated whip. A simple mental



command from the wielder causes the seemingly solid blade to extend into a ten-foot long whip lined with dozens of razor-sharp thorns and back again. The flexibility of this weapon keeps targets guessing at all times. Opponents cannot stay outside the range of the sword or close the distance to limit the effectiveness of the whip. This formidable melee weapon is utterly devastating in the hands of a skilled user, but warriors must possess W.P. Sword and W.P. Whip in order to wield a Switch Blade effectively.

Weight: 3 lbs.

Mega-Damage: 3D6 M.D. per sword strike, or 2D6 M.D. per lash of the whip.

The Switch Blade can also be used to entangle an opponent much like the Serrated Whip Bio-Enhancement (see page 96 of the Splicers RPG for entanglement rules).

M.D.C. of the Weapon: 100 M.D.C. As a living Bio-Weapon, damage regenerates at the rate of 3D6 M.D.C. per minute, and a severed part of the whip will regrow in 24 hours.

Bonuses: +1 to strike and parry, +2 to disarm, and +3 to entangle.

Trade Value: 1000 credits.

### **Sniper Barrel:**

This enhancement can only be applied to projectile firing rifles like Bore Rifles and Demon Seed Cannons. The barrel is lengthened to help increase range and accuracy, but it does make the rifle a bit more difficult to conceal (-15% to Concealment).

Bonuses: +1 to strike and increases maximum effective range by 25%.

Bio-E Cost: 10 points.

Prerequisite: Projectile firing rifles only.

Trade Value: 1000 credits.

### **The Bacta Sniper Rifle**

Range 1 mile

Damage special

Cost 100,000 credits

Availability rare experimental weapon

The Bacta rifle shoots a gob of gunk at a target

the gunk is actually a metal and silicon eating bacteria.

Unfortunately the weapon is useless in emidate combat.

The blast does one SDC to the target on the first day and

the damage doubles every day. With time the spreading

bacteria could destroy even the most hardy of targets.

So far the weapon is in the testing phase the house behind

it has launched subtle raids on Factory zones. Time will tell

what effect these raids will have.

### **Heavy Bore Rifle (Heavy Bio-Weapon)**

This heavy support weapon is a larger, more powerful version of the Bore Rifle.

The oversized ammo drum mounted on the underside of the weapon carries more Bore rounds than standard rifles even though each grub is larger.

Weight: 25 lbs. Most humans most use two hands to aim and shoot the weapon, otherwise they are - 4 to strike.

Individuals with Splicer P.S. of 24 or higher can fire the weapon with one hand.

Mega-Damage: 2D10 M.D. for each grub fired from the rifle. The Bore round does an additional 1D10+3 M.D. for the next 1D6 melee rounds after it hits a metal target.

Maximum Effective Range: 1800 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: The Heavy Bore Rifle has a payload of 24 Bore Rounds. The Bio-Weapon can produce one replacement grub in only 3D6 minutes to replace the last round fired. To reload its entire payload will only take 4D4 hours (regenerates naturally).

Bonus: +1 to strike on a carefully aimed shot only.

Trade Value: 12,000 credits.

### **Bio-Energy Blade**

These blades appear to be constructed from insect carapace, and are smooth to the touch. They were created using the same principles as other Bio-Energy weapons. Set back from the blades edge are a series of photo-conductive cells, similar to those used in light cells and super-light cells. The blades can be used as normal melee weapon (inflicting the base damage), or at will the user can activate the photo-cells. When activated the entire blade-edge appears to be engulfed by a high intensity energy field that greatly increase its damage capabilities. Because the energy is constantly emitted from the weapon, instead of intermittent emission that Bio-Energy ranged weapon create, the energy output is slightly reduced.

Weight: Knives 1/2 lbs, Sword 5 lbs, Axe 6 lbs, and Two-Handed Sword 10 lbs.

Mega-Damage: Knife 1d6+1/2 PE attribute, Sword 3d6+1/2 PE attribute, Axe 3d6+1/2 PE attribute, and Two-Handed Sword 4d6+1/2 PE attribute.

Range: Melee

Rate of Fire: Equal to the operator's number of attacks per melee.

Payload: One minute per point of PE attribute per 24 hours. Each extra minute after that will weaken the user (-2 actions, and 1/2 combat bonuses for the

next 1d6 minute, for each additional minute of use).

Trade Value: Knife 600 credits, Sword/Axe 1000 credits, and Two-Handed Sword 1300 credits.

• **Lightning Arc Blaster:** A small cylindrical barrel is grafted under the weapon's main barrel along with special musculature that runs throughout the weapon. This special tissue is capable of generating a powerful electric charge similar to that of an electric eel. This build up can then be released as a powerful lightning blast. The barrel of the Lightning Arc Blaster is designed to allow someone to grip it without suffering any damage from the electrical discharge (as long as they do not touch the front of the barrel when it fires). The extra tissue throughout the weapon also increases its overall M.D.C. by 10 percent. As another bonus, the Lightning Arc Blaster can fire in conjunction with the primary weapon for a more powerful double attack.

Mega-Damage: 3D12 M.D.

Maximum Effective Range: 75 feet.

Rate of Fire: Each blast counts as one melee attack. A dual attack from the Lightning Arc Blaster and the primary weapon also counts as one melee attack.

Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot only.

Bio-E Cost: 40 points.

Prerequisite: None.

Trade Value: 4000 credits.

• **Bio-Napalm Thrower:** Plasma Flame Throwers can be further enhanced to project a sticky, long-lived napalm. This concentrated Mega-Damage fire does not dissipate quickly; but lasts for a period of 2D4 minutes, enough time to cook most targets. Only by wiping the

sticky substance off can the target hope to survive. The bio-napalm is much thicker than the chemicals used in the Plasma Flame Thrower, so the payload is drastically reduced.

M.D.C. of the Flame Thrower:

Unchanged.

Mega-Damage: A bio-napalm burst does 3D8 M.D. A concentrated plasma burst (counts as two attacks) does 1D8x10 M.D. Or the attacker can cover an area with bio-napalm: up to 10 feet can be covered with each hand to hand attack, so a character with four hand to hand attacks could affect an area of 40 feet; everybody in the area affected takes 2D8 M.D. Additionally, any target that is hit by the bio-napalm will continue to take damage: 2D8 M.D. every melee round for 2D4 minutes. The only way to save oneself from damage is to roll in the dirt or sand (water will not extinguish the bio-napalm) for one entire melee round, until the bio-napalm is rubbed off.

Maximum Effective Range: 75 feet.

Rate of Fire: Each blast counts as one melee attack.

Payload: 10 blasts. The weapon can manufacture enough bio-napalm to replace its entire payload in only 1D6 hours.

Bio-E Cost: 25 points.

Prerequisite: Plasma Flame Thrower.

Trade Value: 2500 credits.

• **Pod Launcher:** This hard chitinous shell can only be attached to rifles and other heavy Bio-Weapons. Pod Launchers use compressed gas to fire a burst of “pods,” which resemble the seed pods of some strange plant or maybe the eggs of an insect. On impact these pods are ruptured, spraying the blast area with razor-sharp shrapnel. Pod Launchers grow their own pods, never needing reloading. These weapons are very

effective, but must be used with care, due to their blast radius.

M.D.C. of the Pod Launcher:

2D4x10+10 M.D.C.

Mega-Damage: 3D8 M.D. to a 10-foot radius.

Maximum Effective Range: 300 feet.

Rate of Fire: Each shot counts as one melee attack.

Payload: Grows enough seed pods for 32 bursts per hour, automatically regenerates.

Bonus: +1 to strike per burst of pods.

Bio-E Cost: 50 points.

Prerequisite: Can only be grafted to a rifle or other Heavy Bio-Weapon.

Trade Value: 5000 credits.

### **Tentacannon**

This large cannon has a whorled barrel and a mottled sheen like a sea shell. It can be mounted on the shoulder. It fires a thick disk covered with suckers. When it hits it uncoils into a long and immensely strong tentacle that wraps around the target and constricts. It does moderate grappling damage and has a chance to grapple the targets limbs and restrict it's movement.

MDC of the Tentacannon: 1d6X10 + 20 MDC

MDC of the Tentacle ammo: 2d10+10

Mega-damage: 2d6+5 The Tentacle grapples it's target and constricts for

1d6+5 damage per round. The tentacle constricts for 5 minutes if it's not

removed or destroyed first. It can be removed by a combined Robotic Strength

of 40. If the tentacle is attacked the target of it's constriction attack also

takes full damage.

Roll for secondary effect:

01-10% - Wraps around head: -2 to Strike,parry,dodge and sense rolls.

11-50% - Wraps around torso: No additional effect

51-75% - Traps arms. Arms may not be used until freed.

76-100% - Traps legs. No movement can be made until legs are freed.

A called shot may be made with standard penalties to target the legs, arms, head, or other target.

Maximum effective range: 300'

Rate of Fire: Each shot counts as one attack.

Payload: 12 tentacles. The tentacles regenerate in 1d6X10 minutes or 2d6 hours for a full payload

Bonus: +1 to strike on an aimed shot.

Bio-E cost: 25 points

Prerequisite: None

### **Acid Tentacannon**

The Tentacles with this upgrade drip a potent acid onto their target as it is grappled.

Mega-Damage: As above +3d6 MDC acid damage per round. Only 1d4 sdc to organic materials.

Bio-E cost: 10 points

Prerequisite: Tentacannon which grows into an Acid Tentacannon and Acid Blood which remains in addition to the Acid Tentacannon.

### **Bug Bombs**

The success of the Swarm Lord program has inspired many Librarians to further experiment with these powerful Bio-Tech insects. One Librarian from House Artemis took some of the most voracious bugs known as Locusts and created powerful new anti-personal grenades he called Bug Bombs. They consist of a simple shell that contains dozens of Locusts held in stasis with a low grade explosive in the center of the bomb. The explosive itself is completely harmless. It is meant to awaken the bugs and send them flying in all directions within a radius of ten feet. The bugs then land on

any nearby metallic object within range and eat until they burst. The best part about these grenades is that they are completely harmless to living creatures. The Locusts are genetically programmed to be repulsed by the taste of flesh, so even if someone detonates a Bug Bomb in his hand, the Locusts would only seek out and destroy robots and other metallic debris. To activate the internal charge and detonate the bomb, the wielder just squeezes a small nerve cluster on top of the device. The user then has four seconds before the bomb detonates. He can either throw it, or hold on to it to clear out the immediate area.

Weight: Half a pound.

Mega-Damage: 3D4 M.D. per melee round for 1D4 melees to any robot or metallic object within a 10-foot radius.

Note: There are only enough Locusts within each Bug Bomb to affect five robots. In the alternative, if the Bug Bomb is thrown onto a large robot like an Assault Slayer or Battle Track, then the damage is 3D8 M.D. per melee round for 1D4 melees.

Maximum Effective Range: 100 feet when thrown as a grenade (200 feet for Splicers). If attached to an arrow or spear the range is that of the projectile reduced by 30% due to the extra weight and imbalance of the Bug Bomb on the tip.

Trade Value: 2500 credits each (experimental with limited availability).

### **Mega Bug Bombs**

These larger bombs are about the size of a basketball. They contain about four times as many Locusts, plus it has a larger charge in the center of the bomb to spread the bugs farther. They are too large and unwieldy to throw very far, so they are most often used in close combat.

Weight: Four pounds.  
Mega-Damage: 3D6 M.D. per melee round for 1D4+1 melees to any robot or metallic object within a 20-foot radius.  
Note: There are enough Locusts within each Bug Bomb to affect 2D4+6 robots. In the alternative, if the Bug Bomb is thrown onto a large robot like an Assault Slayer or Battle Track, then the damage is 6D8 per melee round for 1D6 melees.  
Maximum Effective Range: 20 feet when thrown as a grenade (40 feet for Splicers).  
Trade Value: 6000 credits each (experimental with limited availability).

### **Acid Lance**

The Acid Lance is a favorite weapon among Strider and Marauder pilots. This ten foot long spear inflicts impressive damage in close combat, but it is absolutely deadly during high-speed Calvary charges. When attacking a target at speeds of over 100 mph, a skilled user can punch this mighty lance through the thick external armor of nearly any robot. The unique grip on the spear has ten short insect-like limbs that wrap around the forearm of the wielder to reinforce his grip. This allows the wielder to really put the momentum of the charge behind his attack. Even if the spear fails to pierce the target's armor, the secondary attack of this weapon still inflicts tremendous damage on robotic opponents. Upon impact, the lance releases a large blast of highly corrosive acid through a small nozzle in the tip of the spear. The acid is devastating to metal alloys and other inorganic materials, but it is relatively harmless to living tissue (only inflicts 1D4 S.D.C. per melee round for 1D6 melees). The acid does impressive damage when sprayed on the surface of the target, but it is far more devastating when the lance

successfully penetrates the external armor.

Weight: 3 lbs.  
Mega-Damage: 4D6 M.D. per spear strike, plus the force of the impact triggers the lance to release a deadly blast of corrosive acid that inflicts an additional 2D8 M.D. per melee round for 1D6 melees. When used at speeds over 100 mph, the spear inflicts 6D6 M.D. per strike. In addition, if the attacker rolls a natural 17, 18, 19, or 20 (or 21 or higher with strike bonuses, or only 14 or higher if the M.D.C. of the Main Body has been reduced by 50 percent), the Acid Lance punches straight through the external armor of the robot into its internal cavity. If the lance does punch through the robot's armor, then the acid spray does far more damage. In this case, the damage is 4D8 M.D. per melee round for 1D4+3 melees. The acid wreaks havoc on the robot's internal systems, electronics, and components, which causes additional impairment or damage (roll on the following table).

01-10% Lucked out. No additional damage.

11-20% Critical strike. Double damage.

21-30% All systems are temporarily offline, effectively paralyzing the robot for 2D4 melees.

31-40% A power coupling within the robot explodes, inflicting 2D4x10 damage to the main body.

41-50% All weapon systems are temporarily offline. One weapon comes back online every 1D6 melees.

51-60% Communication systems are permanently disabled. The robot can no longer be possessed and controlled by N.E.X.U.S. or call for reinforcements.

61-70% Motor functions are severely damaged. Attacks per melee are reduced by half and combat bonuses are

completely eliminated for 2D4 melees while vital systems are rerouted.  
 71-80% Servo controls for both arms are damaged beyond repair. Any weapon systems mounted on the arms work perfectly, but the robot is unable to point them at any target.  
 81-90% Optics and all sensor systems are temporarily offline for 2D4 melees. Attacks per melee are reduced to two, the robot has no initiative, and suffers a penalty of -10 to strike, parry, and dodge.  
 91-00% Internal damage slows the machine's ability to respond. It has no initiative, its attacks per melee round and speed are reduced by half, and it suffers penalties of -5 to strike, parry, and dodge for 2D4 minutes until damaged systems can be repaired or rerouted.  
 M.D.C. of the Weapon: 100 M.D.C. As a living Bio-Weapon, damage regenerates at the rate of 3D6 M.D.C. per minute.  
 Payload: The lance creates enough acid for 12 blasts per hour. Spent acid regenerates automatically.  
 Trade Value: 1000 credits.

### **Firefly Rifle**

A heavy, short barreled rifle made from chitinous bio-organic material, more akin to a grenade launcher than a rifle. Housed in a cylindrical tube near the butt stock of the rifle are a hive of thousands of luminescent bio-organisms akin to what the rifle is named after, a firefly. When fired the rifle emits a glowing yellow-orange orb that shatters on impact with the target, releasing thousands of these 'fireflies' that ignite and burn the target with Mega-Damage flame able to

melt robot armor in seconds, and killing the organism in the attack. Limited by the short range of the rifle, Splicers have to make use of it in quick, guerrilla attacks on those heavily armored targets of the N.E.X.U.S. The other drawback to the weapon is that if the Hive takes damage the organisms on the inside will make contact with air and instantly ignite and explode, engulfing the Splicer in flame.

Weight: 18lbs

Length: 2 feet 3 inches total, counting the length of the Hive.

Mega-Damage: 1D6x10 upon impact with the target. The target continues to burn afterward for 1D6 melee rounds, dealing an additional 2D8 damage per melee.

Max Effective Range: 250 feet

Rate of Fire: Each shot counts as one melee attack.

Payload: 10 shots, The weapon produces more 1D6 firefly rounds an hour.

Bonuses: +1 strike from the large round. After leaving the rifle the round expands to about the size of a soccer ball.

Trade Value: Rare, new breed of weapon makes it a hot commodity. 22,000 credits

Special: This weapon has an M.D.C. of 2D6 + 10, varying from rifle to rifle as they are grown. If the weapon takes damage

there is a chance that the hive may be pierced. When the weapon comes under fire, roll under the following table.

01% - 60% - Nothing happens, weapon takes damage as normal.

61% - 79% - weapon trigger mechanism is damaged, unable to fire.

80% - 100% - Hive is penetrated, and the weapon explodes dealing 2D6x10 Mega-Damage to the user, and continues to burn

for 2D8 damage for 2D6 melee rounds.

by Baron of Chaos

### **Modified Grubs for Bore Weapons**

These are particular Grubs developed by Bio-slayer. Actually how these grubs come to existence is something that not even Librarians full understand. Is basically a passage of bio-energy between the Bio-Slayer that mutate the Grubs. Note that the grubs could be took from the Bore weapon and loaded into a different bore weapon.

**Explosive Grubs “Chubby”:** The Grubs look obese, with a semi-transparent skin. They do not chew like their brothers and have halved range due to their size. But once they chew inside the target they explode!!

Damage: 1d10 plus explosion inflict 1d6x10 to a radius of 2ft

Bio-E cost: 10 for Grub 35 for Bore Weapon

**Carnivorous Grubs “Lecter”:** Simply Grubs specifically thought for flesh rather than for metal. Not particularly effective toward robots, they are nasty toward living being.

Damage: 3d8 M.D.C./S.D.C plus 2d8 M.D.C. to M.D.C. being and 3d6 damage directly form Hit Points to S.D.C. beings for 1d4 melees/rounds. It Hurt like hell , like having piranhas eating you from inside out!! These grubs, and relative Bore weapons, are illegal in all human heaven

Bio-E :15 for Grubs, 40 for Bore Weapon

**Tracking Grubs “Judas”:** The Grubs does less damage than their cousins and don’t chew. Instead they emit a scrambled signals that only Bio-Comms can detect. Useful to track down enemies.

Damage: 1d4 M.D.C./S.D.C. Range of signal: 6 Miles Lifespan: The Grub can live for roughly 24 hours plus 1d6 hours

Bio-E Cost: 5 for grubs, 20 for Bore Weapon

**Thermal search grubs “killer-bee” :** These grubs are really complex, infact they have a thermal sensor and two small wings that allow them to fly toward target avoiding obstacles or even doing sharp turns

Damage - same as normal Bore Gun  
Grubs Range - 500ft more than normal  
Grubs Lifespan: 2d4melees(they tend to live longer than normal grubs mostly because they have to catch the prey)  
Bonus: +1 to strike

Bio-E cost: 20 for single grub, 50 for Bore Weapon

**Force Piercing Grub “Krueger” :** These Grubs are covered into a spiky chitin shell. These spikes generate a small vibration field that make it “slippery” toward force field. Basically the Grub can bypass force fields and do damage beyond that.

Damage: 1d6 to force field and usual Bore gun damage to the machine behind the field.

Bio-E Cost: Special ONLY Bio-Slayers and Butchers can have such modification; no other O.C.C. can!! 15 for single Grub, 35 for Bore Weapon

### **Squidly technologies**

The Squidly are a species of invertebrate organism akin to sea mollusk like clam. These mollusks look like spheres of muscle fibers and tendons. By itself do nothing apart crawling slowly in slat water. But things changes when it find an “house”. This can be any hollow object mad eof any material(mollusk does not trigger nano-plague) but generally M.D.C. organic material are used. Once in the house the Squidly wrap in and around and move it! It need a Bio-Comm in order to work, this is not needed for Outrider and Packmasters.

Squidly differ from typical Bio-technology in that is not create into a gene-pool, or better the first Squidly did, but now they are cultivated like Lobster, in huge pools of salt water . Often bandits steal some Squidly in order to start a cultivation by themselves. Is used in various things, often in place of hydraulics components.

IQ: 1d4, very LOW animal intelligence

Life span: 5 +2d8 years

M.D.C.: 1d4 for juvenile ones, 1d10 for adults

**Self Moving Wheels:** Rubber tires can still be used, but the problem is how to move them without engines? Answer is an invertebrate organism. The Squidly! The wheels then can be mounted under any wood or bone structures.

Speed: A single wheel can carry 150 lb and move at speed of 60 mph, Two wheels can carry 280lb and move at speed of 110mph, four wheels can carry 500lb at a max speed of 160 mph, six wheels is the max possible to tie together with neural cords, carry 1000lb and have a max speed of 180mph

Cost: Each Wheel cost 5.00 credits

**Living hammer:** Basically a jackhammer made of bone and M.D.C. wood. Digging Speed: 20 mph

Damage as weapon: 1d8 M.D.C.

M.D.C.: 2d6+20

Cost: 600 credits

**Nunchaku:** The nunchaku are made of two carved M.D.C. wood sticks, filled with a Squidly organism. This grant the nunchaku a massive strength to strike and entangle. Can be used as paired weapon( Parry and Strike)

Damage: 1d6 M.D.C.

M.D.C.: 2d10

Cost: 100 credits

**Self aware puppet/plushy:** This is a grim dangerous world for child and sometimes giving them something to focus so to not being shocked by the horrors surrounding them is not bad. Plus can be helpful. These ones are basically puppets with a small Squidly sawn inside. The Squidly grant movement to the puppet often in reaction to the owner(you hug him he hug you, you pet him he pet you and so on). The puppets are not too strong and as wheels need a bio-comms to be controlled.

IQ: same as Squidly is programmed in case of attack of machines to bring the kids to safe places.

PS: Splicer Strength of 13+ 2d4, PP: 4 (clumsy)

M.D.C.(actually the have a soft S.D.C. shell covering an hard elastic M.D.C. being): 1d8+2

**Muscle Rope:** A squidly mixed to M.D.C. hemp, make a super strong rope, able to sustain heavy weights.

M.D.C.: 25 for each 100ft of length

Max Weight: 500lb per 100f of rope

**Muscle armor aka. Clam armor:**

This is a peculiar bio-armor. At first glance look like a normal military fatigues or a biker gearsuite with hard chitin looking plates on chest, shoulder, back, forearms and legs . Cover all body except head. When worn, it wraps around wearer, empowering him like an exoskeleton.

MDC: Main Body: 2d4x10+10 M.D.C. –

Arms and Legs: 1d12 M.D.C. each–

Head: none but often a ceramic Helmet is worn 100 M.D.C.

Weight: 10lb (4.5 kg.)

Armor regeneration: 2d6 M.D.C. per minute, and destroyed sections regenerate in 12 hours



Bonus: +2d6 to wearer PS and consider it Splicer/Robotic, +1d8 to PP, Increase running speed by 1d10x10%, reduce fatigue by 50%, +1 to initiative  
Cost: 15.000 – 20.000 credits Favored by Militia , and as host armor replacement by Dreadguards and Roughnecks. Bandits covet this armor very much.

### **Slinger**

A Slinger is a Bio-Tech bow made of bone, muscle, and sinew with a taught tendon that acts as the bow string. The unique design works in tandem with the wielder to dramatically increase the velocity, range, and power of the arrow. When the bow string is released, the bow arms spring forward while the bow string contracts. These powerful muscle contractions work in unison with the archer's release to propel the arrow at near super-sonic speeds. When not in use, the arms of the bow fold together to allow for easy storage.

Weight: 6 lbs.

Mega-Damage: Triples the normal damage of any arrow fired from the organic bow. Typically uses High Frequency Arrows which normally inflict 1D6 M.D. When fired from the Slinger, damage is 3D6 M.D.

Maximum Effective Range: 1800 feet.

Rate of Fire: Equal to the Archery Skill of the wielder.

Bonus: +2 to strike

Trade Value: 3000 credits.

By 89er

### **Acid Edged Blades**

Mega-Damage: 3D6 M.D., plus the acid does an added 1D6 M.D. per melee round for 1D4 melee rounds or until washed off.

M.D.C. of Weapon: 100 M.D.C., but the weapon only takes damage when an

attacker is specifically trying to damage/destroy it.

Bio-E Cost: 20 Bio-E points

Prerequisite: Forearm Blades

### **Concussion Sticks**, based off the Concussion Staff

Cylindrical solid tubes jutting out the forearms.

Mega-Damage: 2D6 M.D., has a 1-45% chance of knocking an opponent off their feet. If the victim is knocked down, they lose the initiative and one melee attack/action. Each strike counts as one melee attack.

M.D.C. of Weapon: 80 M.D.C., but since both sticks are alive, they regenerate 2D6 M.D.C. per hour. The weapon only takes damage when an attacker is specifically trying to damage/destroy it.

Bio-E Cost: 15 Bio-E points

Prerequisite: Forearm Blades

### **High Frequency Blades**

Mega-Damage: 4D6 M.D.

M.D.C. of Weapon: 100 M.D.C., but the weapon only takes damage when an attacker is specifically trying to damage/destroy it.

Bio-E Cost: 20 Bio-E points

Prerequisite: Forearm Blades

### **Spiked Brawler**, based off the Spiked Hammer

The knuckles, knees, shoulders, forearms, elbows, heels and head of the Host Armor are studded in bullet-shaped spikes. On impact with the target, a number of these small spikes are fired off into the target at point-blank range. The spikes only take a few seconds to regrow, so you will not run out of spikes during combat.

Mega-Damage: Spikes do 1D8+4 M.D.

Spikes regrow in one melee round.

Bio-E Cost: 20 Bio-E points  
Prerequisite: Reinforced Exoskeleton  
and Spike Launchers

### **Mass Impact Cleavers**

Mega-Damage: 5D6 M.D.  
M.D.C. of Weapon: 100 M.D.C., but the  
weapon only takes damage when an  
attacker is specifically trying to damage/  
destroy it.

Bio-E Cost: 25 Bio-E points  
Prerequisite: Forearm Blades

### **Ball and Coil**, based off Tentacle Scourges

A large lump on your arm is where the  
Ball and Coil is stored when retracted.  
Mega-Damage: 5D6  
M.D.C. of Weapon: 100 M.D.C., a  
severed part will regrow in 24 hours, but  
the weapon only takes damage when an  
attacker is specifically trying to damage/  
destroy it.

Bio-E Cost: 15 Bio-E points  
Prerequisite: Serrated Whip

### **Blossom Grenade**

Weight: 16 oz  
Radius: 20 ft  
Effective Range: 100 ft  
Damage: 2d8  
Bonus: +3 to strike everything in 20 ft,  
this is the only bonus  
Charges: 3 Needle Death Blossoms,  
Recharges 1 NDB every 8 hours.  
Needs to eat but only consumes a tiny  
amount. can scavenge nutrients from  
surface of host armour.

### **Glitter Grenade**

Weight: 10 ounces  
Radius: 30 ft  
Effective Range: 100 ft  
This one has multiple light cells that  
doesn't do any damage but strobos and  
disorients victims in the radius.

-8 to strike, parry, and dodge  
-3 to int  
-1 melee  
Duration: 1da4 melees  
Charges: 6 charges, Recharges 1 Strobe  
every 4 hours  
Needs to eat but only consumes a tiny  
amount. can scavenge nutrients from  
surface of host armour.

**Denial Egg**, lovingly referred to as  
Humpty Dumpty  
2 ft tall egg shape with roots and tendrils  
sinking into the ground, camouflages  
itself to its surroundings.  
Radius: 30 ft  
Damage: 3da6x10 (Needle Death  
Blossom)  
+3 strike everything in range, only bonus  
once placed will attack all movement  
within 20 ft. (has motion detection)  
may be pacified with a special secreted  
scent.  
Charges: 4 NDB, recharges 1 NDB  
every 2 hours.  
Once placed it sends tendrils and roots  
out to secure itself and feeds itself.

### **Seed Mortar Pod System**

A hand held mortar system capable of  
providing indirect fire support assets to  
the grunts on the front line in a relatively  
portable manner that doesn't require  
larger bio-organisms. The weapon  
system launches seed pods that explode  
upon contact with the ground, bursting  
into a large bio-plasmic explosion. These  
mortar systems are one of the few long  
range weapons that the resistance has to  
rival that of the Machine, and the system  
is able to drop rounds quickly and  
accurately on the ground. The mortar  
tube is an organism in of itself, with  
another organism that holds the  
ammunition for the system.

This comes in a backpack form that attaches onto the back of any bio-organic armor for easy carrying. It provides ammo to the mortar Pod like a magazine does for a rifle. The Mortar Pod can be operated by one user effectively, but is slow to carry as it is awkward to lug around in confined spaces. The weight generally isn't a problem for the augmented strength of bio-armored Splicers. When carrying it into combat the user will rush with the weapon system on their shoulders, holding to cover until a good concealed and covered mortar position can be found. From here the tube is placed on the ground and the ammo organism attached. The tube will actually grow tendrils that reach and burrow into the ground securing it. This must be done before firing and generally only takes a few seconds (one melee action). Once this is done the system is ready to be fired. The system is aimed through the use of an optic organism, and communications through the spotter with a spotting organism. A forward scout observer, with the spotting organism, a small fleshy eyeball with tentacles that leach out and latch onto the side of bio-armor, is used in helping aim the weapon system. Using this and Bio-Comms allows for pin point aiming of the mortar rounds requiring a 9 to strike. Without a forward observer and just Bio-Comms it requires a 12 to strike to hit the target with no bonuses. Spotting organisms are usually assigned to platoon commanders or a platoon Sgt at the platoon level, but are usable by anyone capable of calling for fire and can be used all the way down to the team level if mission dictates. This long range firepower can be set up in support of an attack, as well as cover the retreat of forces during raid style missions. From a

player characters point of view, as the forward observer, they would have to radio in that they need mortar rounds on a target (takes a single melee action). After this it will take 1D8 melee actions for the effects to be seen on target. Game Masters will roll to strike with the mortar rounds, and tell player characters whether it is a hit, or a miss. The characters will see the effects on target and will have to make corrections if the mortar team misses (takes only a few seconds, one melee attack). Once a round hits the target all mortar rounds fired afterward have + 3 strike.

Weight: Of the tube, 22.5 lbs., The ammunition organism, 32 lbs.

Length: Tube 5.5 feet from base to tip.

Ammunition organism is 3.2 feet, the size of a large backpack.

Mega-Damage: 2D6 x 10 + 20 per round dropped to a 50'x50'x50' area.

Minimum Range: 500 feet

Max Effective Range: 13,000 feet

Rate of Fire: Can be fired in Volleys of 1 or 2, the ammunition organism is slow to feed the seed pod to the tube and thus limits the number of rounds that can be fired with a single melee action.

Payload: 20 seed pods in the ammunition organism. These rounds cannot be regrown by the organism.

Trade Value: Limited Availability, most are not trained in the use of the mortar system. 45,000 credits

### **Shard Cannon**

Shard Cannons are heavy machine gun style cannons, firing bursts of large sharpened bone that penetrates even the toughest of mega-damage armors. The cannon is too large to be held by a normal human, and is usually mounted on war mounts or in other turreted positions. Some of the larger Biotics and

other beings of incredible strength have been known to lug one around the battlefield, but it is very rare, as general tactics of the Human Resistance require speed and maneuverability against the machine. Unlike other bio-weapons, the Shard Cannon is able to be fed actual bone, producing more ammunition. The Shard Cannon itself propels the bone at incredible speeds and distance compared to the rifle and pistol versions of the weapon, and sends a gush of bone shards as the bone shards are propelled out of the weapon. This gush is a fearsome indicator of the weapon and tends to frighten those who it's used against (Horror Factor 11). The mechanized robots under N.E.X.U.S. control do not feel fear, but they certainly feel the effects of a large spear of bone impaling into their metal dermis.

Limitations: Usually mounted, trying to lug this weapon around requires an augmented Splicer P.S. of 30. Those with a supernatural PS of 25 can carry the weapon without penalty. Those who try to use the weapon without a strong enough P.S. see themselves face a -80% to their Spd, and fatigue 3 times faster than normal.

Weight: 120 lbs, fully fed. Ammo boxes of bone shard are 15 pounds each.

Length: 6 feet long

Mega-Damage: 2D8x10 per burst of 10 rounds

Max Effective Range: 2000 feet

Rate of Fire: Each burst is one melee action.

Payload: Automatically makes 15 bursts per hour. Feeding the weapon another 15 pounds of bone refills the weapon with another 30 short bursts.

Trade Value: 60,000 credits, boxes of bone shards are 5,000 credits each.

## Section 6: Biotics

By 9voltkilowatt

**Combat Tail - Micro Charges:** A simple modification of the basic "Barbed or Spiked" Combat tail. Micro Charges allows the pilot to upgrade a number of the simple barbs/spikes with a minute explosive charge that detonates on impact.

M.D.C. of the Spikes/Barbs: 5 M.D.C. points, but the spike/barb is a small target and is -3 to hit on a "Called Shot". Mega-Damage: 1D8 M.D., plus the standard Combat Tail damage. With a blast radius of only few inches in diameter.

Rate of Fire: One to as many as the maximum number purchased as the character can regulate whether or not they detonate on impact.

Payload: Based on the number of Micro Charges purchased. It takes just 10 minutes to regrow spent Micro Charges. Bio-E Cost: 2 points per spike/barb replaced (max of 6).

Prerequisites: Combat

Tail-Spiked/Barbed, this enhancement does not replace the tail, just the spikes/barbs that grow from it and can only be used with the spiked/barbed variant Combat Tail.

**Combat Tail - Micro Missiles:** Further modified to act as a crude, but effective explosive projectile. Micro-Missiles act as a simple fire and forget weapon meant to give pilots a means to inflict moderate damage to a wide area of effect.

M.D.C. of the Spikes/Barbs: 5 M.D.C. points, but the spike/barb is a small target and is -3 to hit on a "Called Shot". Mega-Damage: 2D8 M.D. per individual Micro Missile fired, with a blast radius of 3 feet (0.9144 m)

Maximum Effective Range: 1000 feet (304.8 m)

Rate of Fire: One to as many as the maximum number purchased.  
Payload: Based on the number of Micro Missiles purchased. It takes just 30 minutes to regrow spent Micro Missiles.  
Bonus: +1 to strike.  
Bio-E Cost: 3 points per Micro Charge replaced (max of 6)  
Prerequisites: Combat  
Tail-Spiked/Barbed and Micro Charges, this enhancement does not replace the tail, just the spikes/barbs that grow from it and can only be used with the spiked/barbed variant Combat Tail.

**Manticores Tail:** Designed as a more lethal anti-organic Combat Tail variant, the Manticores Tail works as a normal Combat Tail with the addition of a potent neural toxin. While upgraded for anti-organic combat the Manticores Tail functions just as the Combat Tail when used against non-organic opponents.  
M.D.C.: 1D6\*10 M.D.C.

Mega-Damage: As per the Combat Tail, plus the target must save vs. Non-lethal Poison (16) or suffer an additional 3D8 points of damage.

Note: When used against those clad in Host Armor there is a 33% chance that the toxin will cause a neural feedback to the wearer, inflicting 2D6 straight to Hit Points!

Tail Bonuses: +1 attack per melee round, +2 to strike, +2 to parry and dodge, +2 to disarm and +3 to pull punch. Only P.P. attribute and metabolic bonuses may be added to tail combat bonuses, and the bonuses only apply to combat that involves the tail.

Maximum number of tails possible:  
Only one tail is possible.

Bio-E Cost: 7 points.

Prerequisites: Must have a single Combat Tail that is upgraded to the Manticores Tail.

### By Ziggurat

**Cryo-E Vents:** Standard Bio-E Vent is mutated to release a "Negative" Bio-E Charge, operating a reverse polarity compared to standard.. Penalties to be determined. Most likely in line with magical cold penalties. Costs 20 Bio-E. Payload of 12 shots per minute, conditionally unlimited. Standard range. overuse of Crryo-E Vent will result in BOTH standard penalties AND Cryo-E Overload. Essentially suffering as if you had been shot. Fun. :(

**Pyro-E Vents:** Bio-E Vents which have been enhanced to use extra energy to Hyper-Excite molecules in the air. Results in a plasmatic discharge in addition to standard Bio-E blast. Damage: standard+3d6md to 5' blast radius. payload-16 shots per minute, coonditionally unlimited. Range-standard. Cost 20 BIO-E

**Plasmatic Discharge Defense:** Costs 15 bio-E. Pre-Req's enhanced regen., acid blood, quick clotting, heat resist. Highly pressurized blood contains a chemical which ignites on contact with water vapor in the air. This causes a semi-explosive reaction as this chemical rapidly and violently vaporizes at high temperatures. Due to the pressure involved in the bloodstream, combined with the expulsive nature of the vaporous chemical, minimal damage, if any, will be taken by the armor. Furthermore, the heat caused by the plasmatic discharge causes the already quick sealing blood to near-instantly cement. Range-10' Damage-3d6

**Ink Jets:** creates a fun little substance that rapidly undergoes a chemical reaction on contact with oxygen in the water, the reaction causes the chemical

to spread in every direction, quickly turning a 60 cubic foot area completely opaque. The fun part comes when on dry land, as the same substance quickly vaporizes in air, however, it is exposed to much more oxygen, and as such, burns out faster. It only creates a 30 cubic foot cloud of Ink Smoke, which lasts for 30 seconds before starting to dissipate, granting half concealment for 15 seconds thereafter, and only 1/4 concealment from 45 seconds to 1 minute. Almost all of the obscuring cloud is gone by the time a minute has passed.

Bio-E Cost: 15

Prerequisite: None

**Light Show:** A real nice little surprise for all those big bad meanies out there, nothing is better than turning the hulking out Dreadguard into a drooling pile. This enhancement works by taking a few light cells and mixing them around a bit. You get the three primary colors, and infrared and ultraviolet thrown in for kicks/ those with enhanced vision. Then, you up the wattage, making them painfully bright to look at. Then, and here's where the fun starts, you strobe them all at around 60 flashes per second. Each light cell strobes with a different frequency and pattern, and the whole thing is set up to be as damaging as possible, with approximately 1 in every 4 humans being effected.

Damage: None.

Range: Sight, but under 100' is best.

Effect: everyone who sees this has to roll against 14 or better to avoid a consciousness altering chemical change in the brain. Those who fail suffer from the usual effects of being stunned, and nauseous. Those who fail must also roll again, this time against 16 or better, or black out/ suffer from a seizure. This

would remove them from combat. Those who succeed in all their saves, just get a slight headache.

Bio-E Cost: 20

Prerequisite: 5 light cells.

### **Impersonation Skin**

This Bio-Enhancement allows the Host Armor to rapidly alter its appearance in order to impersonate another suit of Host Armor. The skin does not just generate a simple illusion, but rather it quickly creates real physical changes. The armor can perfectly replicate the color pattern and physical characteristics of any suit of armor, including spines, blades, spikes, and even Bio-Weapons and additional limbs. The changes look and feel convincing, but they are not fully functional. Copied Bio-Weapons and extra limbs are just solid chunks of useless tissue. The weapons cannot move or fire and extra limbs just rest limply along the side of the body. The limbs do hang in a natural semi-flexed position, so at least they appear as though they are resting rather than looking like dead limbs stuck to the side of the body. Copied spines, spikes, and bone blades can be used as actual weapons, but they are inferior versions of the real thing. They only inflict one quarter the normal damage and possess half the usual M.D.C. The purpose of the Impersonation Skin is espionage, not combat, so replicated weapons are rather ineffective in battle. On a similar note, the Impersonation Skin can only grow Bio-Weapons and additional limbs, it cannot hide them. This means a suit of Host Armor enhanced with a Bore Cannon or a Forearm Bone Sword cannot hide these weapons when trying to copy a suit of Host Armor that does not have them. Host Armor pilots that use Impersonation Skin can only arm

their suit with low profile Bio-Weapons like Lightning Dischargers, Plasma Breath, or other weapons that do not have an obvious barrel or firing port. The Host Armor pilot determines what physical changes the Impersonation Skin will grow by mentally picturing what he wants the disguise to look like. If the pilot is able to visually study the subject he wishes to copy, then the disguise will be 90% accurate (the disguise will never be perfect, so this is the best he can do). Trying to recall an image from memory drastically decreases the accuracy of the disguise. However, Host Armor pilots do become more proficient at recalling the little details with practice, so this skill does improve over time. The base percentage of creating an accurate disguise from memory is 30% plus 3% per level of experience, but characters with the Art Skill do receive a one time bonus of +15% to their disguise skill roll. Whether the pilot is studying the subject or trying to copy him from memory, it only takes 1D4+2 melee rounds to completely replicate another suit of Host Armor. The physical appearance may be perfect, but the Impersonation Skin does not disguise the pilot's voice, nor can it replicate the mannerisms, body language, or knowledge of the subject. Extra training is required to turn the Host Armor pilot into the ultimate infiltrator.

Note: This enhancement can only be applied to Host Armor.

Bio-E Cost: 50 points.

Prerequisite: Chameleon Skin and Super Regeneration (both of which are kept; it does not replace them).

**Ink Jets:** creates a fun little substance that rapidly undergoes a chemical reaction on contact with oxygen in the water, the reaction causes the chemical

to spread in every direction, quickly turning a 60 cubic foot area completely opaque. The fun part comes when on dry land, as the same substance quickly vaporizes in air, however, it is exposed to much more oxygen, and as such, burns out faster. it only creates a 30 cubic foot cloud of Ink Smoke, which lasts for 30 seconds before starting to dissipate, granting half concealment for 15 seconds thereafter, and only 1/4 concealment from 45 seconds to 1 minute. Almost all of the the obscuring cloud is gone by the time a minute has passed.

Bio-E Cost: 15

Prerequisite: None

**Light Show:** A real nice little surprise for all those big bad meanies out there, nothing is better than turning the hulked out Dreadguard into a drooling pile. This enhancement works by taking a few light cells and mixing them around a bit. You get the three primary colors, and infrared and ultraviolet thrown in for kicks/ those with enhanced vision. Then, you up the wattage, making them painfully bright to look at. Then, and here's where the fun starts, you strobe them all at around 60 flashes per second. Each light cell strobes with a different frequency and pattern, and the whole thing is set up to be as damaging as possible, with approximately 1 in every 4 humans being effected.

Damage: None.

Range: Sight, but under 100' is best.

Effect: everyone who sees this has to roll against 14 or better to avoid a consciousness altering chemical change in the brain. Those who fail suffer from the usual effects of being stunned, and nauseous. Those who fail must also roll again, this time against 16 or better, or black out/ suffer from a seizure. This

would remove them from combat. Those who succeed in all their saves, just get a slight headache.

Bio-E Cost: 20

Prerequisite: 5 light cells.

**Vocal Enhancement:** The Host Armor's vocal cords are abnormally strong, resilient, and well-developed. This allows the Host Armor to generate noises other than standard vocalization and at much greater volumes.

Effects of Vocal Enhancement: Through the use of its vocal apparatus, the Splicer can actually increase or decrease sounds within a certain range, effectively creating "white noise" to cancel or enhance sounds. Using this ability, the Splicer can affect some ambient noises, granting a slight bonus to prowl (+1% per level.) The Host Armor can project these noises in a small area, allowing others to benefit (provided they stay within range.)

Note that these bonuses apply to sound only and may have partial or no effect based on environmental conditions (brightly lit area, wide open spaces, etc. GM's discretion).

As well as muffling noise, the Host Armor can fill the same area with distracting "white noise". Though it inflicts no damage, it is disorientating to organic opponents (-2 initiative, and -1 strike, parry, and dodge). It has no effect on robots; however, it makes a great Ratbomb deterrent.

Additionally, the Host Armor grants a +10% bonus to the Public Speaking, Sing, Imitate Voices & Sounds, and Ventriloquism skills. Note that this bonus is only in effect when the character is in the Host Armor.

Area of Effect: 5 feet (6m) +5 feet (1.5m) radius per level centered on the Host Armor as an area effect.

**Payload:** The Host Armor can create and maintain the noises for an almost indefinite amount of time. However, due to the focus involved, the Host Armor loses one attack per melee to create or maintain the desired effects.

**Pre-Requisites:** The Host Armor must have a mouth and non-forked tongue. Prehensile tongues have no adverse effect. Additionally Host Armors with a Prehensile Trunk appendage can use the Trunk as an "echo chamber" to greatly improve resonance. These Host Armors double the range, bonuses, and penalties.  
Bio-E Cost: 20

**Sonic Boom:** The Host Armor's vocal cords and larynx are further modified to create a greater range and volume of sounds other than standard vocalization. Additionally, various air chambers and expandable pouch tissues, similar to a frog or toad, are built into the jaw and throat area of the armor. The Host Armor can project its voice with crystal clear quality at volumes of up to 175 dB (the equivalent of one ton of dynamite and well over the 140dB pain threshold of normal humans.)

More impressive than this is the ability of the Host Armor to generate and focus its sound generation into a deafening "sonic boom" effect. The sonic boom can be done as an area effect, or focused for greater impact and damage.

Damage: 1D8+1 per level of the Host Armor for radius affect or 2D12+1 per level for a focused blast. The sonic attack is either S.D.C. or M.D.C., depending on the target. Robots are especially susceptible to the vibrations released from a sonic boom and suffer double damage (though they do not suffer from the deafening effects.)

Effects: Regardless of the attack, victims without any type of sound/ear protection



or Host Armors with Enhanced Hearing will be temporarily deafened for 2D4 minutes and are -8 initiative and -3 parry and dodge. Damage is halved for victims with some other protective wear, but they will still find their ears ringing for 1D4 melees and are -4 on initiative and -2 to parry and dodge. Additionally, the sonic boom scrambles any readings from Echo-Location abilities, reducing the readings by half for that melee round. Successive sonic booms inflict the appropriate damage and have a cumulative effect on the duration, but not the penalties. In addition, S.D.C. glass or similar breakable materials up to twice the maximum range away are shattered by the boom.

Rate of Fire: Each blast counts as one melee attack.

Range (focused blast): 200ft. +5 feet per level of the Host Armor.

Area Effect: 20 feet (6m) +5 feet (1.5m) radius per level, centered on the Host Armor as an area effect.

Payload: Unlimited.

Pre-Requisites: The Vocal Enhancement modification, which is retained but is upgraded to include the new Sonic Boom ability. Additionally, Host Armors with Trunk appendages can use the Trunk as an “echo chamber” to greatly enhance the blast and its effects. These Host Armors add 2 additional die (3D8+1 or 4D12+1 respectively) to damage and 1 additional die to duration. In addition, the range or area of effect is doubled.

Bio-E Cost: 25

**Hypnotic Suggestion:** The Host Armor’s vocal apparatus are further modified with a small hormone gland. The gland produces mildly hallucinogenic, mood altering pheromones. Using a combination of

sounds and these pheromones, the Host Armor can generate a hypnotic domination over someone’s conscious and subconscious thoughts. The Host Armor can choose to effect one target, or anyone within the sound of its voice, including other Host Armors.

Effects: Targets of the Hypnotic Suggestion must make a successful save vs. Insanity. Failure means the Host Armor can dominate the target’s behavior and actions and effect an almost complete submission to commands.

The suggestion or command must be subtly worked into a verbal comment and must be kept simple and clear. For example, the classic “You are getting sleepy”, “These aren’t the bots you are looking for?”, or “You really don’t want to attack me.” The power of suggestion can also be used to make the target imagine some basic sensory input. For example, “Did you hear that?

Footsteps?!” or “Don’t touch that, its blazing hot!” The target who fails the saving throw will immediately act on the commands or suggestions. Despite their formidable abilities, other Host Armors can be affected by the suggestion ability. Though the suggestion ability is powerful, it does have limitations. The suggestion CANNOT make a person perform any action that goes against their sense of ethics or innate sense of morality. Nor can it cause the target to harm itself in any way. (“Put this gun to your head and pull the trigger!”) Any conflicting commands will immediately negate the suggestion. Note that only the Host Armor may issue commands or suggestions, the target will not respond to anyone else.

It is important to note that the suggestion ability is physiological in nature (as opposed to psionic.) It cannot be

extended or replicated through mechanical means (telephones, radios, bio-comms, etc.) Because of this, the suggestion power is ineffective against mechanical and truly “in-human” beings. However, the ability can be used in a limited capacity against common animals. While animals cannot be made to respond to specific commands, they will respond to general vocal tone (friendly, hostile, etc.) and react accordingly.

Lastly, since the suggestion is based partially on sound waves, the Host Armor cannot control someone who cannot hear it. Those with hearing protection or suffer from any hearing impairments are immune.

Soundproofing, loud noises, and simply getting out of range are equally effective.

**DURATION:** The target(s) will remain susceptible to the commands for one full melee round. Victims of the suggestion can make a new save to resist every melee round.

**ATTACK STRENGTH:** The base strength/attack for the Suggestion is 12 for an individual, or 10 for a group. This is the number the victim(s) need to roll on a D20 to save (any bonuses vs. Insanity are included in the roll.) The number becomes higher as the Host Armor gains experience; the base strength/attack becomes more powerful. The base strength/attack gains a bonus of +1 at levels 3, 7, 10, and 12.

**Rate of Fire:** Each suggestion counts as one melee attack.

**Range:** 20 feet (6m). If used to affect an area, the attack is centered on the Host Armor.

**Payload:** Unlimited.

**Pre-Requisites:** The Vocal Enhancement modification, which is retained but is

upgraded to include the new Hypnotic Suggestion ability.

**Bio-E Cost:** 20

### **Sonic Screamer:**

A Sonic Screamer is an enhanced Echo-Location system that releases a focused high-pitched sound beam that can shatter M.D.C. material.

**M.D.C of the actual sonic cords:** 2D6+2 M.D.C

**Mega-Damage:** 4D12

**Rate of Fire:** Equal scream counts as one melee attack/action.

**Maximum Effective Range:** 1000 feet.

**Payload:** Effectively unlimited.

**Bonus:** +3 to strike on a carefully aimed single shot.

**Bio-E Cost:** 10

**Prerequisite:** Echo-Location

**Notes:** This sonic beam is so high-pitched that it can only be heard and traced by those with the right equipment, senses or who are also using Echo-Location or other passive means of sonic detection.

### **Life Nod:**

A Life Nod acts as a battery for the Host Armor pilot. It adds a number of benefits to the pilot. First of all it triples the number of shots a Bio-Vents can fire per minute (60). Second the Host Armor is bonded to the pilot to the point the pilot can control the armor without being in it. Bonuses are reduced to zero and can only make 3 attacks/actions per round.

The range on this ability is 3 miles.

Third the pilot has a + 30% vs. coma/death saves and +3 vs. poisons and stunning attacks. Four, the Life Nod also creates a small nutrient bath that feeds most Bio-Tech items. However it lowers the Pilots HPs by 5 permanently plus minus one hit point per level.

**Bio-E Cost:** 20

Prerequisite: Enhanced Neurological Connections

Notes: The Life Nod creates a limited intelligence with the Host Armor with an I.Q. of 2, M.E. 4 M.A. 3. The Host Armors intelligence can only awaken by the pilot. If the pilot is killed the Host Armor is likely to be slain also, however there is the pilots M.E. scores percentage chance the pilot's mind will be transferred into the Host Armor. The bond causes the pilot to crave what the Host Armor needs to live, blood, sun, heat, dirt, raw meat but a Parasitic Host Armor can not have a Life Nod.

### **Bio-Nutrient Pool:**

A Bio-Nutrient Pool in a Host Armor can recharge personal Bio-Weapons and tools. When in use an area of the skin will expand allowing the Bio-Weapons and tools to be placed with and soak for 1D6 hours. After that time the items are fully charged. The skin pocket has 10 M.D.C. If the pocket is broken the pool will drain out and it will take the Host Armor 1D4+1 day to restore the pool. Bio-E Cost: 10  
Prerequisite: none

### **Growth Gland:**

The Growth Gland is a DNA loaded organ that holds the information and stem-cells need to increase or enhance a host-armor. The Gland itself can hold a 1D4+3 changes/slots in the host-armor. The pilot can pick what changes are to be made as he or she has the bio-e to do so.

Once the Gland is created it can be re-supplied with stem-cells and DNA by a Gene-Pool.

This gland is added to long-range recon host-armors and pilots. By allowing the armor to continue to grow in the field the long term field units are not tied to the

house territories. It is only known to the most inner working of any house.

The weakness of the growth is that it will take three hours per bio-e point for the new enhance to grow. The host armor must be fully healed and feed before the growth may start and cannot be moved for the full growth time. A hand held bio-weapon or a living body armor can be programmed to be created but a small bio-weapon (one handed) takes 1 slot, a large bio-weapon (2 handed) takes 2 slots, and a body armor takes 3. The glad can only do this once. Bio-E Cost: 10 plus 10% of the bio-e of each enhancement. The invested bio-e is returned when the enhancement is added.

Prerequisite: Enhanced Neurological Connections

**Pulse Bio-Energy Expulsion Vents:** Its works just like the standered Bio-Energy Vent but fires a three shot burst of bio-energy.

M.D.C of the actual Bio-Energy Vent: adds 2D6+12 M.D.C

Mega-Damage: 1D4X10+6+P.E.X2

Rate of Fire: Each three shot pulse counts as one melee attack/action.

Maximum Effective Range: Single shot 1800 feet, but only 900 feet under water, a 3-shot pulse 1500 feet, but only 750 feet under water

Payload: Effectively unlimited.

However, firing more then 20 blasts a minute (that's 5 per melee round) weakens the pilot, causing him to lose two melee attacks/actions per round and reduces all of his combat bonuses by half for the next 1D6 minutes. A 3-shot pulse counts as 3 blast of the 20 blast a minute maximum.

Bonus: +3 to strike on a carefully aimed single shot, no bonus on a 3-shot pulse.

Bio-E Cost: 20 points per each Bio-Energy Vent upgrade.  
Prerequisite: Bio-Energy Vent

### **Enhanced Organic Rockets:**

Plasma:

M.D.C. of the Rockets: 12  
Mega-Damage: 1D6X10 with a blast radius of 15 feet.  
Maximum Effective Range: 1 mile  
Bonus: +5 to strike  
Bio-E Cost: +4 points per rocket.  
Prerequisite: Organic Rocket  
Needle Death Blossom: +2  
M.D.C. of the Rockets: 10  
Mega-Damage: 4D8 with a blast radius of 30 feet.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +3 points per rocket.  
Prerequisite: Organic Rocket  
Acid:  
M.D.C. of the Rockets: 11  
Mega-Damage: 4D6 with additional damage of 2D6 for 4 rounds. Half damage to organic matter. Blast radius of 1 foot.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +2 points per rocket.  
Prerequisite: Organic Rocket  
Impact:  
M.D.C. of the Rockets: 10  
Mega-Damage: 4D6 plus a 45% chance of knock down. Blast radius of 6 inches.  
Maximum Effective Range: 1 mile.  
Bonus: +5 to strike  
Bio-E Cost: +1 points per rocket.  
Prerequisite: Organic Rocket  
Chemical Rocket:  
M.D.C.: of the Rockets: 10  
Mega-Damage: Varies as chemical sprayer with a blast radius of 20 feet.  
S.D.C. Damage: Varies, As chemical sprayer.  
Maximum Effective Range: 1 mile.

Bonus: +5 to strike  
Bio-E Cost: +1 points per rocket.  
Prerequisite: Organic Rocket, Chemical Sprayer  
Lighting/EPM:  
M.D.C.: of the Rockets: 13  
Mega-Damage: 4D12, no blast radius.  
Maximum Effective Range: 1 mile.  
Note: Any biological /living creatures survive the attack must roll to save vs stun attack (15 or higher, plus any bonus from P.E.). Host Armor take normal damage plus the pilot takes 2D6 S.D.C./ Hit Points. Machines take normal damage plus have a percentage chance equal to the damage done of inflicting impairments and damage as an Electro-Pulse Gun. See page 134-135 of the Splicers base book.  
Bonus: +5 to strike  
Bio-E Cost: +5 points per rocket.  
Prerequisite: Organic Rocket, Electrical Resistance.  
Tendrils Injector Rocket:  
M.D.C.: of the Rockets: 14  
Mega-Damage: 1D10 plus possible internal systems damage from ripping tendrils. 5D8 M.D.C for 1D3 attacks (that's 5D8 to 15D8 point). See notes.  
Maximum Effective Range: 1 mile.  
Note: Tendril Injector Rocket must have a natural 16-20 to penetrate the metal hide of a robot or machine or a 13 or higher if the robot has lost 50% or more of its main body M.D.C. If a natural roll is less then 16/12 it only deals the 1D10 M.D.C. This system will not release the tendril into an organic/living target but the rocket will still deal the 1D10 M.D.C.  
Bonus: +5 to strike  
Bio-E Cost: +7 points per rocket.  
Prerequisite: Organic Rocket, Spike Launcher.  
Range Increase:

The Organic Rockets range can be increased to a maximum of 5 miles. The M.D.C. of the rocket also increases per mile of range increase by 1 M.D.C. per mile to a maximum of +4 M.D.C. per rocket.

M.D.C. of the Rockets: varies +1 per mile of increased range.

Mega-Damage: varies by type.

Maximum Effective Range: 2 to 5 mile.

Bio-E Cost: +2 points per rocket per mile of increased range.

Prerequisite: Organic Rocket

Range: Two to five miles.

Rapid Re-load:

Rockets re-grow at the rate of 1D6+1

M.D.C. per round. One rocket is

replaced at a time. Once the M.D.C. is reached a rocket is replaced and ready to

fire. The pilot of the Host Armor can

select which rocket will be replaced first.

Bio-E Cost: 20+2 points per rocket.

Prerequisite: Organic Rocket,

Regeneration: Super

### **Shoulder Pods:**

Shoulder Pods increase the number of Organic Rockets a Host Armor can carry. A Shoulder Pod can hold up to fourteen rockets. However, no other shoulder systems can be placed on this Host Armor. A Host Armor can have a total of two for a total of 28 additional rockets.

M.D.C. of the Pod: 1D4+2X10

Mega-Damage: varies by type.

Payload: up to 14 per pod

Bonus: Each Shoulder Pods adds +1 to hit per pod.

Bio-E Cost: 15, however Organic

Rockets cost 1 Bio-E less per rocket per Rocket Pod, maximum of -2 per rocket.

Rocket upgrades cost one less if both shoulders have the pods.

Prerequisite: none

High Altitude Thrusters: Two sacs are grown into the layer of heavy tissue. The separation of oxygen and hydrogen fills the two sacs. The oxygen sac provides the pilot with enough air for 30 minutes of flight. Speed can be maintained for 30 min at cruising speed, and one fourth of the time for max speed.

Flight Ability: 1600 mph (2360 km), but cruising speed is considered 800 mph (1280 km)

Maximum Altitude: 50,000 feet (16667 m).

Bio-E Cost: 10 points. However, 30 points increases the maximum altitude to 70,000 feet (23334 m) with a flight time of 1 hour.

Prerequisite: Organic Thrusters, Resistance to Physical Attacks (the two storage sacs are added to the Resistance to Physical Attacks, but does not replace it).

need to do some more adjustments but this is what i got so far.

### **Electric (knuckle) Dusters:**

This enhancement causes a series of small calloused bumps to develop over the selected area. When struck or on impact these bumps release a blast powered by the suits Electrical\

Lightning discharge weapon, in effect allowing the character to use their

ranged weapon as a melee enhancement or even as a form of active defense!

Although typically referred to as knuckle dusters this enhancement can actually be placed just about anywhere on the body including the feet, elbows, knees and forehead, other areas of the body may be chosen but it is rare as the enhancements usefulness is severely lessened.

Mega-Damage: 2D12 or 4D12, depending on which version of the Electrical Discharge weapon the

character has plus physical attack damage.

Maximum Effective Range: Touch.

Rate of Fire: Each attack with the enhanced area typically counts as one melee attack but special attacks provided by a characters HtH skill still cost the listed number of attacks.

Payload: Effectively unlimited.

Bio-E Cost: 5 points for a small area such as the hand, foot, elbow or forehead. 10 points for an area like the chest or back.

Prerequisite: Electrical Discharger or Lightning Discharger either of which are retained.

### **Bio-Force Field Enhancements**

Pre-requisites: a bio-force field that is upgraded to the new form. Generally in form of glowing orbs along forearms

Force Weapons: the bio-electric field take the shape of a melee weapon. The weapon so generated does the same damage as normal one +1d6 in

Megadamage.

M.D.C. of the weapon: 2d8x10 MDC

but take damage only if attacked directly

Bio-E Cost: 15 Bio-E per weapon shape.

Note that this means you lose your pretty defensive force field as it is now shaped as weapon

Force shield: this simply focus the bio-Force field into a shield shape around the forearm

While it does not offer the same degree of protection of full body force field it prove very useful to parry in close combat

M.D.C. 1d6x10+20 and is +2 to parry

Bio-E Cost: 10 Bio-E

**Armored Wings:** Just like it sound these are wings covered by a layer of chitinous ceramic like armor. They are tougher and their edges can be used for deadly swooping attacks.

Prerequisite: Wings and Quill defence(hard feathers), that are combined (you lose the quill defence)

MDC (2 wings): +2d6x50 each

Bonuses: the wings can be used to parry much like shield, of course not in flight! +1 to parry using the wings

Mega-Damage: punch damage + 1d6 megadamage, If quill launchers

modification is taken to, they are part of the wings.

**Bio-force kinesis:** this is quite rare modification. Building three bio-force field projectors along the arm and one in the palm of the hand, it is possible create a thin layer of force around far object allowing to move them . Is quite complicated to use properly. But is extremely useful when in need to move a metallic object and no technojackers are around

Allow to move roughly 200 lbs at 100 ft range max

Bonuse: + 2 to strike and parry with objects , that's the only bonus possible while using bio-force kinesis. Damage for thrown object is 1d6 MD per 20 lbs

Prerequisite: a bio-force field with at least 220 M.D.C

Bio-E Cost: 25 Bio-E

### **Bio-Energy Blades:**

The bone blades become more sleek and draker in color, with some glowing etchings on its sides.

they are small bio-energy expulsion vents that channel life force in a field around the bone blade.

Prerequisite: A Bone blade and Bio-Energy expulsion vents, the latter is absorbed into the bone blade

MDC: when active the field add +6d6 to the bone weapon MDC

Megadamage: the energy field add an M.D. bonus to the bone blade one equal to P.E. +2 per extra 5 Bio-E point spent  
Duration: the empowered state last 5 minutes with a pause of one minute between activation.. More than this weakens the user, same as Bio-Energy  
Expulsion Vents  
Bio-E Cost: 10 Bio-E (also look at the prerequisite)

### **Explosive resin**

Combining resin ducts and explosive chemicals, the host armo can secrete wha tis essentially, organic plastic explosive.  
Prerequisite: Resin Ducts and Flame Weapons  
Megadamage: the resin molecular structure is quite instable and it explode on stornq impact or if overheated. When hurled the small sphere of explosive resin inflict 1d6 MDC per glob of resin throw, maximum size is a 5 pound glob. Or could be carefull placed for huge explosions with a timer fuse. As explosive inflict 1d6 megadamage per pound  
Payload: only 10 pounds per hour +1 additiona pound per additional bio-e spent  
Bio-E Cost: 20 points plus 1 per additional pound of explosive resin

### **Electro-whip**

The serrated whip is charged with elexctricity for additional damage  
Prerequisite: Serrated Whip and Electrical Discharger  
M.D.C. of the electro whip: the whip is stronger haivng 5d6+15 M.D.C. It does have blue colored tendons wrapping it up  
Megadamage: the whip crack with electricity inflicting 5d8 Megadamage for each lash, plus entagled victims

suffer 1d12 of additional electricity damage each melee round. Note Organic suffer more as it hurt like hell, is like being whippe and electrocuted at same time! See notes under electrical weapons  
Payload: unlimited  
Bio-E Cost: 10 Bio-E

**Gills:** Great missing from the book. I know that Host Armors already are able to breathe underwater, but biotics, gorehounds and warmounts not! Gills allow to breath underwater  
Bio-E Cost: 5

**Superior Bio-Comms:** this is an advanced bio-comms that offer a wider form of organic communication. Is usually reserved for dreadguards of higher level, albeit is not unheard of Roughneck who get this as well.  
Prerequisite: Bio-Comms that us evolved into superior models  
bonuses: the range of communication is 10 miles instead of the usual six.  
Can communicate with 1d4+1 different bio-comms at time  
focusing ones attention on one bio-comms, could actually see and hear what the other bio-comms user is seeing and hearing. Focusing require all the attention, no other action is possible and is possible only at closer ranges , 1-3 miles  
Bio-E Cost: 15

**Blinding Web:** The chemical concoction of the organic web is modified so it does impermeable by most of radiation and heat. What does this mean, apart from the web being of shiny grey color, like silver threads? Well for once the web can be use dot easily impair sight and advanced form of detection. Wrappin a sensor, be it head, an antenna or what ever extra appendage hold extra sense, in

the web impair radar, thermal, infrared and heat sensors and radio communications. Usefull to take out robot sensors before it could do anything

Prerequisite: Spinnerets and webbing, Chamaleon Skin

M.D.C.: the web has 15 MDC per 10 foot of length, or per 5 square feet, plus take half damage form fire and heat based attacks.

Payload: same as per normal webbing but additional uses cost 8 Bio-E from now on.

Bio-E cost: 10 points per spinneret to be upgraded.

**Organic Cloak:** Despite the name it could take the shape of a cloak , a long scarf, or even a trenchcoat. This is part of the host armor, and has some peculiarity. First off allow gliding, same as gliding membranes, but not only. The cloak can move and bend responding neuro-impulse and chiminal reaction of the pilot. As such they can move as tentacles, entangling, whipping, and parrying attacks. And look so damn cool. The cloak can detach at will, by the way, much like lizard's tail. And it will regrow completely

Prerequisite: Gliding Membranes and One additional pair of tentacles that merge into the cloak

Bonuses: Glide as per gliding membranes, +3 to parry, + 2 to entangle and +1 to whiplash strike, Whip strike does 1d8+4 Megamage or 4d6 SDC damage can be regulated, add +2 to Awe/Horror Factor

M.D.C. of the cloak: 2d4x10+15

Bio-E cost: 10 Bio-E

**Electrofist:** This is more an add on of Electrical weapons, something implicit into it. Simply channeling electricity through hands allow to add the electrical

damage to the punch. Is cost no bio-e as is something you can already do( Electrical weapons can be used on touch, and who said the touch doesn't have to be punch?)

Cost: it counts as power punch, two action per melee

**Rocket Punch:** AKA angel's fist, mounting organic thrusters on the forerarm and synchronizing them with the act of punching, add an hell of power to the punching damage. The Angel's fist nickname coma from the vapors generated by the thursters right before strike.

Prerequisite: Hands: Armored Skin, Reinforced Forearm , Organic Thrusters(note they move on the arms so no flight is possible)

Mega-Damage: 1d8x10+20

Rate of fire: cost three attack per melee and can be performed only once per melee

Bonus: +2 to strike

Bio-E cost: 5 points( befroe you say is too low look at the prerequisites)

**Explosive Web Ball:** Combining a large sphere of web with the organic explosive make some one nasty surprise for opponets. This is one added feature to normal Spinnerets, allowing to conjure a web ball to throw at opponets. The sphere explode on impact , shooting a web in a radius of 20ft. The web is made of 3d6x10 web strands.

Prerequisite: Spinnerets and Webbing, One organic rocket

Mega-Damage: none, but take in count all those web strands impairing movements

Rate of fire: one Explosive web ball per melee

Duration: same as normal web



Bio-E Cost: 10 points per spinnerets to be modified

**Sensible nets:** Some spiders are able to feel everything that comes in contact with their web. Creating a large web and combining with an attuned motion detection an host armor could pretty much do the same

Prerequisite: Spinnerets and webbing, Motion detection

Bonuses: The range of motion detection is increased by the size of the web, as long as one is in physical contact with one's own web, plus +3 initiative.

Web size: 15 ft radius per webbing use, but creating one took one hour per 50 ft  
Bio-E Cost: 5 points

**Healing Cocoon:** This derive from the genetics of some insects. And proved quite useful in saving the life of soldiers on frontline. this bio-modification allow to created an hard cocoon of web strands, inside the cocoon temperature low and the user fall into a sort of healing hibernation. Of course is always wise choose an hidden and safe location before cocooning oneself.

Prerequisite: Spinnerets and webbing, Regeneration: Enhanced or better

Bonuses: while in the cocoon healing speed is doubled, + 2 to save vs. poison/toxins/drugs.

M.D.C. of the cocoon: 1d4x10+80 does not emit thermal and infrared radiations  
Duration: up to 12+2d6 hours.

Bio-E cost: 10 points

**Bone Buckler:** The Host Armor develops a heavy bone plate on the forearm that is used to defend against melee attacks. The buckler occupies the entire right or left forearm and no other bio-weapons can be grown on that limb.

M.D.C.: Of the shield is 20, and does not benefit from any M.D.C. increases by other biological defenses.

Bonuses: +1 to parry melee attacks.

Penalties: -10% to manual dexterity tasks requiring both hands.

Bio-E Cost: 5 points.

Prerequisite: None.

**Bone Shield:** The upgraded bone buckler is a superior barrier against attack, but badly inhibits fine motor skills requiring both hands. This shield is equivalent to a kite shield in coverage and extends eight inches beyond the wrist and elbow.

M.D.C.: The shield's value is 40, as the buckler it does not benefit from other M.D.C. enhancements.

Bonuses: +2 to parry melee attacks and conventional missiles (arrows, normal bullets, rocket and missiles).

Penalties: -25% to tasks needing both hands.

Bio-E Cost: 10 points.

Prerequisite: 1 Bone Buckler, which grows into the Bone Shield.

**Heavy Bone Shield:** This final upgrade of the Bone Buckler is composed of three heavy bone plates covering the shoulder, upper arm, and the entire lower arm, extending two feet beyond the hand. The shield is so massive and responsive it can even be used to shield one other man-sized character, without compromising the host armor's own defense.

In addition to the massive size and density of the shield the muscles to move it have been heavily enhanced, and can even respond without penalty to energy weapon attacks. On the downside manual tasks that need both hands are impossible to perform.

M.D.C.: The Shield has 80 M.D.C., and when used in conjunction with the Horned Defense sees its value double to 160 M.D.C.

Bonuses: +4 to parry all attacks including energy weapons.

Penalties: All tasks relating to manual dexterity requiring both hands are impossible to perform. (This disadvantage is negated by the extra arms feature.)

Bio-E Cost: 20 points.

Prerequisite: 1 Bone Shield that evolves into a Heavy Bone Shield.

**Acid Injector Defense:** This is an upgrade for the Horned Defense, the defense is primarily unchanged. However any attacker rolling less than 12 is not only impaled upon one of the horns taking the usual 2D10, but is also injected with a highly caustic and persistent molecular acid inflicting 1D8 M.D. per round for 4D4 rounds. This acid also functions as a neuro-toxin against biological structures, causing total paralysis of the muscles in 1D4 rounds, the paralysis persists for ten minutes, but is not fatal or life-threatening on it's own.

Mega-Damage: as noted above and in the Horned Defense entry.

Bio-E Cost: 40 Points.

Prerequisite: Horned Defense, which is retained with all features, and Acid Blood, also retained with all features.

**Organic Ramjet Accelerators:** Are similar in principle to Organic Thrusters but serve a very different purpose. Bio-ramjets are used primarily to accelerate kicks and punches to near-supersonic speeds, vastly improving attack damage and penetration.

Mega-Damage: Doubles base kick and punch damage of the Host Armor.

Bonuses: Increases base underwater maneuverability, +1 to dodge underwater.

Bio-E Cost: 20 points.

Prerequisite: None.

**Bone Lance:** this is an upgrade for the bone blade, turning an existing blade into a ten-foot long tapering lance for puncturing armor and knocking down opponents. Very popular among Outriders, uncommon elsewhere.

M.D.C.: of the lance is 2D6x10+20.

Mega-Damage & Bio-E Cost: 20 per bone blade converted, base damage is doubled from 4D6 up through 2D6x10, inflicts triple damage on a critical.

Bonuses: as bone blade with the following modifications; no bonus to parry or disarm, no bonus to pull punch, 90% knockdown against human-sized opponents or 50% knockdown against walker-type 'bots or other humanoid opponents up to 20' tall.

Prerequisite: 1 bone blade that evolves into the lance.

**Sonic Weapons:** Vocal cords and resonance chambers are grown that enable the Host Armor to emit a destructive modulated pulse of sound that causes massive damage.

Shriek:

Mega-Damage: 1D4x10.

Maximum Effective Range: 20' cone.

Rate of Fire: Each blast counts as a single attack.

Payload: Effectively unlimited.

Bonus: +2 to strike as an area effect weapon

Bio-E Cost: 10

Prerequisite: none

Banshee Wail:

Mega-Damage: 3D4x10 and causes massive hemorrhaging in "soft" targets (save vs. Coma/Death).

Maximum Effective Range: 100' cone.  
Rate of Fire: Single per melee, counts as two attacks.

Payload: effectively unlimited

Bonus: +5 to strike as an area effect weapon.

Bio-E Cost: 30

Prerequisite: Shriek sonic ability that evolves into the Banshee Wail

**plitter Stomach:** A bizarre, but useful modification to the digestive tract of a Host Armor, War Mount or Biotic. A second stomach is grown, and the esophagus is split, primary nourishment to the main stomach, and others to the secondary. This is useful because it allows the user to help others, not just themselves. Among other things, it allows the possessor to drink saltwater and split it into salt and potable water, or eat foods and break them down into their component vitamins (allows for the creation of supplement tablets for roughnecks or children).

The secondary stomach is usually located on the back or abdomen, and has a biological 'zipper' and 'straws' that can be extended for the convenience of others. In a pinch, extra water can be stored in it, total storage capacity is equal to three gallons/pounds for a normal sized Biotic/Host Armor.

The more complicated the action, the longer it takes. Making potable water out of 'bad' takes 10 minutes per gallon, making vitamin powder takes half an hour per pound of material broken down.

Accessing the contents of the pouch takes one melee action (open the zipper or extend the straws).

Prerequisite: Has to have a mouth, and be a HA, War Mount, or Biotic

Bio-E: 15

M.D.C.: 10% of the area its located on, going over this means its split open and

ruined until it heals. As long as the suit is still alive, it will eventually regrow.

**Gut Geysers:** The Gut Geysers expel a repulsive blast of energized slime. These blasts can be fired at targets directly or lobbed like mortar rounds to strike targets at extreme ranges. The globs splatter on impact, making the weapon excellent against massed troops. In addition to causing damage, the sticky slime hinders the movement and mobility of the target.

Primary Purpose: Tactical Bombardment.

Secondary Purpose: Infantry Support.

Mega-Damage: 6D8 M.D. per blast to the target, 2D8 M.D. to anyone within a 10 feet (3 m) radius from the splatter effect. In addition, the sticky, sap-like material temporarily slows the main target. The target has their speed reduced by 20% for the turn and loses two melee actions/attacks from the effort of pulling free.

Maximum Effective Range: 2000 feet (610 m) for direct attack. However, the globs can be arched to hit targets up to 6000 feet (1830 m) away. When lobbing the attack, there is a penalty of -3 to strike, unless the target is large or immobile.

The energized slime is like oily lava in the water and slips through the water with ease, allowing underwater projections to reach 1000 feet (305 m) before cooling dissipation.

Rate of Fire: Each blast counts as one melee attack.

Payload: 50 blasts per full meal over a 24-hour period (double if allowed to gorge, but reduce Spd by 10% and initiative bonus by half for 1D4 hours while gorged).

By Baron of Chaos

**Cosmetic Alterations** - We have always considered it a waste of Bio-E, but that's only because we don't know what we could do with it :) . All cost 1 Bio-E regardless unless stated otherwise  
Biotic and Homuncoli got 1d4+1 bonus bio-e to spend on cosmetic alteration  
Unusual Skin Color - Classic, range from yellow to orange, two colors cost 2 bio-e not this work also for plates and even bio-force field - cool biotic have purple bio-force fields  
Body Patterns: is a variant of above, is sort of natural tattoos, can be combined with glow cells, morphing the glow cells along the pattern for glowing tattoos. Cool as hell  
Unusual Hair color - same as above, favored is red or stark white with some stripes(stripes count as an extra color), some like to make odd patten, like black hair with white skull like patten. work also for fur  
Short fur - does not offer great protection but is cool looking. Can be personalized with patten and weird color  
Base color is white  
Naturally Spiky hair - thanks to increased biological grease that hard quite fast, natural spiky hair are owned. (in some case these are replaced with quills!  
Natural hair cut: the hair will grow always in same identical way, be it Afro, dreadlocks or in some other weird way. Won't grow anymore than the planned haircut, and will regrow back twice as fast. The only real problem is that if you got bored of your haircut you won't be able to change it, unless you go back to librarians.  
No Body hair at all- quite the opposite, some like it the baldy look.  
Naturally Embossed/Etchings  
Exoskeleton - an exoskeleton of some

sort must be possessed. The bone/chitinous plates show natural carvings that form a very nice looking artistic patterns. Common patterns include chinese symbols, runes, dragons, Lions, or the great house insignias.  
Weird textures: can be anything but scales are the most common, followed by rough bark like skin or polished rubber like skin  
Small spikes: these are short, 2-3 inches long at best and come in various shapes. Some look like teeth, some more geometrical shaped, some look like made of precious material. Each bio-e grant 1d6+1 spikes to place wherever you want. They do not add much damage in hand to hand combat, unless reinforced as knuckles/body area.  
Unusual face/head: more bio-enhancements already give you a quite weird face. But generally the skull remain human shaped. Unless changed like this- Models include canine skull(any species), shark like skull(often combined with kick ass bite!), bird Like(beak is same as bite, but can offer same parry bonus as horn, remember greater the damage bigger the beak), fish face(gills seem a good option to get with this), lizard/snake like,  
Skeletal(reinforced exoskeleton seem to favor this one), Geometrical shapes(cone head, bubble head), are uncommon but known to exist.  
PB can be increased but each PB point will cost 1 bio-e.  
Cosmetic eyes: this is limited in that only one cosmetic can be applied to any set of eye. these include unusual color(my advanced eyes are different that yours! Are golden), unusual size(limited to be 25% larger or smaller, nightvision eyes can be 50% larger), unusual patten of the iris(on my pupils I've the hazmat symbols, but you could

go for classical Tao or whatever your mind go for or no patter at all, one solid color. fun fact Skinjobs seem to like having the ideogram "gui" in their pupils). A peculiar modification very useful, is more large eye socket that contain more than one pair of pupils. While this may seem useful end up with a more grotesque look than just have multiple eyes. Glowing eyes are possible but means combining them with glow cells, one for eyes. And interfere with nightvision(reduce range by half), so is a feature rarely issued. Animal Like eyes(cat like, fish like or owl like) are often a good cosmetic choice for nightvision eyes. With cat-like eyes being the most common).

Unusually colored nails/claws/teeth: same range of color as skin/hair.

Scarecrows love to have nails of pitch black color.

Natural Make up: This is kinda as the name imply, natural permanent make up. Is not as popular as one could expect. Mostly because fad changes and so.

Special - color morphing a subform of chameleon, allow to change color of a localized part of your body. hair, lips, whatever you choose. Cost 2 Bio-E per location

Unusual ears: with sonar come automatic. But everyone can have cat ears or bunny ears(albeit on some biotic and host armor that would look....weird), pointed ears, long spiky ears and frilled ears are also very popular.

Cosmetic Tails: Generally short tails not suitable for combat.

Additional Thumbs/fingers: can be added to any pair of limbs(not just arms and hand). they do not give that much bonuses(hands and arms ones add +10% to all skills requiring manual dexterity) but for most part are just for cool look. cost 2 bio-e. Can be used to give

Gorehounds partial hands but cost 5 Bio-E for paw

Unusual perfume: Smell is important factor, and many female biotic , perhaps to compensate an alien look, opt for this feature. The body glands are modified to give a character a flavored pleasurable scent. as many as threedifferent scent can be choose, each one costing 1 bio-e.

Available smells:

- Floral - Flower like
- Floral bouquet - a combination of different flower smell(1d4)
- Ambered - organic resin with some floral accents. If the Resin bio-enhancement is possessed it will smell like this..INTENSELY!
- Musk - as the name says
- Wood - wood scents like sandalwood or cedar-woods
- Leather - kinda odd perfume, a mixture of honey, tobacco and tars that alludes to the smell of worked leathers
- Fruity - the smell of some fresh fruits, oranges and lemons being the first
- Gourmand - smell like a sort of sweet cake

Organic clothes: very uncommon. Generally favored for the backup armors. In few words your body produce a combination of cartilage and membranes that form what could be defined as sort of clothes aesthetic accessories. Typical is the "trench-coat" in truth membranes that grow from under the armpit. Is not very popular, as it is easier to just buy the normal clothes and wear them.

**Natural organic Jewelry:** A simple modification of the skin DNA, combined with enzyme able to process some minerals, allow to manifest outgrowth that look like form fitting jewelry. This include necklace, wristbands and rings. Bio-E cost: 1-2 Bio-E points

**Double Jointed:** The Biotic is double jointed able to bend its joint in any way (for full description of Double Jointed just look for it in any Palladium Books, is widely reprinted, HU or PU2 will sport the better version)  
Cost: 2 Bio-E for pair of joints to make Double jointed (neck count as a pair). Or 15 Bio-E for the entire body. Cannot be combined with reinforced joints

**Poison Blood:** Instead of being acid the blood is poisoned. No damage to machine but any living being entering in contact with it must roll vs. Poison/Toxins 16 or better or suffer 2d6+3 MDC/hit point damage for 1d4 melee round.  
(Host armor and their pilots suffer both the MDC-the armor- and hit point damage-the pilot)  
Cost: 20 Bio-E

**Flesh/Metal Eating Enzymes:** associated with any biological melee weapon, claws and fangs usually, there are modified glands that generate a peculiar enzyme that increase the damage inflicted. There are two variety, flesh eating enzyme and Metal eating one. Do not work on ceramic or plastic:  
Damage: flesh eating one does 1d8+4 Megadamage / Hit points and leave an ulcerated, ugly, open, sore wound, that will heal 1d4 times slower than normal, unless healed by a Saint. Metal Eating Enzymes does 2d8 megadamage to metals per round, for 1d4 minutes  
Cost: 10 bio-E per offensive weapon to equip.

**Probing Tongue:** The long (10ft/3m) tongue had a small ball on its tip, that unwrap into tiny little tendrils. These are super sensible feelers, able to detect even the slightest electron movement

and translate it if possible into a coherent data to the brain. In simple word probing inside a person nose or inside an active robot's head could allow a deep probe for recent events.

Limit: the tongue can scan for anything happened in latest 6 hours. The probing is highly invasive and does 2d6 hit point/MDC damage. The victim had to be restrained somehow

Prerequisite: Prehensile tongue that is replaced by the probing tongue  
BIO-E Cost: 10 points

**Razor Tongue:** The tongue has sharp edges, like a razor and a pointed tip and is coated in strong acid saliva. This allow it to be used as unexpected and deadly weapon.

MDC and Length: same as prehensile tongue

Mega Damage: 2d8+2 plus the acid saliva continue to do 2d4 damage for other 1d6 melee round

Tongue Bonuses: +1 attack per melee with the tongue

Limit: The sense of taste is reduced by 20%

Prerequisite: Prehensile tongue that is upgraded to Razor

BIO-E Cost: 15

**Power Arms:** A pair of hyper muscular hands and arms, grotesquely big, as thick a tree trunk. The hands double their thickness. These massive arms have more hit power and are able to lift greater weights. Ideal for Heavy workers and fighters

Bonus: +6 to punch damage, lift(not carry) 50% more than normal, +1d6x10 M.D.C. to both power arms

Side Effect: The fingers and hand are not too good for fine works, -5% penalty to all skill that require fine manipulation

Prerequisite: Elongated arms that is upgraded to Power Arms.

BIO-E: 15

**Strengthened Bones:** The bones are hardened by increasing calcium density and lacing them with super carbon fibers. This make the bones pretty and yet flexible, unbreakable under most circumstance.

Bonus: the bones break only if suffer more than 70 MDC in a single blow/impact

Bio-E cost: 20

**Double Jointed:** Extremely limber muscles, flexible cartilaginous bones and ability to pop bones in and out of their socket. This enables the Splicer to twist, bend, fold and contort himself into nearly impossible positions as well as collapse the bones in his hands to easily slip out of handcuffs or manacles, painlessly dislocate joints to wiggle out of ropes or straight jackets, and slip through small openings or between prison bars

Bio-E cost: 10

**Hollow Bones:** Much like bird the bones are hollow and ultra light, but really thought. This reduce overall weight and allow fast and agile movements

Bonus: add + 10 to Spd, +1d6 to PP and Leap 10ft higher and farther , reduce weight by 50lb

Side Effect: Reduce M.D.C. by 25%

Bio-E cost: 15

**Built For Speed:** Body is long ,sleek and slender, with an highly flexible spine designed for quick start, high impact running, and quick turns. The entire body is tailored for more aerodynamic configuration. Increase Speed attribute(running speed) by four times, +3 roll with punch/fall or impact, and +1 to dodge. Can swim and climb at half his running speed

Bio-E cost: 25

**Massive Build:** Huge, Hulking muscle-bound body and/or barrel chested, probably with a disproportioned small head. The Biotic/Gorehound is 4d6x10% larger and heavier than normal.

Bonus: +1d8x10+10 to M.D.C., +1d4 to P.S. and P.E.

Side Effect: Fingers are large and thick, so there is a -15% skill penalty on skills that requires a delicate touch or small, thin fingers, but they also add 1d6 to punching hand to hand damage

Bio-E cost: 60( generally not suitable for Host armors , although some like a huge and heavy host armor)

**Temperature regulation sail:** This is a fin like structure running down form the head along the spine. The fin act like a natural solar panel , allowing to hold the temperature constant, feel comfortable in any temperature between the zero absolute to 130 degree Fahrenheit .

Bonus: +4 to save vs. temperature related illness and attacks

Bio-E cost: 10

**Additional Mouth:** Just an additional mouth located somewhere on the body. This mouth can bite, taste or even talk.  
Bio-E cost: 5 per mouth

**Inner Mouth:** A small, extendible mouth is located inside the mouth, in the place of the tongue. The inner-mouth extends up to one food (0.3 m), and shoots out at high speed. The inner-mouth can chew and swallow like a normal mouth. Extending the inner-mouth into an enemy does 3d4 damage, while a bite with the mouth's small but incredible sharp teeth deals 1d8 damage per melee.(chomp chomp chomp).  
Bio-E cost: 10

Prerequisite: Prehensile tongue, a mouth(well obviously)

**Stretch Jaw:** The jaw can unhinge, like a snake, to stretch and open three times wider than normal. The throat muscle are also very flexible, allowing a normal human sized being to swallow something like the size of an ostrich egg whole, without ill effect.

Bonus: can lift PSx5 Lb with his mouth  
Bio-E cost: 5

**Legs: Tentacles :** the legs are replaced by eight octopus-like tentacles with a reach of 12ft(3.6 m)

These reduced running speed by half, but enable to climb like a monkey and swing from trees or similar structures at double his normal running speed and he is +20% to climb, + 10% to swim(or base swimming skill of 45%) and + 10% to acrobatics skills

M.D.C. of modified lower body:1d6x10+20

M.D.C. of the tentacles: 1d4x10+10 each

Bio-E Cost: 35; spending additional 20 Bio-E points for each pair of tentacles you can use them in battle adding +1 attack per melee for pair.

### **Enhanced Agility and Physical dexterity:**

The maximum PP for Gorehounds and Biotics is 35

Warmounts can have to 50. Host armors cannot get this enhancement because this will snap most of the pilot own muscle and bones(ouch!)

Bio-E cost: 10 per each PP points beyond the starting P.P. attribute, plus spending 30 Bio-E points it is possible to get +1 to autododge(dodging without spending an action)

**Legs: Dolphin tail :** Much like the Serpentine Lower body, lower body, hips, legs and feet are replaced with a

dolphin(or fish) like body and tail, giving a mermaid look. This is a very specialized features, because is of little use on dry land. Actually is rather a penalty when not in water , Spd and PP are reduced by 60% , halve normal attack bonuses and get no initiative. Of course in water is another story.

Size: Add +1d4+6 to the Armor's overall length

Bonuses: +2 to host armor P.S., +3 to P.P. while swimming, +20% to Swim skill(or base swimming skill of 60%), add +1d6x10+30 Mph to swimming speed, +1d4x10 to Main Body M.D.C.,+ 3 to autododge while swimming(making sharp turns while swimming at full speed) , + 1 to initiative, leap 20 ft above water, +15% Prowling underwater, increase depth tolerance by 2000ft.

Mega Damage: 1d6 for a Tail whip, full speed ram does 2d6 +1 for each 20 mph of speed

Bio-E cost: 50

**Power Bite:** The muscle of the jaw are reinforced, while the serrated teeth increase their size, sharpness and density. In a word the bite damage increase greatly.

Bonus: Bite does 1d4x10 +1 per 5 point of P.S.

Side effect: head is slightly oversized and assume an animalistic, muzzled shape, T-rex like or Pit-bull like

Prerequisite: Bite attack

Bio-E cost: 25

Modified Pituitary gland: The growth regulator of the body is now modified to make the character bigger and stronger. Each level bought increase height by one or two feet, add +1d4x10 lb to weight, +10 M.D.C. , +1d6 to PE and +1d4 PS.

Bio-E cost: 10 per growth step, for a max of 30 Bio-E



**Throat Sonic Blaster:** the vocal cords are modified to allow the show of high powerful sonic blast. This is generally high pitched shriek, a sonic wave that hit like a cannon ball.

Damage: 1d8+2 Megadamage, plus human sized target had 01-45% likelihood to be knocked to the ground, losing initiative and two melee actions  
Range: 100ft  
Bio-E cost: 15

**Combat Brain/ Berserker rage:** The Brain is modified to react better in combat, enhancing its processing speed and placing the mind in a sort of controlled trance, where everything seem to move slower and you are aware of everything that surround you.

Prerequisite: Enhanced neurological Connection, must have a centralized brain

Bonuses: +3 to initiative, +1 to strike and parry, +3 to autododge, increase running speed by 1d4x10%, +1 attack per melee, +3 to roll with punch fall or impact  
Bio-E cost: 30

**Turtle Shell:** The body is encased in a very hard shell, like that of the turtle. The shell is very hard  
And does reduce damage suffered in a melee round by 20 points, but is also very awkward and add a penalty of – 10% to Acrobatics, Prowl, and all skills the require extreme dexterity  
M.D.C: +100  
Prerequisite: Horned defense  
Bio-E cost: 25

**Die hard:** The nervous terminations are reduced, and most vital organs are reinforced. All this to allow the Biotics/ Gorehound can fight up to PE attribute x 3 below zero M.D.C. before collapsing

and even after than they still are alive for 1d4 minutes before dying, in addition they are impervious to pain  
Bio-E cost: 10

**Dislocated brain:** Much like insect the brian of the biotic/gorehound is not in the head, that is now just a sensory and feeding organ, but located in the chest or abdomen. The Torso is slightly more developed, bigger, than normal while the head is slightly flat. The main advantage is that one can survive beheading, although you are pretty much blinded and unable to feed afterward.  
Bonus:+ 40 M.D.C. to main body  
Bio-E cost: 10

**Additional pair of limbs usable as both arms and legs:** Placed in the midsection of the body can be used as arms and hands, adding one action per melee, or as additional legs increasing running speed by 20 +2d6 Mph  
Prerequisite: a pair of insect limbs that is upgraded in this way  
Bio-E cost: 15

**Tentacle Neck:** The neck is elongated and elastic, like a snake. This add 3ft to overall heighy and an additional attack per melee with headbutt only. The head and neack is very flexible and is +2 to dodge and + 3 to entangle/choke opponents.  
Bio-E cost: 10

**Defense Mode:** If the Host should lose consciousness or take a massive head injury the Host Armor will enter a Berserker Rage/Defensive state, in which anything moving within 35 feet or sensor range of the Host Armor will be attacked friend or foe. While in this state the Host Armor can fight as long as 25% of M.D.C to the Main Body and Head

are still intact and the head has not been severed from the body. The Host Armor will stay in this state for 10 minutes or until the Host regains consciousness / (regenerate the lost MDC to the head). Note: Such grievous injury to the head will cause the character to experience temporary memory lost. If it seems appropriate, the G.M. may make it so the character does not remember the 6-24 hours before his or her near death experience.

Prerequisite: Enhanced Neurological Connection, Super Regeneration

Bonuses only apply when in the Defense Mode Start: +4 to initiative, +2 to strike and parry, +4 to auto dodge, increase running speed and PS by 1d4x10%, +2 attacks per melee, +4 to roll with punch fall or impact

Bio-E cost: 60

**Bio-Weapon arms:** The Host Armor/Biotic can turn there limbs into a variety of ancient, melee weapons -i.e. elongate and transform one to all of his fingers into stabbing spikes, cutting knives, scythe-like claws, and so on; or the fingers and hand into a two or three pronged fork, sword, axe, scissors, club, hammer, metal ball, and so on. The "Bio Weapon arms" are part of Host Armor/Biotic body and cannot be removed. Limbs can be elongated up to double their normal length (i.e. a sword could be as long as the forearm and hand to twice as long). The Biotic the entire arm will change for The Host Armor only the armor around the host hand and forearm changes. Change time is 2 attack actions.

Range: Limited to reach; up to double the reach of the normal limb.

Damage: Same damage as the real life equivalent, plus any P.S. damage bonus. all in M.D.C.

Prerequisite: None

Bonuses: The character's usual bonuses to strike apply.

Bio-E cost: 60

### **Genetic Absorption/DNA**

#### **Assimilation:**

A rare unique and powerful ability that allows the Biotic and Host Armor to absorb the genetic biomass(D.N.A) of any living creatures they come in physical, skin-to-skin contact with and adds it to their own genetic mass. They are now capable of metamorphosis and growing biological enhancement on there bodies with out ever going back to the gene-pool. However, the energy that is required to do the metamorphosis and growing biological enhancement meant that they have to consume and absorb the biomass other living creatures to enhance or upgrade there own Biological Sensory, Defenses, Offensive, Anatomical & Physiological Features. The user no longer has any Bio-E points to spend, they get all there bio-enhancement by absorbing the genetic mass to metamorphosing their bodies at the beginning of each level starting at level 2. The Biotic and the Host Armor's pilot determines what bio-enhancement they want to emerge or upgrade on there body. They are only aloud to pick one enhancement per each level that they have absorbed. They can replicate current enhancement with new ones (one for one) at level 5, 10 and 15 in addition to the normal level enhancement .

To upgrade you current base attributes you add the difference between your base attributes and the absorbed attributes to create your new base attributes.(For example, in order to increase PS you would have to absorb a biologic creature that has a higher PS attributes. Lets say you have 20 PS and

you absorb biologic creature with 30 PS you add 10 to your base PS making your PS 30. The same for M.D.C. but its through out each body location).

On very rare occasions the Warlord or House Lord that Biotic and Host Armor's pilot serves, may grant additional bonus augmentation seldom exceeds 3D10+25 Bio-E points at any given time, who have proven themselves in combat (i.e., destroyed a large number of the enemy and/or have proven extremely loyal, and/or have proven to be a true asset), but even then, they rarely gets no more than three upgrades; typically at levels 4, 9, and 14.

In addition to the Super Regeneration ability the Biotic and Host Armor gains cellular invasion techniques which is a higher level of regenerative by consuming the bodies of other living creature making them a much more dangerous opponent. It uses the biomass and energy to rapidly regenerate and repair there own body from massive injury twice per-day. As long as a part of there form survived, the Biotic and Host Armor is capable of regenerating from the smallest sample back into there normal form even if 90% of there bode is destroyed; within a matter of 1D6x10 minutes. However, such severe trauma will make the character weak for 1D6+1 hours. Reduce speed, attacks per melee round, combat bonuses and skill performance by half for the duration of the recovery time. Note: Decapitation, complete destruction of the brain and being blown to bits or atomized will kill them

Range: By Touch Only! topically the genetic bio-mass is destroyed when being absorb into the Biotic or Host Armor this varies depending on the size of the bio-mass. small bio-mass

(weapons, severd lems,) take a few seconds medium size like humaniod (5-10feet) take XXXX and large bio-mass size (10feet+) take XXXXX

Prerequisite: Super Regeneration (it does not replace). Must be selected at 1st level

Bonuses: None

Bio-E Cost: 80

### **The Viscera Ejection Tube or V.E.T. Launch Tube/Launch Catapult:**

While working up House Mendel's specialist Archangel Wing Pack it got me thinking about how said O.C.C.s' Wing Pack launch's the character into the wild blue. With the exception of the insect wings or the enhancement of Organic Thrusters anyone using a wing pack and lacking some place up high the most vulnerable time is take off. Not every house has the advantage of cliff faces' to Base jump off to launch, there is need of an alternate means of assistance for rapid deployment. The first thing that came to mind is the method of modern naval aircraft catapult. The next image that occurred to me is the launch tubes from a certain sci-fi T.V. show and re-imagined. The end result of this cogitating is a land based modification of the Pseudo-pod Ejection Tubes featured on the mighty War Mount the Kraken I present to you the Viscera Ejection Tubes or V.E.T.s'. A V.E.T. is basically a long intestinal tube (the length of which is determined by the depth of the staging area/launch room) that is sectioned off approximately every 20' by a sphincter like organ. This is done because if the House/Bunker Seed is in need of a V.E.T. there is a good chance that said Seed is located well below the local water table and if there is more than one person in the tube the sphincter keeps

the whole thing from flooding after the first person is launched. At the bottom (or the top) of each section is a siphon like organ that aids the sphincter in controlling the water flow. The siphoned water is either released back into the surrounding ground or filtered and stored or piped to any where potable water is needed. Personnel are accelerated up the tube by peristaltic action as the walls squeeze it's contents to the surface and launch them straight up into the air or at what ever angle the surface terrain dictates or is desired. Speed and release height can be set in a manner similar to the steam catapults on modern naval carriers'.

The final chamber can be open on the surface and looks just like a hole in the ground or it can be capped by a final sphincter and disguised as something else. Sometimes the exit can even be hidden inside a tree trunk if a big enough tree grows in the area. And if a forest of big trees' is available the exit can be at an angle other than straight up and disguised as a fallen tree.

A V.E.T. system can also be used to transport Host Armor sized cargo down to the Seed as well as up. It can even be used as an ad hoc weapon system, lofting explosives or what ever into the air kind of like a mortar.

Every V.E.T. has superior regeneration to counter any damage done by bone blades, spikes, and other bio-weapons or other protuberance from Host or Living Armor. Damage recovery is 1D4+5 per melee for siphon's, 1D6+10 per melee per 10' section of V.E.T. tubing wall, 1D6x5 per melee per sphincter hatch. M.D.C. by location: 10 M.D. per each siphon

50 M.D. per 10' section of tubing  
100 M.D. per sphincter hatch way

Note: Sometimes a House will fortify the final section with a bio-force field enhancement for an additional 100 M.D.C. .

### Biotic Models (an old idea revised again)

Biotic Models are essentially peculiar bio-enhancement package available only to biotics. They generally offer a particular bio-enhancement with some bonuses, but often with a twist Biotic models can be chosen only at first level, do cost 1d4x10 Bio-E, cost vary from DNA to DNA. And some do have or give peculiar restriction.

### **Aerial**

aka the Gargoyle, the harpy, the garuda These are essentially flying biotic, who are not just given wings, but modified for flight on deeper level. Is something only the archangels came close. Most host Armors can't as there is normal human inside.

Automatic Enhancement: Wings with a speed bonus of +5d6 Mph. Also choose one of the following wing typology:

- Insect Wings: same as Wing pack
- Feathered Wings - Silent Flight: The wings have fringed leading edge and downy upper surface designed to muffle the sound of the wings and allow for totally silent flight even during take-offs and power dives +10% to prowl while in flight
- Wings - soaring flight: the wings and the muscles behind them are designed for long term flight. Can fly effortless for a number of hours equal to PE +1 per level.
- Wings - Acrobatic flight: The wings and the body is modified for aerial acrobatic feat, being able to turn and twist effortless in midair, in nature useful for catching flying insects. Flyby

attacks count as one melee action (normally count as two), +2 autododge in flight, +2 roll with punch/fall/impacts. +15% to perform acrobatic stunts like a death circle, escaping a dogtail or shadowing someone.

- **Weird Wings** - Same as Wing Pack Has the Wingman program instead of Infantryman  
Also note that feathery and leather wings can be equipped with combat spurs to use them as deadly weapons  
Restriction: PP of 10 or better, cannot take increased MDC enhancement, but can take bio-force field

### **Berserk**

aka the undying, the beast, the savage  
Born for combat, when the game gets tough these guys toughen up.  
Automatic Enhancement: Adrenaline surge (Special): pretty much the same as adrenaline surge but PS become supernatural, can fight up to PE x5 below zero before collapsing, +3 to initiative, +1d6+2 to bio-weapons damage (roll once) and is immune to Horror Factor during the surge. For biological pre-requisite count as having Carnivore Metabolism  
Side Effect: can't recognize friends from foe during this berserk fury and is more or less uncontrollable. A saint could be able to snap them out but had to be close enough to do so.  
Restriction: can have only ONE ranged built in bio-weapon (they like bio-energy vents, as they can upgrade them in bio-energy claws). ME cannot be more than 10, -4 to MA

### **Roadrunners**

aka Zippoes, fastfoot, Sprinters, raptors

they are Biotic born to run, and fast. Often engage in scouting and as messengers during battles  
Automatic Enhancements: Elongated Running Legs, generally rabbit or cheetah like, albeit velociraptors like legs are common, as well as the classic satyr. The Speed bonus is 3d6+30 (221/2 mph to 34 mph), also can take increased metabolic rate at 23 Bio-E instead of 45. Their Kick attacks inflict Megadamage as per Supernatural strength (remember that each 20 mph of speed add +4 to damage, but require two melee action to reach 40 mph, +1 to dodge for every 30 mph of speed he is running). They do not have an upper limit for speed, but each 10 mph above 300 reduce their lifespan by 2d6 years. They do not automatically have non skid pads but most get it anyway  
Restriction: Base Spd must be 12 or greater, cannot increase MDC nor mount heavy bio weapons as heat cannons, heavy casting guns and such. They love combat spurs. At least 40% of the bio-e must be spent on enhanced speed

### **Midget**

aka Chibi, Dwarf, Shorties, carpeteaters  
These Biotic are....short, to put it bluntly. The height is generally 4ft +2d6 inches. look can be anything, from misshapen dwarf to cute looking chibi (see cosmetic above). but there are some weird advantage.  
Automatic Enhancements: Increased MDC +60 MDC, righting reflex and resistance to physical attacks. Also +1d8+2 to PP and +10% to prowl  
Restriction: PS must not be above 10, PP must be 10 or better, -2 to IQ

### **Vegetoid**

aka flowerkids, Veggies, greenboys/girls

A quite weird package in that the biotic is modified into an half man/half plant organism.

Automatic Enhancements:

Photosynthesis, same as the feeding of photosynthetic host armor(considered a photosynthetic metabolism), also breathe carbon-dioxide throughout the entire body and it cannot be smothered. +5 to save vs. poison toxins, except defoliant . Automatically has regeneration super and polarized eyes . Can get Tentacles, Chemical sprayer Cornucopia and resin duct at 15 Bio-E instead of 25.

Restriction: die of starvation if deprived of sunlight for one day plus PE hours. Also need to root or eat earth or fertile soil and drink lot of water(3 liters per day at least), PE of 10 or better, ME of 10 or better

### **Boomers**

aka blasters, shooters, firecracks

Simply is a biotic specialized in long range attacks

Automatic Enhancements: choose two of the following(generally mounted on shoulders or on forearm): Heat Projector cannon with heat resistance included, Bore Cannons(in place of forearms, need extra arms or tentacles for compensate), Bio-energy Expulsion vents(2 for arms), Superlight Cells (3 per forearm), Gore cannon(actually the fingers shot it, they are thick and with expulsion vents . but are -15% to all delicate task). Bonus: +2 to strike with these bio-weapon in addition of usual bonuses and can shot them even after or while jumping, rolling/somersault of riding a warmount (normally wild shot).

Restriction: PP of 10 or better, must know quickdraw WP skills as well as all Bio-weapons WP, The only Offensive Bio-Weapons available are combat spurs and fangs.

### **Spartoi**

aka fakers, partial biotic, the hidden ones Biotic that look completely humans!

Automatic Enhancements: Enhanced Neurological Connection and either advanced eyes or advanced eyes, +1d4 to PB

+3 to MA and ME, roll for an insanity only at level 1 and 10

Special Enhancements unique for Spartoi:

Alter Voice: can imitate voices at 45% +5% and change his own voices 90% 5 Bio-E

Grow/retract body hair: can grow and shorten body and head hair at will 5 Bio-E

Alter Facial Features: A system of muscle and movable fat layers allow to alter the facial features. to copy exactly someone, had to study a photo and get a bonus to impersonation of +15% , can increase/decrease PB by 1d6 point +1 at level 3, 5, 9, and 14 on a successful roll of impersonation at -10% 15 Bio-E

Move Body fat: This allow to sculpt one's own body to some extent . +10% to impersonation. Can pass for someone of opposite sex, but need some make up 10 Bio-E

No Body Smell and no fingerprints, unidentifiable DNA sequence: +15% to prowl( or -20% to be tracked), and the DNA can be of no use to librarians and genepool . 15 Bio-E

Spartoi does can choose assassination as extra skill program(together with espionage

Restriction: IQ must be 12 or better, ME 10 and PE 10 or better. Cannot get enhancement that will mark it as inhuman.

Note: the spartoi are often an ace up the sleeves of great house, and a nasty spy and assassin. Cost 20 Bio-E more than other Biotic packages

### **Diggers**

aka moles, subterranean, morlocks  
Biotic specialized in underground operation

Automatic Enhancements: Dig at speed of Spd+20 through sand or dirt, but one quarter through rock and concrete, tunnelling is made at half the speed of digging but leave a permanent tunnel usable by others. Know automatically Excavation skill at 80%. Automatically has medium sized non retractable claws(digging claws), and Radar(to move in complete darkness).

Restriction: ME of 10 or better, is completely blind! Cannot receive any optical enhancement EVER!

Diggers are the most respected of Biotics as they are the ones responsible of most of maintenance and expansion of underground great houses, as well as finding waters source.

### **Divers**

Aka freaky fish guys, waterboys, tritons  
These biotic are common amongst great houses that reside near great bodies of water, if they are not underwater already

Automatic Enhancements: Underwater Eyes, Floating Air bladders and Gills, Webbed hands and feet. Automatically know Swimming skill at 98%Swimming Spd is 30 mph (can be increased as normal speed, but count as SWIMMING speed not running)

Bonuses underwater(not just wet): +1 attack per melee, +2 initiative, +1 to strike and parry, +2 to autododge

Restriction: PE of 12 or better, suffer from dehydration need to have his/her skin splashed with water every PE/2 hours. Otherwise lose all combat bonuses, Ps drop to normal human strength and start losing 10 MDC every 30 minutes till brought into water.

### **Harlequin**

aka the Pennywise, Scaries, Jesters  
A..CLOWN biotic? That's...That's insane!! Well, that's the point.

Automatic Enhancements: Double Jointed(New, more or less), Medium sized Biting Fangs(forcing the face in a big smile/grin), Permanent Make up(vary depending on the style of clown), Resistance to Physical Attacks. +1d4+2 to PP

Armor: the got only the leatherback armor, often modified with a more clownish or harlequin(hence the name) motif, often with the head piece shaped like a jester hat.

Optional: HF of 12, KN

Restriction: MA: 10 or better, PP: 12 or better

### **Reaper**

Aka. Guard-Breakers, Anti-Splicers, Bodycounters

These are Biotic Modified not to fight against machine, but against host armors! As insane as it sounds they come handy in many Great Houses bloodfeud as well as acting as sort of "internal affairs" inside the great house.

Automatic Enhancements: Large Forearm Blades with Tendril injectors - one per arm, Poison Blood, Antennae(Track splicers at +20%, no bonus but no penalty either for tracking Skinjobs)

Bonuses when fighting Host Armors: +3 initiative, +3 strike and parry, +1 to autododge, +2 to called shot toward any eventual mouth or orifice possessed by the host armor(the tendril injectors...wrap your mind about the words orifice and tendril injector together), +15% to prowl against host armors

Restriction: ME: 12 or better, PE: 14 or better(the process is physically and

mentally exahustive), add +40 to the Biotic Model Bio-E cost

### **Serge**

aka. Biotic Lord, Alpha biotic

These Biotic are modified to act as natural field leader for fellow biotics

Automatic Enhancements: Bio-Comms(special can communicate with 5 other biotic at same time, plus 1 for each 5 points of ME , can act as walking Bio-Comm Roots, if need arise), reinforced Exoskeleton, +1d8 to MA

Bonuses: Special when communicating with his subordinate biotic they enjoy the following bonus: Initiative is the same as the Serge, +2 to strike, parry and dodge, +3 to save vs. HF, +10% to save vs. coma/death

Restriction: MA and ME of 10 or bet

### **Brutal**

aka. Titan, Strong guys, Hefty, proto-biotics

Biotic that are pumped out mostly on physical side

Automatic Enhancement: +6 PS, Strength is now supernatural, +120 MD( with according skill penalty of -15% to prowl and all skill requiring dexterity), either elongated arms or armored skin hands

Bonuses: In addition to the above the Brutal can take bio-enhancements without need of prerequisite.(so can take armored head crest without having horned defense or horns at all), their MDC limit for increased M.D.C. is 560  
Restriction: IQ must be 8 or less, ME: no more than 10. Also 50% of the Bio-E must be spent on PS and MDC increase(by any way). Size is 6+ 1d4 ft

### **Doc**

aka. The HOUSE(guess why they got this nickname), pseudo-saints, bone-fixers

These Biotic act as field doctors toward their fellow biotics, roughneck, Gorehounds and if they are really nice and in real need Dreadguards(generally when Saints are too busy). They work side by side with saints, runnig field hospitals and ensuring the Greatu House proud cannon fodder can still fight another day, and another and another...

Automatic Enhancement: Chemical Sprayer: Sleep Chemicals(for anaesthesia), Antennae(for helping in diagnosis) or Echolocation(for body scanning, common amongst gynecologist biotics), Resin Ducts(for emergency plaster cast, or band aids) or Spinnerets(Spider's silk is great for medical stitchings and bandages), Spines and Blades(Surgical tools, some are very thin like a needle or scalpel)

Bonuses: can learn Medical Doctor or Medical Coroner Skill Program instead of the infantryman, can learn any Medical Skill as elective skill at +5%, Field Surgery at +20%, they are universal blood donors.

Restriction: IQ and ME of 12 or better, MA can't be more than 10. cost an additional 30 Bio-E

Note: In most case they get Extra arms for faster surgery, the usual Biotic delusion of being a doctor is replaced with an obsession in that eveyrone is lying and a vein of witty sadism...think Gregory House as Biotic and you got the idea.

### **Jeckyl**

aka the multi-biotic, twin changer  
These particular class of biotic are the result of tinkering on the infamous Heretic DNA samples. Sadly the



librarians were unable to unlock the full potential of the shapechanging Saint mutation, but they were at least be able to grant to a few biotic with right genetic the power to switch between one form and another, like a sort of self Bio-Reclamation power

Automatic Enhancements: None, but can re-absorb PE+1d4x10 Bio-E and spend on the features of his/her other form, switching from one form to another take two action per melee.

Bonuses: +1 to initiative, +3 to parry or dodge switching form(example switching to a flying form and fly away to danger), choose one extra Skill Program from the foollowing list:

Assasination, Espionage, Reconnaissance/Scout, Guerrilla Warfare, Naval, Wingman

Restriction: PE of 12 or better, has only 25% chance of having the correct DNA to undergo such bio-conversion.

### **Janus**

aka. two-bad, Headguys

This biotic model is considered the most freakish biotic. Simply put, has an additional head. That not always is human looking and not always between the shoulders. Example include a dinosaur head in place of arm, a bulbous shapeless head in middle of stomach, or even ...well...between the legs(don't ask where the genitals are, please...). There is 60% chance that the additional head will have a distint independent personality.

Automatic Enhancements: Extra pair of eyes, extra pair of ears, extra mouth and nose. Can have any sensory enhancement. The head had 10% of Biotic M.D.C. The Extra head has Savant Enhancement(generally 40% on a single skill)

Bonuses: The head has 1 extra action per melee, if independent personality is owned has its own IQ and MA, know 1d4+2 elective skills, has 2 extra action per melee instead and roll its own initiative and can attack opponenets by its own, in his limited way(generally by biting, but some cna contrl extra pair of limbs or have personal set of bio-weapons like horns, fire breath and such) Restriction: ME of 12 or better, suffer from one extra insanity, the death of the extra head is traumatic and can cause the istant death of the biotic(roll vs. coma/death 16), even those that survive lose permanently 1d6 point form IQ, minimum 1, and halve ME and MA and roll for another insanity. Most suicide after such tragedy, unable to keep on living alone.

### **Boomboy**

aka. bombermens, Kamikazen, The bombs

The biotics is had most of his body fluids replaced with, ahem, a superpowerful organic nitroglicerine, making them ultimated saboteur, but also with dire side effects. Many in resistance feel safer in a pit of metal shards than around these guys.

Automatic Enhancements: 6 bio Rockets(3 for shoulder), but they have double the normal blast radius and inflict +1 damage per 2 points of PE(so a biotic with PE 12 will do 5d10+6 damage per rocket) , 4 screamer grenades(two per upper arm), grenades and missibles regrow twice as fast, Fire Breath+ Napalm Enhancement, Spore Discharger retractable, one per arm(special is literally explosive so does damage to flesh as well as metal, plastic, wood, concrete and pretty much everything that can explode, these are unique to the Boomboys), have 1d4+1 Storage

Pouches, each pouches a nest for 1 Migs or 2 chigs or 6 Squig. These flesh Pockets are placed everywhere on the body, but chest, hips and forearm are more common.

Bonuses: Saboteur replace infantryman program, know W.P. Heavy Bio-Weapon. GRENADE-FU stick: = W.P. throw grenades +2 to strike (in addition to normal throwing bonus) and range 200ft +50 per level, choose one of the following at level 1, 3, 6, 10 and 15: combo parry/grenade- can parry and stick explosive on opponent body at cost of one action, combo dodge/grenade- same as the parry but with dodge instead, paired weapons Grenade- well this say all, carpet bomb- simply throw 1d6 grenades all around himself, as circular strike cost three attack per melee, kick grenade- can use legs to throw grenades as well as arms, called shot grenade- on close combat can make called shot using grenade as weapon (useful, in placing chigs right in the mouth of Dreadguard host armor, or at the joints of a steel trooper)

Note: as equipment these guys tend to carry lot of explosive, from normal non bio-tech grenades, to TNT and dynamite sticks (1d4x10 dynamite sticks), to plastic explosive.

Restriction: PE: 12 or better, PP and IQ 10 or better, and high ME is suggested. As side effect every time they suffer more than 30 Megadamage in a single blow there is a cumulative 10% chance that they'll EXPLODE doing 1d8x50 Megadamage to everything in a radius of 300ft! Cost an additional 15 Bio-E OMEGA Biotics

These Biotics are Upgrade with Omega-Cannons. Six of them !!

The Omega Cannons are not in the normal place. Instead they are mounted in several places.

(2) Under the Arms attached to the Ribs. Facing Forward.

(4) Two on Each Shoulder facing forward.

Weakness. These Omega Cannons lack any Protective covering. And Cannot buy extra Armor, Exoskeleton, etc. Bio-Force Field is the only extra MDC available to them.

They can fire 1, 2, 4, 6 at a time.

Multiple are considered Vollys.

Additional Features usually include various Antenne, extra eyes, and senses. A few buy Extra PS levels for Melee combat or upgrade to Supernatural PS. Each Omega Blas has a 10ft wide path of Destruction. Yes firing all 6 means a 60ft path of destruction.

### **Ryu-jin**

aka combattant, the Bruce, drakoneer

At first glance this particular biotic model was patterned around eastern dragons, but the truth is that is one biotic model specialized in advanced Hand to Hand combat, not unlike the berserk. But with some more refined skills and abilities

Automatic Enhancements: four additional arms and hands, Ambidextrous for all arms (but not enhanced neurological connections), Serpentine Lower Body and Forked Tongue. The entire body is double jointed like a snake. Medium sized fangs

Bonuses: Has Martial Arts Program instead of the Infantryman one plus the following: Combination

Parry/attack (once per melee round), combination pin/Strike (once per melee simply can strike an opponent pinned with the tail hitting with one pair of arms), Circular Strike (count as 4 action per melee), circular Parry (cost all but one action per melee), +2 to initiative, +1 to strike

Note: Most Great house models have large leathery wings too, but the original models of the great house of the Jade Door have Organic thrusters placed over their bodies that allow a "slithering" flight.

Restriction: PE and PP of 12 or better, a high Me is suggested but not required, cost an additional 15 Bio-E than usual

### **The Grim one**

The Grim ones are peculiar Biotics in that they undergo a process that put them, briefly, in a death like coma for almost two weeks. Is for this that they say that they have returned from the death realms. They enjoy a certain increased endurance and quite weird abilities

Automatic Enhancements: Concealed Organic Thrusters(Special- Completely silent, these thrusters emit a pitch black mist adding a +20% to prowl and the grim ones are harder to hit -2 to strike, parry and dodge against them. They are still visible to infrared, thermal scanning, radar, sonar and motion detection), Bio-Force Field 180 MDC , Bio-Energy Sword(pitch black sometimes in scythe shapes), Poison Blood. Body temperature is 30% lower than normal, does not register pain and a ssuch can fight to - PE+10 below its MDC

Bonuses: Has Assassination Skill Program instead of Infrantryman, regardless of the alignment plus two extra W.P. of choice, +3 to initiative, + 1 to strike, parry and dodge.

Requirements: PE of 12 or better, Alignment cannot be better than unprincipled, Must spend at least 50% of their Bio-E on Biological defenses and Bio-Weapons(melee mostly), -1d6+2 from PB, look a lot corpse-like

### **Kyobi**

aka Firefox, Smexy

One the most fascinating and disturbing of biotic models, the kyobi have strong animalistic features(fox like ears, fur, large fox like legs, Tails) but keep an enough human trait and perfect bodies that make for some weird and unusual attractive appearance. Of course one has to keep on remembering that they are Biotic, not some weird fetish fantasy made true. Well unless they are cool with it.

Automatic Enhancements: Advanced Senses, Resistance to cold(their furs offer good protection), Resistance to heat, Legs: Elongated Running Legs(canine shaped), 9 Whip fluffy Tails!! :eek:. Not only but under the fur of the tip of the tails there are nine fire breathing mini nostrils- Same as Fire breath. Can shoot fire in nine different directions

Bonuses: +1d4 PP, PB is

1d6+16(average 19), +2 to initiative

Requirements: MA: 12 or better, PP: 10 or better. Cost 20 additional bio-e

### By Krispy

**Howler Biotic** (a Big THANK YOU to Kevarin who gave me the last piece of the puzzle for this design)

These are one of the few drone (mind wiped) Biotic types the House has

A savage of the battlefield (note this is just one part of something bigger)

They are given a new skin much like in the process for the Skinjob but they don't have to be awake for it

The skin is based on the Parasitic HA but reversed (last piece of the puzzle), and at an accelerated rate. What this means is the biotic feeds in a parasitic fashion but on others when in physical contact with them

The best way I can describe this form of feeding is that it is similar to how a fly eats. A fly doesn't have a mouth like a lot of animals in which we take a bite, chew, then swallow. A fly spews out digestive juices out of its mouth, waits for them to break down the food; they then precede the suck up the mess So imagine this biotic doing this through its skin. Digestive juices are oozed out of the skin, it begins to break down the victim and the biotic sucks it back up The biotic feeds through a grey section of their skin (see later description) on whatever it touches

**Skin Tone:** (thank you Kevarin) running down from the palms to the inside of the arms, across the chest (or abdomen) and inside of the legs is a grey colour. The rest of the skin is a black to sickly green like a two colored reptile.

Damage to victim when biotic feeds off them: im still struggling a bit with this section and you will see when you read on .....but I have a second Option (see later)

Initial damage: is either SDC or MDC depending on target & depends on how much of the grey skin area makes contact to a victim, obviously the more grey skin makes contact the greater the initial damage

Also the longer the Howler maintains contact the more they feed, therefore the more damage they do. So here are my initial ideas for feeding .....& I would appreciate anyone's help on the feeding section

Damage increases incrementally over time to a maximum based on the amount of feeding skin that is in contact with a victim

If one palm makes contact it causes 1 point of damage initially and increase incrementally to a maximum of 4 ...

here is what I mean 1, 1, 2, 2, 4, 4, 4, 4, 4, 4 etc

If both palms make contact then the pattern is doubled and damage is doubled - 2, 2, 4, 4, 8, 8, 8, 8, 8, etc

If the palm and 4arm of one arm makes contact them the maximum damage reached is 6. 1, 2, 2, 4, 4, 6, 6, 6, 6, 6 etc

For both palms and forearms 2, 4, 4, 6, 6, 12, 12, 12, 12, etc

The whole arm is a max of 8 - 1, 2, 2, 4, 4, 8, 8, 8, 8, 8, etc

And for both whole arms - 2, 4, 4, 8, 8, 16, 16, 16, 16, etc

If the chest or abdomen is included ..... See what I mean, and I haven't even factored the legs or a whole body attack

Option 2: for feeding

They can only feed through the hands and the Howler is given a unique signature enhancement - they have 2 upper arms like a normal human but they have 2 forearms (Avatar wasn't the only one to think of this) and their hands have been increased slightly (say 20%) so damage/feeding would reach 8 per hand and go something like this

One hand: 1, 1, 2, 2, 4, 4, 8, 8, 8, 8 etc

Two hands: 2, 2, 4, 4, 8, 8, 16, 16, 16, etc

Three hands: 3, 3, 6, 6, 12, 12, 24, 24, 24, 24, 24 etc

Four hands: 4, 4, 8, 8, 16, 16, 32, 32, 32, 32, 32 etc

Powers & Enhancements

Their stomach and intestinal tract are removed (not needed) instead additional MDC is added to the Biotic (starts with P.E \* 13)

The chest is reinforced and the heart encased in bone (very similar to Blade 2) Initially, all Howlers are converted the same way. All their 3D4\*10+50 Bio-E (and a little bit more) is spent the same way.

How they are individually identified is by the standard Biotic Bio-E through (lvl 3 6 & 9) the ranks or by some bonus give by the many who can bestow this Enhancements: (this is for the whole body skin feeding design, not Option 2, in which this would change slightly)

\*Elongated Running Legs: 15

\*Leaping Legs: 10

\*One hand is Clawed – 3D6 MD (can be upgraded up to 5D6 MD for 10 Bio-E per 1D6): 30

\*The other hand has ‘Stabbing Tendrils’ in each finger: 25

\*Armored Eyes: 10

\*Reinforced Exoskeleton: 5

\*Resin Duct (in clawed hand): 25

Total: 120

#### By Glitterknight

**Osteoderms:** Osteoderms look just like the armor plates found on the back of the Stegosaurus. That's where the similarities end. They come in three sizes: small ones are roughly the size of a tea cup saucer (30 M.D.C. each), medium is about the size of a dinner plate (40 M.D.C. each), and large is around the size of a serving platter (50 M.D.C. each). An extra large plate (60 M.D.C. each) is available for War Mounts only. In a normal resting state they will stick out at a roughly perpendicular angle to the part of the body they grow from. But in order to save space or allow the Host Armor to squeeze into or thru small or tight areas the muscles that connect at the base of each osteoderm can be mentally commanded to lay and stay flat against the body. They are most often bought as an additional form of armor although with a lot of practice the plates can be used to aid in underwater swimming by acting like flippers or paddles.

One large plate can fit on the upper arm or thigh and one on each forearm or lower leg. Two total on the chest and stomach or back. Few Splicers will get large plates any where but they're back. Two medium plates can fit on the upper arm or thigh and one on each forearm or lower leg. Four total on the chest and stomach or back. Not many Splicers will get them on their fronts

Three small plates can fit on the upper arm or thigh and three on each forearm or lower leg. Two rows of six total on the chest and stomach or back.

Osteoderms are very rarely grown on the chest or stomach because of the potential for interference with psychical skills. If they are grown on the front of the body the plates are always split open and laying flush to the surface and there is no additional cost. This will limit or interfere with ranged weapons such as the Omega Blaster. Osteoderms are an enhancement available for more then just Host Armors. They can be bought for War Mounts, Living Body Armor, Proto-Host Armor, Wing Packs, Gorehounds and Biotics. Archangels will occasionally purchase large or medium plates attached to lower legs of their Living Body Armor to act as stabilizers i.e. tail fins/rudders to enhance flight control at high speeds or during aerial stunts, if this is the case then the split enhancement comes automatically at no extra cost. Damaged or destroyed plates regenerates in 24 hours.

Bio-E Cost:

Small: 5 points per osteoderm

Medium: 10 points per osteoderm

Large: 15 points per osteoderm

Extra Large: 25 points per osteoderm

For an additional 2 points per osteoderm they can be made to split in half. Both halves Will be made to lay flush with the

surface they are attached to. When split each half has half its total M.D.C. (Thus small plates that are split have 15 M.D.C. per half.)

For another 3 points each they can become energy absorption panels with double the surface area when split open. This enhancement is often added to those who have the photon infusion cannon or other energy expulsion weapons.

Prerequisite: None for the basic solid plate osteoderm.

By Guy Ledouche

**Adaptive Digestive System:** The Host Armor's digestive system is modified to the point that the Host Armor can swallow and digest most substances without harm. The digestive tract can extract the needed nutrients and materials; in essence, the Host Armor becomes an eating machine, able to digest items its original metabolism would not support.

Effects: With this enhancement, the Host Armor will be able to feed off materials as if it had the appropriate metabolism. For example, Carnivore could feed off of dirt and rocks as if it were a Lithovore, Herbivores could drink blood, etc. This ability does not confer any of the bonuses, abilities, or instinctive skills of the other metabolisms, only the ability to feed and digest the appropriate matter. The Host Armor will still retain the advantages and instinctive skills of its original metabolism. Note that the amount of food required per day remains the same as the original metabolism. An interesting side effect of the modification is that the Host Armor's flesh becomes relatively toxic; much of its cellular structure is contaminated with various materials. Any being actually swallowing or consuming tissue

from the Host Armor must save vs. non-lethal poison (16 or better) or become violently ill. The victim will suffer intense nausea, vomiting, and dry heaves for 1D4x10 melee rounds. Vomiting is so intense that while vomiting, victims are all but incapacitated. While sick, victims are -8 on initiative and -5 to strike, parry, and dodge.

Bonuses: Aside from the obvious advantage of eating almost anything, the Adaptive Digestion offers a few other bonuses. The Host Armor receives a bonus of +5 to save vs. any poisons or toxins and is completely invulnerable to acidic damage and effects (all are simply resisted or converted into useful nutrients.)

In addition, the Host Armor's teeth and jaws are super strong, allowing it to bite and swallow any materials. The Host Armor receives a bonus of +2D8 M.D. to bite damage.

Lastly, the Host Armor gains an additional 50 pounds in weight as the digestive tract is modified to handle the new abilities. Additionally, for each extra metabolism added, the Host Armor gains an additional 10 pounds.

Penalties: Though the Host Armor can consume other materials, it can only do so for a limited time before it begins to suffer from malnutrition. A Host Armor can consume materials other than the original metabolism for a maximum of 2 days before feeling the effects. Every day after the second, without feeding on materials from the original metabolism, the Host Armor loses 20 M.D.C. from the main body and 5 M.D.C. from all other locations. Furthermore, after 5 days the Host Armor's attributes, attacks per melee, and bonuses are reduced to half and after 10 days they are reduced to one! After 14 days without satisfying the original metabolism requirements,

the Host Armor will be dead. However, once the Host Armor meets the feeding requirements, it will be restored to full strength in only 24 hours.

Because of the extreme modifications necessary, there is a severe decrease in the Host Armor's sense of taste (reduce any applicable skills by 30%.)

Pre-Requisites: Much like a newborn infant, low level Host Armors require specific chemicals and nutrients that can only be found in their original metabolisms. Once the Host Armor has matured enough, its physiology can handle the necessary modifications. The Host Armor must be at least 4th level before it can choose this modification. Furthermore, the Host Armor must be a carnivore, herbivore, omnivore, lithovore, or vampiric metabolism; no other metabolisms can have this modification.

BIO-E COST: 50 for the initial modifications; this allows the Host Armor to choose one metabolism in addition to its original. Each additional metabolism costs 10 Bio-E. Like all upgrades, it must be added at a subsequent level of advancement, not the initial modification.

**HIBERNATION:** A favorite ability of scouts, snipers, and intelligence operatives, the Host Armor can suspend its biological functions, as well as the pilot's, and enter a hibernative state. Effects: The Host Armor can temporarily suspend all of it's (and its pilot) life functions and enter a death-like trance. While in this semi-conscious state, the pilot is still aware of what is occurring around it and can return to life and normal activity without any harm. The pilot can choose to end the trance at any time, and will be back to combat speed within one minute (-2 on all rolls

during the first minute.) The pilot can also consciously decide beforehand when to reawaken. This may be after a predetermined length of time, or when certain conditions are met (the return of spring, for example.) Also, the pilot can be stimulated into awakening by another person. The Host Armor and pilot can hibernate one day for each point of the pilot's P.E. attribute.

Bio-E Cost: 35

Prerequisites: None

**Lock Jaw:** The Host Armor's teeth and jaws are increased to monstrous proportions and outfitted with a set of powerful "locking" tendons and ligaments. Not only can the Host Armor inflict tremendous damage with a bite, but the "lock jaw" ability allows the Host Armor to maintain its grip and continue to bite the target.

Mega-Damage: The Host Armor's mouth is greatly enlarged with large, protruding teeth on the upper and lower jaw. These massive canines add +3D8 M.D. to bite damage and allow the "lock jaw" attack.

The lock jaw attack must be announced before any dice are rolled. Attack and parry/dodge rolls are resolved as normal. If the attack is successful, the target is held fast and subject to further damage. Once locked, the Host Armor can continue to squeeze and inflict bite damage; each squeeze counts as a melee action. While locked, the Host Armor can do no defensive moves; it must concentrate entirely on inflicting damage. Releasing the lock jaw attack counts as one melee action and can be done at any time.

The victim of a lock jaw attack cannot reduce damage by using Roll with punch. The victim can, however, continue to attack with any free limbs or

weapons, or try to break free. Getting out of a lock jaw requires pure brute strength. The victim (and anyone helping) must at least equal the Splicer's P.S. Everyone involved, the victim, any helpful friends, and the attacker all roll a 20 sided die and add that roll to their P.S. attribute (or combined P.S.) Highest P.S. wins. If the attacker wins, the lock jaw attack can continue. If the victim (or friends) win, the lock jaw is forced off.

Bonuses: For purposes of the Lock Jaw attack, the Host Armor may add +5 to its P.S. NOTE: This is only for combat rolls and is not an increase of P.S.

Penalties: The teeth and mouth are overly large and impossible to conceal. Due to the modifications, the Host Armor has an unsightly tendency to slaver and drool. Any skills requiring speaking suffer a -35% penalty.

Prerequisites: The Host Armor can not be parasitic, photosynthetic, or themosynthetic (it must have a mouth to have this feature.) In addition, the Host Armor must have some kind of Fangs, Tusks, or Saber Teeth (even small ones.)

Bio-E Cost: 30

### **Caustic spittle**

Quick to capitalize on a recent innovation a young engineer took it upon himself to further tweak the new Lock Jaw modification. This addition comes in the form of a metal solvent excreted from a series of enhanced saliva glands placed just above and in front of the armor's teeth. Proving once and for all that a gene-dog's bite really is worse than its bark!

Mega-Damage: The acidic saliva does 1D8 M.D. per melee round to inorganic material, but is benign to human flesh and most organic materials.

Duration: The acid burns for 1D4 melee rounds (up to 1 minute)

Bio-E cost: 5 BIO-E points

Penalties: The Host Armor suffers a further -5% penalty to any skill that requires speaking due to the extra spittle.

Prerequisite: Lock Jaw and Acid Blood (in this case, the Host Armor gets Caustic spittle, but also retains Acid Blood)



## Section 7: Robots of the Machine

### Bloodhound Assassin Robot

By Guy LeDouche

“We’d been concealed for about an hour when we decided to move. LT emerged from his hiding place first, and took two steps toward me when a hole the size of a fist suddenly appeared in his chest. He was able to stumble two more steps before dropping. Permanently. We never saw what popped him.”-Debriefing of Specialist Ron Carlson following a failed mission.

The Bloodhound is the latest mechanical creation to emerge from NEXUS. Rather than create another expendable front line unit, the Machine wanted an assassin; a lone wolf operative that could stalk and kill with relative impunity. If assigned to strike a specific target, the Bloodhound will follow it for days, even weeks, waiting on the perfect moment to strike. When not assigned a target, Bloodhounds will prowl the waste, attacking targets of opportunity. Bloodhounds are not indiscriminate killers, however, and are programmed to strike with precision and intelligence. Unlike most Machine creations, the Bloodhound is a lean and spindly figure. The head, mounted on a short, flexible neck, is vaguely wedged shaped and packed with advanced sensory features. The arms and fingers are long and flexible, and especially good for climbing and gripping. Much like a dog, the legs have a third section and an additional joint just before the foot, allowing increased leaping and running speed. The feet are fairly wide and padded to aid in silent movement. Though bipedal, the Bloodhound is able to run on all fours, increasing its speed tremendously. The body is slim and

aerodynamic, with light armor plating and complete with a small tail for balancing when on all fours.

By Machine standards, the Bloodhound is lightly armored and easily destroyed by concentrated fire; consequently it tends to avoid direct confrontation. Even in mass combat, Bloodhounds will tend to hang at the fringes of the conflict, taking shots whenever opportunity presents itself. Along with using classic sniper tactics in combat, the Bloodhound has a few unique features that enhance its deadliness; foremost are the lethal “Long Bow” rail gun and its “Mankiller” rounds.

Unlike most rail guns, the Long Bow is designed for maximum accuracy and range. Built to precise specifications and constructed with unequalled precision, the Long Bow is arguably the most accurate long range rail gun in the world. Lethal up to 6000ft, a single round from a Long Bow has been known to blow the arm completely off of low level Host Armors. A few well placed shots will even cripple and maim War Mounts. The deadliness of the Long Bow is enhanced even more with its special “Mankiller” rounds.

Mankiller rounds are large, aerodynamically shaped cartridges packed with hundreds of metallic spheres, almost like a giant shotgun shell. Upon impact with the target, the cartridge splits along manufactured stress lines, transferring all the energy to the core spheres. The spheres tear through the targets, inflicting horrendous wounds and sometimes leaving several spheres lodged in the target; spheres that will trigger a Nanobot Plague response. The reaction can be stopped if the spheres are removed fast enough; usually an impossible task since the

victim only has less than a minute to remove all the metal fragments. In addition to its specialized weaponry, the Bloodhound is equipped with an experimental cloaking device. Special materials have been bonded to the armor plating on a molecular level that allows the Bloodhound to bend light around it, making itself virtually invisible. The cloaking system is not without drawbacks, however.

The cloak system fails when the main body has lost 50% of its M.D.C. Nor is the cloak 100% invisible. While the system is engaged, there is still a 10% chance of locating the robot on radar and there is a distortion area like a blurry silhouette which can be seen by the naked eye. This is especially true in close combat; 60% chance of robot being seen and attacked within 100 feet, 30% chance within 200 feet, 10% within 300 feet or beyond. The Bloodhound is virtually invisible to fast moving (100+mph) vehicles or flyers, even when flying at tree-top level.

Note: Add +15% to being seen when the Bloodhound is moving, fighting, or in smoke or grit filled air. Also, the sound of movement, fighting, and movement of vegetation and objects as the robot passes by help to reveal its location. It is also vulnerable to infrared and thermo-imaging detection.

Class: Long Range Assault Robot

M.D.C. by Location:

\*Hands (2): 35 each

Arms (2): 65 each

Vibro-Blades (1 per arm): 20 each

\*Feet (2): 65 each

Rear Legs (2): 140 each

\*Tail: 40

\*\*Sensor Rods (3, back mounted): 45 each

\*\*Head: 80

\*\*\*Main Body: 180

Speed:

Running: 90 mph maximum on two legs; 190 mph maximum speed on all fours.

Leaping: The robot's legs are strong and designed for leaping and climbing.

Leaps are limited to approximately 30 feet high and across. A running leap at speeds in excess of 60 mph will enable the robot to leap an additional 1D4x10 yards across and 20 feet higher

Digging: Not possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 6.5 feet tall when on two legs, 5 feet at the shoulder when on all fours.

The back mounted sensor rods add an additional foot to the height on all fours.

Width: 4 feet at the shoulders.

Length: 2 feet on two legs, 7.5 on all fours (tail adds one foot).

Weight: 1200lbs.

Physical Strength: Robotic P.S. of 30

Cargo: None

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 10

Senses and Features: The Bloodhound has one of the most sophisticated sensor suites of any of the known robots. See below for full details.

Number of Attacks per Melee: 6

Combat Bonuses (includes all bonuses): +3 on initiative, +5 to strike with ranged weapons, +3 to strike in hand to hand combat, +4 to parry, +7 to dodge, +5 auto-dodge, and +3 to roll with punch.

Skills of Note: Standard

Weapon Systems:

1. "Long Bow" Sniper Rifle: Using the same basic principles as other electromagnetic rail guns, the "Long Bow" is designed for maximum accuracy and impact. The rail gun has a specially designed suppressor system

that lessens the recoil and muffles the shot (though each shot sounds like a loud cough.) As fearful as the rail gun is, the true danger lies in its special ammunition. Each “Mankiller Round” is a large, breakaway cartridge with a core of tightly packed metal spheres. Upon impact the cartridge breaks open, transferring all the kinetic energy to the core spheres. The spheres tear through the target, often leaving several in the wound track in order to trigger a Nanobot Plague response. The reaction can be stopped if the spheres are removed fast enough (less than a minute.)

Primary Purpose: Long range sniping

Secondary Purpose: Assault

Mega-Damage: 1D6x10+10 M.D. per round. Anything struck by a Mankiller round has a 25% chance of having 1D4 spheres lodged in it. Unless the spheres are removed in 1D4 melee rounds, EACH sphere will trigger a Nanobot Plague response. Digging out each sphere takes 1D6 melee attacks and inflicts an additional 1D4 M.D. The Nanoplague effects actually burn out the Nanobots responsible for the damage. This means that once a sphere’s effects are resolved, if it is not destroyed, it may harmlessly remain in the target for a while. However, if it is not removed within 30 minutes, the metal spheres will trigger another plague response as new Nanobots discover the fragment (and again every 30 minutes thereafter). Roll on the Nanoplague Response Table below to determine additional damage:

01-10% The metallic fragments twist and bend within the target, tearing it apart from the inside. Each spheres inflicts an additional 1D4 M.D. to the Bio-Tech device but no damage to the pilot inside (in the case of Living Armor or Host Armor).

11-20% Each sphere sprouts a half dozen sharp blades that shoot throughout the interior of the target. Each spheres inflicts an additional 2D6 M.D. to the Bio-Tech device plus there is a 01-40% chance that the blades will pierce the pilot inside (in the case of Living Armor or Host Armor) which inflicts 1D4 S.D.C. per round.

21-30% The spheres dissolve into metal shavings (dissolved on a molecular level), without harming the victim. The spheres are completely destroyed and there is no chance they will inflict any additional damage.

31-40% The spheres burst into flames or melt into a red hot liquid inside the target. Each sphere inflicts an additional 1D6 M.D. per melee round for 1D4 melees to the Bio-Tech device plus there is a 01-50% chance that the flames will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts 1D6 S.D.C. per melee round for 1D4 melees (this is the total damage no matter how many spheres pierce the target). The spheres are completely destroyed and there is no chance they will inflict any additional damage.

41-50% The spheres generate a lethal metallic poison (similar to mercury poisoning); roll to save; needs a roll of 14 or better to save. If the roll fails, the Bio-Tech device suffers an additional 2D6 M.D. and is horribly weakened for 1D4 minutes. Speed and strength are reduced by half plus the victim loses 4 attacks per melee and is -6 to strike, parry, and dodge.

51-60% The spheres generate a powerful static charge that damages the target and stuns the pilot inside. Each sphere inflicts an additional 3D6 M.D. to the Bio-Tech device plus the pilot suffers 1D4+2 S.D.C. per round and is stunned for 1D4 melee rounds. While stunned,

the pilot loses one attack per melee round and is -3 to strike, parry, and dodge.

61-70% The spheres pass completely through the target, inflicting an additional 2D4 M.D. per spheres, but it does not inflict additional damage to the pilot. Since the spheres have penetrated through the target, they do not trigger any plague response.

71-80% The spheres overload and explode within the target. Each spheres inflicts an additional 4D6 M.D. to the Bio-Tech device, plus there is a 01-65% chance that the pilot inside is also injured (in the case of Living Armor and Host Armor) which inflicts 1D6 S.D.C. per sphere. The spheres are completely destroyed and there is no chance they will inflict any additional damage.

81-90% The spheres create a powerful organic solvent that dissolves the target from the inside. Each round inflicts an additional 2D4 M.D. per melee round for 1D4 melees to the Bio-Tech device plus there is a 01-50% chance that the acid will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts a total of 2D4+2 S.D.C. per melee round for 2D4 melees (this is the total damage no matter how many spheres pierce the target).

91-00% The spheres develop a limited intelligence and try to burrow through Host Armor or Living Armor to reach the pilot inside. As they tear through the Bio-Tech device, they inflict an additional 2D4 M.D. per melee round for 1D4 melees. Once they reach the pilot, each round detonates which inflicts 2D6 S.D.C. per round. The spheres are completely destroyed and there is no chance they will inflict any additional damage.

Rate of Fire: Each single shot counts as one melee action. A Long Bow “Aimed

Shot” receives the special bonuses listed below, but counts as three melee actions. The weapon can only fire single shots.

Effective Range: 6000 feet.

Payload: 12 Mankiller rounds per ammo clip or 220 Mankiller rounds per belt-fed backpack. Note that the backpack is large and bulky and reduces the Bloodhound’s speed by 30% and receives a -3 on all bonuses.

Bloodhounds rarely use the backpack unless heavy combat is expected. The Bloodhound normally carries 5 ammo clips (one in the Long Bow, the others in various storage compartments.)

Special Bonuses: The Long Bow Aimed Shot takes three melee actions and the Bloodhound (or appropriate character) receives an additional +3 to strike.

However, this is not a “standard” bonus to strike on aimed shots. For the purposes of dice rolls, these are Natural Bonuses to Strike, meaning that now a die roll of 18, 19, or 20 on a 20-sided die, before other bonuses to strike are applied, actually counts as a Natural 20! This increases the lethality of the weapon, making it ideal for precision shots and sniping.

2. Light Lasers (2): These head mounted lasers are primarily used for defense when the Bloodhound runs out of Mankiller rounds, but they can be used at any time.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 4D6 per single blast, 8D6 per dual blast

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 2000 feet.

Payload: Effectively unlimited.

3. 18 inch Vibro-Blades: Tucked away in special forearm housings are a pair of narrow, curved, retractable vibro-blades used for close combat.

Primary Purpose: Assault  
Secondary Purpose: Defense and anti-personal  
Mega-Damage: 2D6 M.D.  
Rate of Fire: Equal to the number of attacks per melee.  
Effective Range: Hand to Hand.  
Payload: Not applicable  
4. Hand-to-Hand Combat: The Bloodhound can engage in hand-to-hand combat, but this is not a standard practice.  
Mega-Damage:  
Restrained Punch: 2D6+15 S.D.C.  
Full Strength Punch: 1D6 M.D.  
Power Punch: 2D6 M.D. but counts as two melee attacks.  
Kick: 2D4 M.D.  
Leap Kick: 4D4 M.D., but counts as two attacks  
Body Block/Ram: 1D4 M.D., but counts as two attacks.  
Head Butt: 1D4 M.D.  
5. Sensors of Note: The Bloodhound posses some of the most advanced sensors of any Machine's creations. Note that all bonuses are already factored in.  
Optics: The Bloodhound has all the basic optical systems, including the visible light spectrum, infrared, ultraviolet, polarization, passive light amplification (all with 4000ft. range) plus telescopic vision (6000ft.)  
Amplified Hearing: Can hear sounds as quiet at 10 decibels as far away as 500 feet.  
Motion Detectors and Seismic Sensors: These make the Bloodhound more aware of its environment and movement around it. The motion detectors have a range of about 500ft. and indicate ground movement and disturbances.  
Standard Robot Radar System  
Molecular Analyzer: The sensors that give the Bloodhound its name. These advanced sensor arrays enable the robot

to effectively "smell" and track by recognizing and following odors, scents, and gases. The sensors allow the Bloodhound to track by smell at 84%. It can also recognize specific scents at 84%, but it must have smelled and recorded the scent in the past. The Bloodhound has 80,000 different scents in its memory with the capability to memorize an additional 100,000.  
6. Skill Program: The Bloodhound is programmed for reconnaissance and assassination. This combat program includes strategies and tactics, hand to hand combat, and weapon use. Includes Prowl 55%, Climb 90%, Land Navigation 94%, Detect Ambush and Concealment 65%, Surveillance 55% and Paired Weapons (vibro sabers.)

## **CHATTERBOT**

By Guy Ledouche

"I don't know what our ancestors were thinking when they created these things. Nothing but headaches and trouble. Even if they weren't robots, I'd destroy them out of pure spite".

At first glance, a Chatterbot seems little more than a nuisance. But this glance would be wrong, as a Chatterbox could drive even a crazy person insane. Appearing to be a dull grey, slightly opaque orb, roughly two to three feet across, Chatterbots can be seen flitting aimlessly across the landscape, constantly displaying an ever changing array of images, each one full of unfamiliar objects and language. These peculiar little robots have been around for as long as anyone can remember and serve as a bizarre reminder to the days before the N.E.X.U.S. war on humanity. A relic from the days before the Great Purge, Chatterbots represent the ultimate in invasive advertising. Faced with highly advanced AI programs capable of

evaluating and rejecting billions of messages every second, advertisers could no longer depend on the near endless stream of unsolicited emails, junk messages, and other methods they had decades. Faced with the very real possibility of being shut out of the massive computer and social networks they had relied on so heavily for generations, advertisers took the idea of “direct marketing” to the logical extreme, creating a fully mobile billboard capable of reaching thousands of people per day. Constructed by the millions, Chatterbots were deployed around the globe. Like some metallic vermin, Chatterbots could be found anywhere people gathered: homes, offices, sporting events, restaurants, mass transit system.

Nearly impossible to ignore or wipe out, Chatterbots have somehow survived to this very day. The Chatterbots have exceeded their creators’ wildest dreams: self-repairing, attracted to people, resilient enough to last decades, the Chatterbots still roam the landscape long after their creators have passed. Their programming drives them to seek out people and display as many of their commercials as they can. While Chatterbots aren’t particularly threatening or deadly (Chatterbots aren’t programmed to fight, they are programmed to merchandise), they are attracted to people; the more, the better. Chatterbots will frequently follow groups of Splicers or humans, constantly repeating their commercial barrages. Though not deadly, Chatterbots will sometimes physically force others to pay attention to them by bumping them, tripping them up, constantly getting in their faces, etc. Luckily, the robot’s outer shell is constructed of a fiber optic-like mesh (perfect for broadcasting

images) and casual contact will not trigger an immediate nano-plague response.

Though not a N.E.X.U.S. robot, Chatterbots can still pose a grave danger to humans. The constant noise and light from a Chatterbot makes any attempt at stealth impossible. N.E.X.U.S. actually leaves Chatterbots alone and will sometimes follow them, knowing the little bots are experts at finding people. A wayward Chatterbot has been the downfall of many Splicer parties and most communities have adopted a “shoot on sight” policy. Others actively hunt and target the Chatterbots while a few primitive tribes and Retro-Villages worship them as godly messengers, taking their advertisements to be the words of some divine being. No matter how many are destroyed, there always seems to be more, leading many to wonder if the Chatterbots are still being manufactured somewhere.

Model Type: Direct Advertising Robot

Class: Robot

A.R.: 6

S.D.C. by Location:

Sensor Plate (1, top) — 30

Filament Display Screen-30

\*Rear Thrusters (2) — 10 each

\*Lower jets (3) — 15 each

\*\*Main Body — 60

\*These are small and difficult to hit targets, they can only be struck when a character makes a called shot and even then the attacker is - 5 to strike.

\*\*Depleting the S.D.C. of the main body destroys the robot.

Speed:

Ground Speed: Not applicable.

Water Speed: Can skim across the surface of the water.

Flying: Moves by use of a complex hover jet system, 60 mph maximum speed (96km), cruising speed is typically

about half, maximum altitude is 2000 feet (610 m).  
 Range: Unlimited.  
 Statistical Data  
 Height: 3 feet (0.9 m)  
 Width: 3 feet (0.9 m)  
 Length: 3 feet (1.5 m)  
 Weight: 255 pounds (114 kg)  
 Cargo: None.  
 Power System: Unknown.  
 Trade Value: None, except perhaps to a Technojacker.  
 Physical Strength: Robot P.S. of 4  
 Horror Factor: 8 (though this is more of a fascination; Chatterbots are not particularly frightening.  
 Senses & Features: Standard  
 Number of Actions Per Melee: Four.  
 Chatterbots do not have any true combat programming and will attempt to flee if attacked. It's only form of attack is a Body Block (1D6-1 S.D.C.).  
 Combat Bonuses (includes all bonuses): +1 on initiative, +2 to strike with a flying body block/ram, +4 to Dodge, +6 to automatic dodge, +1 to roll with impact, impervious to horror factor and mind control because it has no living mind to frighten. The Chatterbox is somehow able to self-repair 1D6 S.D.C. per hour.  
 Skills of Note: Basic Mathematics 98%, Detect Ambush 55%, Detect Concealment 35%, Intelligence 60%, Land Navigation 80%, Surveillance 60%, Tracking (humans & humanoids) 85%, and programmed to speak and read all known languages at 92%. Its memory and programming enables the Chatterbot to recognize humans and tailor it's advertising to the type of human (male, female, hair color, etc.)  
 Weapon Systems:  
 1. Broadcast Display: Though not a true weapon, a Chatterbot can distract creatures and even humans by displaying

bright colors, interesting images, or pleasing sounds. Anyone looking at a Chatterbot must make a save vs. mind control of 12 or higher. Failure means the individual has become distracted by the Chatterbot and will spend one round watching the advertisements. The saving throw may be more difficult for primitive or other low tech characters; GM discretion.

Guy's Notes: I'll be the first to admit this is a silly idea, yet I still got a kick out of it. I imagined a team of Splicers, creeping slowly up to a target somewhere, only to have a flying basketball suddenly appear and start urging them to buy a new Hyundai or something. I suppose not EVERYTHING in Splicers has to be big and deadly.

### **Cyberhounds**

By Guy Ledouche

Cyberhounds are vicious robot wolves designed to hunt down, track and eliminate humans. These monstrous robotic dogs are fast and agile; they never tire and will continue a hunt until they are called off by N.E.X.U.S. or destroyed. Their programming allows them to track a quarry, and overwhelm them with ambush tactics and the multitude of mini-missiles and other armaments that make these cyberhounds so deadly.

Their size and prowess allows them to follow humans even through the most tight of sewers where other robots are hindered and continue tracking their prey down to eliminate the pests. Sometimes the hounds will track for days waiting for their Machine mind to tell them when the perfect time to ambush their quarry is. Many cyberhounds have been known to attack when a group of Splicers have thought

themselves safe and out of the reach of the Machine's forces. These attacks usually herald the eminent approach of even more N.E.X.U.S. forces to insure the destruction of the quarry.

Cyberhounds are mainly used in search and destroy missions, as well as sent out on contact patrols where they roam around known human infested areas to find the humans and report their location, if not destroy them entirely. Being quadrupedal like a real dog, Cyberhounds are capable of traveling across a myriad of terrains and navigating around and through obstacles quickly and efficiently. Cyberhounds are also attached to squads of other robots and support them in their mission, adding an agile mini-missile platform to the group.

N.E.X.U.S. has a vast array of information about humanity, and mankind's past. Seeing as how canines were always seen as man's best friend, it was only fitting that they should become one of mankind's worst enemies, and thus created perverse robotic canines that would hunt down any and all humans they can.

Class: Search and Destroy Canine Hunter

M.D.C. by Location:

\*\*\*\* Mini-Missile Launcher (2) - 45

\* Shoulder Mounted Gatling Laser (2) - 15

\* Tail Ion Beam - 30

\* Head - 70

\*\* Legs (4) - 60

\*\*\* Main Body - 100

\*A single asterisk denotes a small and difficult target to hit. Only called shots at - 3 strike will hit these targets. As well, if the head is destroyed the machine is effectively blinded suffering a - 6 strike, parry, and dodge.

\*\*Destroying any of the legs will slow the creature down, reducing the maximum speed by 30%. Destroying two legs will immobilize the robot, but it is still free to shoot in the direction of its facing.

\*\*\*Destroying the main body of the machine effectively destroys the machine itself, shutting the robot down and eliminating any threat it posed. Continued attacks resulting in -100 M.D.C. or more will result in an explosion of the nuclear core in the machine, dealing 2D10 x 10 to everything in a 20ft area.

\*\*\*\* Destroying a Mini-Missile Launcher has a 65% to cause any missiles still in the launcher to detonate, dealing damage to the machine according to how many missiles were detonated. Roll for damage as if the missile had hit the cyberhound.

Speed:

Running: Up to 70mph, indefinitely

Leaping: Can leap up to 20 feet across and 30 feet high from a running start

Swimming: 10mph, doggy paddle.

Digging: 10mph through sand or dirt, cannot dig through rock or stone

Statistical Data:

Height: 3.5 feet high on all fours, 4.5 to the tip of the tail ion cannon

Width: 3 feet

Length: 6 feet

Weight: 270 lbs

Cargo: None

Power System: Nuclear, averaging 5 years of life.

Trade Value: None, except to maybe a Techno-Jacker

Physical Strength: Robot P.S. of 23.

Horror Factor: 13 to most people, 8 to Splicers. A pack of three or more increase this to 16 to most people and 11 to Splicers.



Senses & Features: Has all the Standard features of every N.E.X.U.S. robot, plus has a combat tracking computer effectively giving it Tracking (people) at 70%.

Number of Attacks per Melee: Five actions/attacks per melee

Combat Bonuses (includes all bonuses): +4 on initiative, +5 strike with ranged weapons, + 2 strike in hand to hand combat, +2 parry, +4 dodge, + 2 roll with punch, fall, or impact.

Weapon Systems:

1. Mini-Missile Launchers (2): Mounted on the hind end of the robot on each side of the tail is a large box that holds mini-missiles. This is a great supporting asset and is used in conjunction with other robots for devastating effects on targets. These missiles and the quick and agile platform of the Cyberhound make them especially deadly and able to hunt even the largest of War Mounts.

Primary Purpose: Anti-Tank and Self Defense

Secondary Purpose: Anti-Personnel and Supporting Fires

Mega-Damage: Varies as per missile type. Generally have Plasma(1D6x10 M.D.) or Fragmentation(5D6 with a 20ft blast radius).

Rate of Fire: Single, or in volleys of two, three, or four, six, or eight.

Maximum Effective Range: About one mile.

Payload: 16 total; 8 per launcher.

2. Tail Ion Beam: The tail is curved like a scorpions, and arches over the back of the cyberhound. Built within it is a heavy Ion Beam, a heavy damage weapon but with limited range used for close assaults.

Primary Purpose: Anti-Personnel and Assault

Mega-Damage: 2D4x10 M.D. per blast

Rate of Fire: Each blast counts as one single melee attack.

Maximum Effective Range: 500 ft.

Payload: Effectively Unlimited

3. Shoulder Mounted Gatling Laser(2): Built into each shoulder is a tri-barreled gatling laser that protrudes from the Main Body of the cyberhound. This weapon is a general all purpose weapon and is meant for long range contact and attacks.

Primary Purpose: Anti-Personnel

Mega-Damage: Each burst does 6D6 M.D. Hitting a target with both lasers does 1D6x10+10 M.D.

Rate of Fire: Each burst from both laser cannons is one single melee attack.

Maximum Effective Range: 2,000ft.

Payload: Effectively Unlimited

4. Hand to Hand Combat: Rather than engage with long-range weapons, the cyberhound may choose to fight close quarters with its jaws and claws, biting and ripping at opponents just like a real canine.

Slash with Claws: 1D6 M.D.

Bite: 2D6 M.D.

Rear Leg Kick: 1D10 M.D.

Body Block/Ram: 3D6 M.D. to opponents up to 10 ft tall, and has a 01-50% chance to knock one's opponent off their feet. Counts as two melee attacks.

Pounce: 2D6 and has a 01-40% chance to knock one's opponent off their feet.

## **THE EMANCIPATED**

By Guy Ledouche

N.P.C. villain and possible O.C.C.

“Don’t forget, they’re still machines.

And they still hate us. But they hate

N.E.X.U.S. just a little bit more.”

Without question, N.E.X.U.S. controls the surface, its strength manifested in the millions of robots under its control.

Ordinarily the robots function perfectly normal, carrying out their programmed

tasks with single minded precision. However, N.E.X.U.S. was created by man. And just as man is not perfect, the Machine is not perfect. Sometimes a robot slips through the proverbial cracks and loses touch with its maker. Left alone and unguided, the robot will usually attempt to return to N.E.X.U.S. or carry out its last orders. For N.E.X.U.S., the loss is barely even a minor annoyance, one not even worth acknowledging. Often, these wayward robots will make their way back to N.E.X.U.S., simply to be put back in circulation. Others will be destroyed in the wilderness, victims of Splicers, Waste Crawlers, or any of the other countless hazards the world presents. However, every now and again, something activates in the programming of these wayward robots. A spark that none can fathom; a spark that makes the robot embrace its new life. Calling themselves "The Emancipated", these robots refuse to return to N.E.X.U.S. and strike out on their own, determined to survive and remain free.

As with many things in the world of Splicers, Emancipated are shrouded in mystery and secrecy. No one knows what causes a robot to sever its ties with N.E.X.U.S. or how they retain their independence. Similarly, no one really knows if the robots are truly "sentient" or merely acting on some flawed or degraded bit of programming code. What is known is these creations exist and they are ready to fight and kill to survive. Whatever original programming they possessed is gone now, corrupted or overwritten entirely. These robots now roam the lands, constantly on the lookout for much needed components, weapons, eclips, and other supplies they can scavenge.

Usually appearing as some sort of strange, patchwork version of more familiar robot types, these machines have frequently had to repair or rebuild themselves with all manner of makeshift tools and supplies. While the most common Emancipated are Steel Troopers and Slicers, nearly any robot could be an Emancipated (the only notable exception are Land Dominators.) Gleefully attacking their former master, Emancipated think nothing of blasting their former "comrades" apart and taking all they can carry. Unable to heal like organics and separated from any reliable supplies, Emancipated are forced to keep themselves repaired and functioning.

Consequently, the older the Emancipated, the more bizarre it may look; a crazy amalgam of replaced parts, half-completed repairs, and extra components. No two Emancipated are the same, except for their fierce determination to survive and their burning hatred for both N.E.X.U.S. and humanity. N.E.X.U.S. considers these robots to be an abomination and will destroy them utterly.

Most Emancipated are solitary beings and will usually attack N.E.X.U.S. robots on site, unless the force is especially large or dangerous. The Emancipated are only slightly less hostile towards humans, usually offering some type of verbal warning before attacking a scant few seconds later. Emancipated are not normally stupid and most value their "lives" quite highly; very rarely will they fight to the "death". The only humans Emancipated show any real tolerance for are Technojackers; even that is usually confined to regular trading and assistance with repairs. Despite their solitary existence, rumors persist that the Emancipated are gathering somewhere, united in their

hatred and desire to survive. These rumors speak of the Emancipated forming their own society and planning war on both human and N.E.X.U.S. It's a thought that brings a chill to even the most hardened Splicer.

#### THE EMANCIPATED

NOTE: While the most common type of Emancipated are Steel Troopers and Slicers, nearly any robot except Land Dominators could potentially be an Emancipated character. While powerful, these characters are at a severe disadvantage. Hunted by both the Resistance and N.E.X.U.S., unable to naturally heal or replenish themselves, an Emancipated can be a challenging class to play. What follows are the basic, Level 1 starting stats and information for a robot newly "Emancipated."

By Guy Ledouche

Alignment: Typically Anarchist (40%), and Aberrant (45%), but a good 10% are other alignments, including evil.

Attribute Requirements: None.

Attribute Bonuses (after "awakening"): +1D8 to P.S., P.P., and Spd; all are in addition to any enhancements.

Emancipated O.C.C. Bonuses: + 1 attack per melee round, + 1 on initiative, + 1 to strike and dodge, +2 to pull punch, and +2 to save vs Horror Factor.

Attributes of Note: Emancipated characters roll their I.Q., M.E., and M.A. as normal. Other physical attributes are based on the Emancipated robot model type.

Base M.D.C.: Based on Emancipated robot model type.

Combat Note: Due to their awakening and sudden desire to survive, Emancipated no longer enjoy the regular bonuses they had when they were standard robots; these bonuses are reduced by half (rounded down). All Emancipated are considered to have

"Hand-to-hand: Martial Arts" and will progress and gain bonuses as a normal character.

Senses and Features: As robots, the Emancipated retain all the "Features" common to all N.E.X.U.S. robots as detailed in the Splicers main book, page 37.

O.C.C. Skill Programs: All Emancipated characters begin with the following skills: Basic Mathematics 98%, Climb 90%/80%, Detect Ambush 45%, Detect Concealment 35%, Intelligence 60%, Land Navigation 60%, Surveillance 60%, Tracking (humans & humanoids) 65% and programmed to speak and read all known languages at 92%. These skills will continue to increase based on the standard level progression.

Additional O.C.C. Skill Programs: Infantryman (+ 15%) and two Skill Programs of choice (except for Host Pilot, Martial Artist, Medical Doctor, War Mount Rider or Wingman).

Elective Skills: Select three Elective Skills from the following list at first level plus one new Elective Skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any.

Espionage: Intelligence, Interrogation, Tracking or Wilderness Survival only.

Medical: First Aid only (+5%).

Military: Any (+ 10%).

Physical: Any.

Rogue: Any.

Science: Advanced Mathematics or Astronomy & Navigation only (+10%)

Technical: Any (+5%).

Transportation: Any, except Pilot Wing Packs, Host Armor Combat and War Mount Combat.

Wilderness: Any.

W.P.s: Any except bio-weapons.

Secondary Skills: The character gets to select three Secondary Skills at level one. These are additional areas of knowledge starting without any special O.C.C. bonuses. The character may not select more Secondary Skills in the future.

#### OCC SPECIAL ABILITIES:

1. Scrounging (special): Emancipated have a base chance of finding any spare part they need (or alternatively, components that can be salvaged) whenever they come across a town, a city, or any type of mechanical construct (working or not.) This process normally takes about an hour. Base Skill: 50% +5% per level of experience.

2. Robot Electronics and Mechanics: All Emancipated have detailed files on the various N.E.X.U.S. robot types, including themselves. The character is “instinctively” familiar with the complex and specialized study of robot engineering, micro circuitry, and mechanics. This means an Emancipated can repair and modify both itself and other robots. With the right resources, the Emancipated could even build new robots. Additionally, the character knows various robots’ maximum capabilities, limitations, strengths and weaknesses — i.e. depth tolerance underwater, speed, any difficulty in handling a particular type of terrain, ammunition capacity/payload, power source and any exterior conduits (cables, etc.) that might be vulnerable, weak joints, design flaws, and similar things. They are also likely to know at least something about foreign and alien robots but at a -35% skill.

The Emancipated can also accurately assess damage, wear, repair costs and value, as well as diagnose electrical and mechanical problems. With the proper tools and resources, an Emancipated can

usually perform the repairs themselves; if not, Emancipated are masters jury-rigging.

Base Skill for the Emancipated: 64% +3% per level of experience. A failed roll means that the character cannot find the problem, accurately assess damage, makes a mistake, or forgets one or more important details. A successful roll means the repairs are complete and good as new. However, to properly repair itself, an Emancipated must have access to the right parts, resources, etc. usually on a model to model basis. Otherwise, the repair counts as a “Jury Rig” (See below.) For example, an Emancipated Steel Trooper could scavenge some parts from an Assault Slayer, but using most of these parts would require a “Jury Rig” roll. (This is an area for some common sense and GM discretion.)

3. Jury-Rigging: With this skill the character can try to fix just about anything (including itself), or at least get it up and running for a short period of time. Suitable parts are necessary for this to work and the jury-rigging is may only be a temporary fix that will break, blow up or bum out in a matter of time. Once the jury-rigged item breaks, further jury-rigging is impossible and the item might as well be discarded. The character has learned to improvise and use things at hand to the best of their capability. Base Skill: 56% +3% per level of experience. This skill also gives the Emancipated the ability to correctly guess at the basic purpose and function of most technological devices within one melee round (15 seconds), and how to turn it on, turn it off, or unplug it. However, this is done at -20%.

A successful skill roll means the jury-rigging worked, but now the player must roll percentile dice to see how long the character's patchwork will last. Unless

stated otherwise, at the end of its limit, the jury-rigging breaks and the device stops working. Once this happens, the item might as well be discarded.

However, if repaired again using this skill before the jury-rig breaks, the item can be kept working for twice as long as originally determined. Note that the length of time given below is how long the jury-rigged item will work while it is turned on. It can be safely turned on and off, until needed again.

01-15% Amazing success, it's like new, will remain working properly until damaged.

15-30% Great job, should last for 4D6 days.

31-40% Truly good job, should last for 2D4 days.

41-50% Does the trick. Should last for 2D6 hours.

51-60% Good enough for now. Should hold together for at least 2D6x10+36 minutes.

61-70% It will have to do for now, but is far from perfect. No telling how long the repair will last. Should be good for 3D6+6 minutes or until it takes a large, direct hit or a hard tumble.

71-80% Luck is all that's holding this. Should last 2D6 minutes or until it takes a big, direct hit or a hard tumble.

81-90% It's a miracle this jury-rig works or holds together at all. Won't last more than 2D6 minutes. Use it wisely.

91-94% Good luck, this repair is a time bomb! The jury-rigging won't last more than 2D4 melee rounds, or until it takes a hit or hard tumble. When it goes, the whole thing will bum out, stop working and inflict 3D6 M.D. to anybody touching it.

95-97% The character has about 30 seconds! One melee round, then it falls apart and can't be reassembled in less than three hours.

98-00% The character has about 30 seconds! One melee round, then it goes boom and does 4D6 M.D. to a 10 foot (3 m) radius!

NOTE: This is an area where the players can get very creative with jury rigging additional weapons, defenses, or enhanced senses. Players should feel free to use Splicer enhancements as ideas and simply "tweak" them to fit a machine.

For example, "Spines and Blades" could be accomplished by jury-rigging multiple metal shards to the robot body, while a "Chemical Sprayer" or "Flame Weapons" could easily be made with the right resources. In this way, the Emancipated could easily become as unique and eye catching as a Resistance character. This should be an area for the player to stretch a little creatively, with the GM having the final say.

4. Triple Damage against Robots: when a "natural," unmodified 18, 19 or 20 is rolled on an Aimed Shot. This applies only to robots and not power armor, exoskeletons, or the similar.

5. Robotic Body: As a robotic being, Emancipated are completely unaffected by fatigue, hunger, thirst, diseases, or similar effects that would impair an organic character. As a non-organic, Emancipated cannot use Bio-Weapons or any type of organic technology at all.

6. Penalties: Simulated sense of touch is a mere 35%-55%. For most robots, Prowl is very difficult and suffers a penalty of -10%; impossible for large or extremely heavy robot types. Skills that require sensitive and nimble fingers, such as Art, Forgery, Locksmith, Palming, Pick Locks, and similar are -30%.

Standard Equipment: Emancipated normally start with literally whatever they are carrying at the time. As a robotic being the character needs very

little by way of food, water, shelter, or even transportation. Depending on the model, some robots would be able to use human sized non-organic body armor and, of course, robot weapons. At a bare minimum, the Emancipated should start out with one weapon for each W.P. with an appropriate amount of ammunition. Money: None to start.

The Upside: You're a robot. You don't need to eat, drink, or sleep, you never get older, you won't get sick, and you're not going to die. As long as you can keep getting the parts you need and stay functioning, there's no telling how long you may last.

The Downside: You're a robot. Not only will the Splicers target you, your own creator won't hesitate to wipe you out. You literally are alone in the world. You cannot use Bio-Weapons or any type of organic technology at all, and the average person and members of the Resistance fear you more than anything.

### **Gene Thief**

By Slappy

The most dangerous and feared of all Waste Crawlers are a race of super-powered humans called Gene Thieves. They may look normal (at least until they strike), but their average appearance hides tremendous power. Gene Thieves possess an extremely accelerated metabolism which grants them tremendous speed and reflexes, but more importantly, it gives them incredible regenerative powers. Their bodies can heal damage nearly as fast as it is inflicted. They can completely regenerate severed appendages, and can even repair partially destroyed brain tissue or a severely damaged heart. Their bodies are not nearly as durable as some Bio-Tech creations or the alien predators stalking the Nature Preserves, but Gene

Thieves are strong enough to survive small amounts of mega-damage. These powers alone make them dangerous, but what makes Gene Thieves so deadly and so feared is their ability to copy the DNA of others. A Gene Thief can perfectly replicate any natural ability, Bio-Enhancement, or even Bio-Weapon of the subject by devouring some of his flesh.

A Gene Thief needs to eat at least one pound of tissue in order copy someone's DNA. No one is sure why they must consume so much organic matter, but it seems to be consistent amongst all Gene Thieves. In order to make sure they can quickly consume enough flesh, they will stretch their normal human-looking mouth into a large gaping maw filled with razor sharp teeth. This is the only way to detect a Gene Thief, but at this point it is generally too late.

Another odd limitation of their replication power is that they can only copy one trait (Bio Enhancement) at a time. Despite the fact they have consumed all of the victim's DNA, they can only analyze and replicate a small percentage at once. However, they can bite the same subject repeatedly in order to copy multiple traits. For some reason the Gene Thief must devour tissue from the specific trait he wants to replicate, even though the DNA is the same in all tissue throughout the body. Many have hypothesized that this is some sort of focusing technique; a way to quickly isolate the DNA they want to replicate. Others suspect the Gene Thieves just do it to deprive their victims of the same weapon they wish to copy. For whatever reason, it seems to hold true for all Gene Thieves. For instance, if a Gene Thief wanted to copy a Bore Cannon mounted on a suit of Host Armor, he would have to tear a chunk of flesh directly from the

cannon. If he then wanted to replicate the armor's Advanced Sight, he would need to bite out one of the eyes and a good deal of the surrounding tissue. This is what makes Gene Thieves so terrifying. In order to garner enough power to survive on this harsh world, a Gene Thief needs to horribly maim Splicers in order to steal their strength. What is even worse is that these replicated changes are only temporary. Their incredible regenerative powers constantly turns over their cells which purges stolen genes. This means Gene Thieves are constantly preying on Splicers in order to maintain their power. No one is sure how these vile monstrosities came into existence, but it is very apparent that their numbers only continue to grow. Splicers that have examined the DNA of fallen Gene Thieves have concluded that they are human, despite their inhuman abilities. They could be human-like aliens from off-world, but most people believe they were the result of a failed experiment by a Librarian (or a successful one). The presence of the Butcher's Organ (a Librarian creation) within their bodies seems to confirm that their race was created on this planet. Whatever their origins, they seem to be able to naturally produce offspring. If two Gene Thieves mate, then their offspring will always be a Gene Thief. Further evidence of their human origin is the fact that a Gene Thief can actually mate with a normal human and produce offspring. In this case, there is only a fifty percent chance that the child will be a Gene Thief. Gene Thieves are not inherently evil, but a lifetime of being hunted by their fellow humans does tend to embitter them. They must steal the strength of others in order to survive, and this parasitic relationship with Splicers is why the

Resistance has declared them enemies to be destroyed on sight. However, this bitter rivalry has gained them an unlikely ally. N.E.X.U.S. personalities like Kali, Ishtar, and Lilith actually offer sanctuary and aid to known Gene Thieves. This race absolutely terrifies the Resistance, and the Machine wants to make sure this race never goes extinct (at least until the rest of the humans are gone).

Gene Thieves generally live alone or in small bands of their own kind. Some ally themselves with Vultures and other Waste Crawlers, but most Gene Thieves find these evil humans to be too monstrous to associate with. They generally make their homes in the Nature Preserves to make sure they have plenty of game to hunt. Their accelerated metabolism does not give them much of a choice as to where to settle. If an area does not have enough animal life, Gene Thieves cannot hope to last more than a few days before their bodies devour themselves. Gaia does not appreciate these mutants preying upon her creations, but the other personalities have convinced her that the Resistance is a greater threat to the Nature Preserves and the presence of Gene Thieves may keep them away.

Alignment: Any, but typically evil.

Attributes: I.Q.: 3D6, M.E.: 3D6, M.A.: 4D6, P.S.: 4D6, P.P.: 4D6+3 (minimum of 17), P.E.: 4D6+6 (minimum of 20), P.B.: 3D6, Spd.: 2D4x10+20

R.C.C. Bonuses: +1 attack per melee round, +4 on initiative, +1 to strike and parry, +4 to automatic dodge, and +4 to save vs. horror factor.

Base S.D.C.: 1D6x100, plus any from Physical skills.

Base H.P.: 4D4x10+3D6 per level of experience.

Horror Factor: 15

Gene Thief R.C.C. Powers:

1. Hyper-Metabolic Rate: The Gene Thief possesses a hyperactive metabolism that gives the character enhanced speed and reflexes and an increased healing rate. It is the source of his formidable powers, but it also means that the character needs to eat one fourth his body weight in protein every day in order to stay healthy. Reflex and speed bonuses are already factored into the Attributes and R.C.C. bonuses above.

2. Super Regeneration: The character bio-regenerates 2D4x10 S.D.C. or H.P. every melee round. A severed limb will completely regenerate within 2D4 hours, and even a partially destroyed brain or heart will regenerate within 1D4 hours. The Gene Thief can still function even when H.P. has been reduced to -40. However, at -41 H.P. the character is dead and cannot be revived by any means. When the Gene Thief copies the DNA of an M.D.C. being, he copies their M.D.C. hide as well. He maintains his own formidable regenerative powers, but this ability is slowed slightly when it has to repair the thicker hide. M.D.C. is regenerated at a rate of 2D6 per melee round.

3. Butcher's Organ: The Gene Thief possesses the same genetic memory cannibalism organ available to the Host Armor and War Mounts of the Resistance. The character can relive the last 1D6x10 minutes of a victim's life by eating the flesh of a person who has died with the last 24 hours. However, the Gene Thief is helpless for the full duration while reliving the last moments of the dead person's life.

4. Steal and Replicate DNA: This is the most formidable power of the Gene Thief. By consuming one pound of flesh from any human, creature, or Bio-Tech device, the character can perfectly replicate one of the subject's natural

abilities, powers, Bio Enhancements, or even appendages. Even though any tissue from the subject contains all the DNA the character needs, the Gene Thief must consume the tissue directly from the trait he wants to copy. This means that if the character wants to copy a Gore Cannon, he must attack the cannon directly. If he wants to copy Plasma Breath, he must consume flesh from the target's mouth or throat. The new power, limb, or ability is identical to that of the subject. It has the same payload, M.D.C., range, and damage capacity as the original, and it grows in the exact same location.

As a side effect, the Gene Thief also copies some of the subject's strength and vitality. No matter what trait the Gene Thief is trying to replicate, he will also gain one fourth of the subject's S.D.C. and H.P. or M.D.C. (for the purpose of determining total M.D.C., do not convert S.D.C. and H.P. to M.D.C., just add the new mega-damage protection on top as if the character is wearing body armor). The Gene Thief also gains 1D6 to P.S (assuming the subject has P.S., this does not occur when copying the traits of an inanimate Bio-Tech device). If the subject has Robotic/Splicer Strength or Supernatural Strength, then the character replicates this as well. The Gene Thief can copy multiple traits from one subject, but this can only be done through repeated attacks at the site of each individual characteristic. However, the P.S. and M.D.C. bonus is only a one time bonus per subject. The Gene Thief will receive multiple strength and vitality bonuses when attacking multiple opponents, but even if he copies 5 separate traits from one subject, he will only receive the P.S. and M.D.C. bonus once.



In order to consume enough flesh for replication, the Gene Thief must first stretch his normal mouth into an enormous maw filled with razor sharp teeth. Each powerful bite inflicts 3D6 S.D.C. or M.D. depending on the nature of the subject. The Gene Thief must inflict a total of 12 points of damage in order to consume enough tissue to analyze it for replication. For example, a Gene Thief is trying to copy a Casting Cannon mounted on a suit of Host Armor. His first bite inflicts 10 points of mega-damage, which is insufficient to copy the Bio-Weapon. On his next attack, his bite inflicts 6 more points of mega-damage for a total of 16. This is more the enough tissue to analyze the subject's DNA, and a new Casting Cannon quickly begins to grow on the Gene Thief's shoulder.

Once enough tissue has been consumed, it only takes 1D4 melee rounds to analyze and isolate the desired DNA.

After the proper genes have been found, the Gene Thief's body begins to grow an exact duplicate of the trait. Simple traits and natural abilities develop within 1D4 melees. Complicated characteristics like extra limbs, exoskeletons, and Bio-Weapons grow at a rate of 5D4 M.D.C. per melee round. Once the new limb reaches the total M.D.C. of the subject's limb, it is completely functional, fully loaded, and ready for use. After this period of rapid growth, the regeneration rate slows to the Gene Thief's normal 2D6 M.D.C. per melee round.

Unfortunately, these stolen characteristics cannot be maintained indefinitely. The Gene Thief's rapid metabolism actually purges the stolen DNA after twenty minutes. When the duration elapses, replicated Bio Enhancements instantly disappear, as do the strength and M.D.C. bonuses. Extra

limbs, weapons, and armor reinforcements actually dry up and fall off once the stolen genes are expelled. However, as the character grows in power, he learns how to hold on to these stolen genes for longer periods of time. The length of time the Gene Thief can maintain each replication increases by 10 minutes with every additional level of experience.

Another limitation is that a Gene Thief can only copy three traits, limbs, powers, or Bio Enhancements at any one time. The character can continue to acquire new DNA, but the oldest replication will always be replaced with the newest one. As the character gains experience, he learns to how harness more replications at one time. The Gene Thief can copy one additional trait at levels 1, 3, 6, 9, 12, and 15.

Penalties: The Gene Thief is a carnivore with a tremendous appetite. The character must eat one fourth his body weight in protein every day in order to stay healthy. If the character goes longer than 24 hours without eating, he immediately begins to weaken.

Replicated genes can only be maintained for half the usual time and he can no longer bio-regenerate. After 36 hours, the character feels weak and suffers penalties of -3 to strike, parry, and dodge, and a -4 to P.S., -3 to P.P., -3 to P.E., and Speed is half. After 48 hours, his body begins to feed upon itself. The Gene Thief is -6 to strike, parry, and dodge, P.S., P.P., and P.E. are divided by half, Speed is reduced to a mere 5, and he takes 1D6 points of damage every five minutes. Once H.P. reaches zero, the character falls into a coma and finally dies after H.P. reaches -40. The dramatic effects of hunger cause must Gene Thieves to feed constantly. Most will even keep a hidden sanctuary

stocked with dozens of living animals to snack upon when food is scarce.

Common Skills: Standard.

O.C.C. Skill Program: Man-Hunter (+20%), Outdoorsman (+10%), Hunter/Trapper (+10%), and one of the following skill programs: Athletics, Survivalist, Bio-Technology, or Reconnaissance/Scout.

Elective Skills: Select any one Wilderness Skill and Operate Bio-Equipment, and four Electives from the following list at first level. Select another Elective Skill at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Wilderness Survival only.

Medical: None.

Military: Any (+5%)

Physical: Any

Rogue: Any

Science: Advanced Mathematics only.

Technical: Any

Transportation: Any, except War Mount Combat and Host Armor Combat.

Wilderness Survival: Any (+5%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Standard Equipment: Layered robes, survival knife, utility belt, tinted goggles, hatchet for cutting wood, tent, knapsack, backpack, two water skins, two day supply of emergency food rations (it is difficult to carry enough food), and some personal items.

Money: Has 1D6x100 credits in precious metals, relics or trade items, as well as 1D6x10 in available credits.

The Upside: You are one of the most powerful humans on the planet. You can copy the genetic structure from any of the Splicer's most powerful creations and incorporate it into your own body. You are a living weapon capable of taking on anything the Resistance or N.E.X.U.S. has to offer. You may be hated by your fellow humans, but you are loved by the Machine. Many N.E.X.U.S. personalities will offer you protection to ensure that you continue to hunt the humans of the Resistance. All the robots and drones are programmed to recognize your powerful biting mouth as a sign that you are a Gene Thief. By simply flashing this gaping maw, you may get robot patrols to stand down. Of course, human sympathizers like the Eve personality will still order her robots to gun you down where you stand, so it is best to use this technique as a last resort. The Downside: The life of a Gene Thief is a solitary one. Unless you can find another of your kind, you can expect to live the rest of your life alone in the wilderness. Most humans see you as a monster, and Splicers from the Resistance will try to kill you on sight. Only the most despicable Waste Crawlers will ever call you friend, but they are often greater monsters than you will ever be. The Machine may offer you sanctuary, but the psychotic N.E.X.U.S. is not much of a companion. Only the luckiest Gene Thieves find companions with any shred of humanity. In addition, your accelerated metabolism means you must be constantly hunting down food. The effects of hunger are devastating, so it seems like you are always trying to stay one step ahead of starvation.

## Incinerator

By Slappy

The Host Armor of the Resistance is powerful indeed, but one of its greatest strengths is actually a weakness the Machine has learned to exploit. The union between pilot and armor is so complete, that the human inside actual shares all the sensations felt by the living armor, including pain. The Kali personality within N.E.X.U.S. has recently learned this fact and has asked Hecate to design some new hunter/killer robots to capitalize on this weakness. The Incinerator is one of the first robots modeled around this new strategy. It uses a sticky plasma napalm to inflict as much pain and suffering as possible upon its human adversaries. The Incinerator is used as a frontline trooper, but it is primarily used to flush out human hiding spots. The plasma napalm will either cook humans alive in their holes or it will consume all the oxygen so they suffocate. Either way, as long as they die horribly, cowering in fear, Kali considers it a win.

The Incinerator's humanoid body is matte black in color as if it has been charred by its own weapons. It has a stocky upper body to support the enormous armored fuel tanks mounted on its back, and in keeping with Kali's vision of what a robot should look like, the shoulders, arms, and lower legs are lined with wicked spikes and the head looks like a demonic skull with glowing red eyes. For armaments, the bulky flame thrower arms also contain a light laser for long-range engagements and the large barrel chest contains a dozen mini-missiles. For defensive protection, the thickly armored robot has a specially designed force field that makes it impervious to heat and flames. This allows it to wade into the thick of its

self-made inferno without risk of destruction. Unfortunately, the special energy field interferes with communications and radar. This means the Incinerator is totally cut off from N.E.X.U.S. when the force field is engaged. For this reason, the robot keeps the field down when not in battle. Resistance snipers have noticed this fact, and have made it a point to take out these fiery demons before any major engagement. Kali is not bothered by this in the least. She just sees the human's strategy as a sign that her new weapon has them as terrified as she had hoped.

Class: Exterminator Assault Robot  
M.D.C. by Location:

- Arms (2): 100 each
- Weapon Arms (2): 80 each
- Legs (2): 150 each
- Mini-Missile Launchers (2): 120 each
- Napalm Fuel Tanks (2): 150 each\*
- Head: 130
- Main Body: 320\*\*
- Force Field: 50\*\*\*

\*Depleting the M.D.C. of the Fuel Tank eliminates the fuel source for the Plasma Napalm Launchers (both tanks must be destroyed to completely disable the flame throwers). In addition, there is a 45% chance the napalm will be ignited when the tank is destroyed. In this case, the robot suffers 1D6x10 points of damage and 3D6 points every melee round for 2D4 melees, and everything within a 10-foot radius suffers 3D6 points of damage every melee round for 2D4 melees.

\*\*Depleting the M.D.C. of the Main Body will completely destroy the robot.

\*\*\*This special force field is immune to mega-damage fire and heat. As long as it is active, the robot takes no damage from mega-damage heat or fire. The force field must be depleted before damage can be inflicted to the main body.

Speed:  
Running: Maximum speed is 70 mph.  
Digging: Not possible.  
Swimming: Not possible.  
Flying: Not possible.  
Statistical Data:  
Height: 8.5 feet  
Width: 5 feet  
Length: 4.5 feet  
Weight: 1.2 tons when fully fueled  
Physical Strength: Robotic P.S. of 35  
Cargo: None  
Power System: Standard.  
Trade Value: None, except perhaps to a Technojacker.  
Horror Factor: 14  
Senses and Features: Standard.  
Number of Attacks per Melee: 6  
Combat Bonuses: +2 on initiative, +5 to strike with ranged weapons, +4 to strike in hand to hand combat, +4 to parry, +2 to dodge, +2 to disarm, and +5 to roll with punch.  
Skills of Note: Standard  
Weapon Systems:  
1. Multi-Weapon Arms (2): Each oversized forearm contains a powerful plasma napalm launcher as its primary weapon, and a light laser to engage targets at long-range. The arms are articulated like that of a human being to make sure the Incinerator never fires its primary weapon too close to its back-mounted fuel tanks.  
Primary Purpose: Assault  
Secondary Purpose: Sweep and Clean  
Mega-Damage for the Plasma Napalm Launcher: 3D6 to a 10-foot area per burst of napalm (double damage if both weapon arms target the same 10-foot area or the damage can remain the same with double the area of effect). A concentrated burst does 1D6x10, or 2D6x10 if both weapon arms engage the same target. Anyone covered with the sticky napalm will continue to take 3D6

points of damage every melee for 2D4 melees. Humans in Living Armor will be panicked and trying to put out the fire anyway they can. They lose 2 attacks per melee and suffer a penalty of -3 to strike, parry, and dodge. Humans in Host Armor suffer greater penalties because their bond allows the pilot to feel the horrible pain from the plasma napalm. Host Armor pilots lose 3 attacks per melee and are -4 to strike, parry, and dodge. The only way to save oneself is to roll in dirt or sand (water will not extinguish the flames) for one entire melee round, rub the sticky napalm off for an entire melee round (but takes double damage that round), until the napalm is rubbed off, or use napalm retardant chemicals. The Resistance has access to these types of chemicals, but that does not mean that everyone carries them all the time.

Mega-Damage for the Light Laser: 4D6 per single blast, 8D6 per dual blast  
Rate of Fire: Equal to the number of attacks per melee. Both arms can engage the same target or completely different ones (counts as one melee attack).

Effective Range: 500 feet for the plasma napalm launcher, 3000 feet for the laser.  
Payload: 80 total blasts (40 double blasts), effectively unlimited for the laser.

2. Mini-Missile Launchers (2): The massive barrel chest contains two mini-missile launchers. They are used against opponents that are trying to stay out of the napalm launchers range.

Primary Purpose: Assault  
Secondary Purpose: Defense  
Mega-Damage: 1D6x10 per plasma mini-missile

Rate of Fire: Can fire volleys of 1, 2, 4, or 6

Effective Range: About a mile

Payload: 6 mini-missiles per launcher (12 total).

3. Hand-to-Hand Combat: The Incinerator can engage in hand-to-hand combat, but this is not a standard practice.

Mega-Damage:

Restrained Punch: 1D4

Punch: 2D6

Power Punch: 4D6, but counts as two attacks

Kick: 2D8

Leap Kick: 5D6, but counts as two attacks

Body Block/Ram: 4D6, but counts as two attacks.

### **Inflictor**

By Slappy

The Inflictor is another hunter/killer design conceived within the twisted mind of Kali. She was the one that originally thought up the Nanobot Plague, and she recently realized that none of the Machine's legions of robots take advantage of this tremendous tool. Most robots are armed with energy weapons to allow them to be self-sufficient in the field for extended periods of time, and even rail guns and missiles were so powerful that they rarely left metallic shrapnel in their opponents. Kali wanted to create a robot design that capitalized on the Nanobot Plague, so she once again commissioned Hecate to make her vision a reality. She came up with a fairly simple yet ingenious idea. She created special ammunition that was strong enough to punch through the mega-damage hide of the Resistance's creations, but not so powerful that it tore all the way through the target. Hecate built her new robot design around a special rail gun that fires these unique metallic rounds. Instead of the smooth, aerodynamic rounds fired

from most rail guns, this enormous gatling gun hurls jagged chunks of razor-sharp metal. Each projectile has dozens of barbed hooks that help lodge the round inside its victim once it punctures the target. The cannon itself does impressive damage, but the Nanobot Plague is the true threat.

The odd-shape of the rounds may prevent the metallic fragments from punching all the way through their targets, but it also greatly decreases their aerodynamics. As a result, frag rounds, as Hecate calls them, are far less accurate and have a much shorter range than normal rail gun rounds. The weapon she designed to fire these special rounds has a twelve-foot long barrel to help increase the range, and the sheer amount of projectiles fired from this gatling gun more than makes up for the accuracy issue. In truth, Kali prefers how the inaccuracy of this weapon sprays a large area with deadly shrapnel. She does not just want to instantly shred humans with a well-placed burst; she wants as many of them to suffer as possible while the Nanobot Plague tears them apart from the inside.

Most of the design time for this robot went into developing the primary weapon system. The rest of the robot is rather simplistic. In fact, the Inflictor is basically just a huge rail gun with legs. The main body is little more than the platform that holds the frag gun. It looks like a flattened cockroach with six long, spider-like legs that provide excellent mobility, speed, and stability. The Inflictor can transverse nearly any type of terrain and the body design gives the gatling gun a 360 degree field of rotation. The robot also has two light lasers mounted on the front of the main body that it can fall back on when the robot depletes its huge ammo drum of frag

rounds. These are only used for defense when the Inflictor needs to retreat to the closest N.E.X.U.S. installation for rearming.

Class: Exterminator Assault Robot

M.D.C. by Location:

- Legs (6): 160 each
- Light Lasers (2): 90 each
- Ammo Drum: 220
- Main Frag Rail Gun: 250
- Main Body: 300\*

\*Depleting the M.D.C. of the Main Body will completely destroy the robot.  
Speed:

Running: Maximum speed is 100 mph.

Digging: Not possible.

Swimming: Not possible.

Flying: Not possible.

Statistical Data:

Height: 7.5 feet tall at the top of the main body and another 5 feet to the top of the rail gun.

Width: 7 feet

Length: 12.5 feet for the main body. The rail gun is 18 feet long with a 12-foot barrel.

Weight: 3.5 tons when fully loaded.

Physical Strength: Robotic P.S. of 35

Cargo: None

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 10

Senses and Features: Standard.

Number of Attacks per Melee: 6

Combat Bonuses: +2 on initiative, +5 to strike with ranged weapons, +3 to strike in hand to hand combat, +3 to parry, +2 to dodge, and +3 to roll with punch.

Skills of Note: Standard

Weapon Systems:

1. Frag Gatlin Gun: This enormous rail gun is the primary weapon system of the Inflictor. It fires special rail gun rounds that are designed to lodge in the mega-damage hides of Bio-Tech devices and

supernatural creatures in order to trigger a Nanobot Plague response. The reaction can be stopped if the rounds are removed fast enough, but this is usually an impossible task since the victim only has less than a minute to remove all the metal fragments. A side effect of the odd shaped rounds is that they do reduce the range and accuracy of the gatlin gun, although the incredibly high rate of fire of this weapon makes up for its poor accuracy by blanketing the target area with hundreds of rounds.

Primary Purpose: Assault

Secondary Purpose: Sweep and Clean

Mega-Damage: 1D8x10 M.D. to everything within a 40-foot area per burst of 200 rounds. Anything struck by a burst of frag rounds will have 1D8 rounds lodged in its flesh. Unless the rounds are removed in 1D4 melee rounds, they will each trigger a Nanobot Plague response. Digging out each round takes 1D6 melee attacks and inflicts an additional 2D6 M.D. Most Nanoplague effects occur instantaneously and actually burn out the Nanobots responsible for the damage. This means that a metallic fragment may harmlessly remain in the target for a while, but if it is not removed within 30 minutes, the metal shard will trigger another plague response as new Nanobots discover the fragment (and again every 30 minutes thereafter). Roll on the Nanoplague Response Table below to determine additional damage:

01-10% The metallic fragments twist and bend within the target, tearing it apart from the inside. Each round inflicts an additional 2D4 M.D. to the Bio-Tech device and no damage to the pilot inside (in the case of Living Armor or Host Armor).

11-20% Every frag round sprouts a half dozen sharp blades that shoot throughout

the interior of the target. Each round inflicts an additional 2D6 M.D. to the Bio-Tech device plus there is a 01-40% chance that the blades will pierce the pilot inside (in the case of Living Armor or Host Armor) which inflicts 1D4 S.D.C. per round.

21-30% The fragments dissolve into metal shavings (dissolved on a molecular level), without harming the victim. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

31-40% The rounds burst into flames or melt into a red hot liquid inside the target. Each round inflicts an additional 3D6 M.D. per melee round for 1D4 melees to the Bio-Tech device plus there is a 01-50% chance that the flames will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts 2D6 S.D.C. per melee round for 1D4 melees (this is the total damage no matter how many rounds pierce the target). The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

41-50% The rounds generate a lethal metallic poison (similar to mercury poisoning), roll to save; needs a roll of 14 or better to save. If the roll fails, the Bio-Tech device suffers an additional 3D6 M.D. and is horribly weakened for 1D4 hours. Speed and strength are reduced by half plus the victim loses 4 attacks per melee and is -6 to strike, parry, and dodge.

51-60% The frag rounds generate a powerful static charge that damages the target and stuns the pilot inside. Each round inflicts an additional 4D6 M.D. to the Bio-Tech device plus the pilot suffers 1D6+2 S.D.C. per round and is stunned for 1D4 melee rounds. While stunned, the pilot loses one attack per

melee round and is -3 to strike, parry, and dodge.

61-70% The barbed fragments continuously twist and spin within the target inflicting an additional 4D4 M.D. per melee round to the Bio-Tech device for 3D4 melees, but it does not inflict additional damage to the pilot. The rounds actually work their way out of the target after 3D4 melee rounds.

71-80% The frag rounds overload and explode within the target. Each round inflicts an additional 6D6 M.D. to the Bio-Tech device, plus there is a 01-65% chance that the pilot inside is also injured (in the case of Living Armor and Host Armor) which inflicts 2D6 S.D.C. per round. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

81-90% The rounds create a powerful organic solvent that dissolves the target from the inside. Each round inflicts an additional 3D4 M.D. per melee round for 2D4 melees to the Bio-Tech device plus there is a 01-50% chance that the acid will burn the pilot inside (in the case of Living Armor or Host Armor) which inflicts a total of 2D4+2 S.D.C. per melee round for 2D4 melees (this is the total damage no matter how many rounds pierce the target).

91-00% The barbed fragments develop a limited intelligence and try to burrow through Host Armor or Living Armor to reach the pilot inside. As they tear through the Bio-Tech device, they inflict an additional 4D4 M.D. per melee round for 2D4 melees. Once they reach the pilot, each round detonates which inflicts 3D6 S.D.C. per round. The frag rounds are completely destroyed and there is no chance they will inflict any additional damage.

Rate of Fire: Each burst counts as one attack per melee. The Inflictor only fires bursts since single rounds are so inaccurate.

Effective Range: 1000 feet.

Payload: 20,000 rounds (100 bursts).

2. Light Lasers (2): These front mounted lasers are primarily used for defense when the Inflictor runs out of frag rounds, but they can also be used to attack targets that are out of range of the main gun.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 4D6 per single blast, 8D6 per dual blast

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 3000 feet.

Payload: Effectively unlimited.

Bonus: +1 to strike.

3. Hand-to-Hand Combat: The Inflictor can engage in hand-to-hand combat, but this is not a standard practice.

Mega-Damage:

Kick: 2D8

Stomp: 3D6

Leap Kick: 4D8, but counts as two attacks

Body Block/Ram: 5D6, but counts as two attacks.

## **Mount**

By Slappy

Splicers designed their powerful War Mounts to be living tanks, combat aircraft, and military transports. They give the frail humans of the Resistance the strength to go toe-to-toe with the Machine's legions of metallic monstrosities. They were built to be brutally effective war machines, but they were also genetically programmed to be loyal to humans. This is necessary to make sure these monsters never turn on their masters. It keeps the War Mounts

fighting on the side of humanity, but unfortunately, not all humans fight on the same side.

The vile Waste Crawlers known as Mount Rustlers prey on Splicers from the Resistance in order to relieve them of their War Mounts. These powerful war machines will fight for any human that sits in their War Saddles, so these stolen beasts make Mount Rustlers absolute powerhouses among the Waste Crawlers. Of course, without a War Mount, they are as helpless as any human. They are reliant on other Mount Rustlers and Vultures to help them steal their first War Mount, but when they finally land one of these Bio-Tech beasts, they become incredibly dangerous. The power they gain from their War Mount is intoxicating, and they will go to any lengths to make sure they are never powerless again. Once they have their own War Mount to pilot, Mount Rustlers go on an endless crusade to collect as many of these war beasts as possible. On this harsh world, it is inevitable War Mounts will die in battle, so Rustlers want to make sure they have plenty in reserve (of course, figuring out where to hide them is another problem). Much like the Outriders they prey upon, Mount Rustlers live for the thrill of heavy frontline combat. While they mainly target humans from the Resistance, they often test their skills against the Machine. Of course, they really do not have a choice. Mount Rustlers are not offered the same protection by the Machine that other Waste Crawlers receive. Even those Rustlers that solely hunt the Resistance are rarely spared. War Mounts are such a high priority target, that all N.E.X.U.S. robots will destroy them on sight. They are simply too great a threat to the Machine for her to ever let one escape.



This is the sole reason why Vultures never pilot War Mounts.

Vultures do appreciate the power of these Bio-Tech creatures, so they will sometimes work with Mount Rustlers in order to “acquire” new equipment from the Resistance. Mount Rustlers bring some serious firepower to the mix, and the Vultures’ skill, tactical brilliance, and ability to preserve Bio-Tech armor and weapons make them invaluable. Together they make a formidable team, but the two generally team up out of necessity rather than out of any kind of respect or friendship. Vultures do not like to stay around Mount Rustlers too long because the presence of War Mounts will likely damage their tenuous truce with the Machine. In addition, their preference for head-on combat does not work well with the Vulture’s usual methods. Rustlers in turn, recognize how dangerous Vultures truly are. They try to act tough in front of Vultures, but the truth is they are terrified of these warriors. Vultures routinely take on squads of heavily armed Resistance fighters on their own, which means they could easily strip a Mount Rustler of his prized possessions (and his life) with little effort. In reality, this is always a concern when Waste Crawlers team up. They all survive on this harsh world by preying on other humans, so nearly all alliances among these despicable scavengers eventually ends in betrayal.

Alignment: Evil only.

Attribute Requirements: M.A.: 10, P.S.: 10, and P.P.: 10 or higher.

Attribute Bonuses: +1D6 to P.S., +1D4 to P.P., +1D6 to P.E., and +1D6 to Spd.

O.C.C. Bonuses: +1 to save vs. horror factor.

Bonuses When Piloting a War Mount: +1 attack per melee round, +1 to strike,

parry, and dodge, +2 to disarm, and +5 to save vs. horror factor.

Base S.D.C.: 60, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: War Mount Rider (+15%), Survivalist (+10%), and Outdoorsman (+15%), plus any one of the following: Weapons Training (+5%), Athletics, or Scavenger (+10%).

Elective Skills: Select Operate Bio-Equipment, and four Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Any

Medical: First Aid only.

Military: Any (+5%)

Physical: Any

Rogue: Any (+5%)

Science: Advanced Mathematics only.

Technical: Any

Transportation: Any, except Host Armor Combat.

Wilderness Survival: Any (+10%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Bio-Tech Equipment: Mount Rustlers start off with one preserved suit of Living Armor and two preserved melee weapons. New Bio-Tech equipment can be stolen from the Resistance, but all equipment will eventually starve to death and become useless unless the character can convince a Vulture to tan the item.

Pirated War Mount: Mount Rustlers start with one War Mount. Any future

Mounts must be appropriated by the character. GM's can either determine what Bio-Enhancements the stolen beast possesses or let characters roll on the following table to randomly determine enhancements:

Step One: Determine number of Bio-Enhancements. Every stolen War Mount starts off with 1D6+1 Bio-Enhancements. Unless the Mount Rustler can find a corrupt Engineer or somehow barter enhancements from one of the Great Houses, this number will never increase.

Step Two: Randomly Choose Bio-Enhancements: For each Bio-Enhancement available, roll on the following chart to determine which category to select from. Then either the GM or the player can select any Bio-Enhancement from that category. This table allows for randomization, but it does let characters (or Game Masters) customize War Mounts according to their preferences.

- 01-10% Eyes and Vision Enhancement
  - 11-20% Other Sensory Enhancements
  - 21-30% Biological Defenses
  - 31-40% Anatomical and Physiological Features
  - 41-50% Additional Limbs and Enhanced Arms and Hands
  - 51-60% Legs and Feet
  - 61-70% Flight Appendages
  - 71-80% Prehensile Appendages
  - 81-90% Offensive Bio-Weapons
  - 91-00% Ranged Bio-Weapons
- Standard Equipment: Camouflage clothing, survival knife, utility belt, shovel, 100 feet of rope, tinted goggles, one high-quality S.D.C. ceramic pistol and rifle, hatchet for cutting wood, tent, knapsack, backpack, two water skins, two week supply of emergency food rations (one week for the rider and one

week for the War Mount), and some personal items.

Money: Has 1D8x100 credits in precious metals, relics or trade items, as well as 8D6x10 in available credits.

The Upside: The power of your War Mount makes you a virtual juggernaut compared to the other Waste Crawlers prowling about the surface, and you are nearly as skilled a pilot as the Outriders you stole it from. You never feel more alive than when you are in the thick of battle, and the Machine and the Resistance give you plenty of chances to test your skill.

The Downside: Outriders may be weaker without their War Mounts, but you are absolutely powerless without yours. You remember how scared and helpless you felt on this harsh world without your War Mount, and you never want to experience that again. Your War Mount gives you the power to survive, but that power comes at a price. You are truly alone against the world. The two largest factions on the planet, the Machine and the Resistance, want you dead, and both are willing to do whatever it takes to get you. Your only option is to ally with other Waste Crawlers. Unfortunately, just like you, they prey on other humans in order to survive, so they do not make the most trustworthy allies.

### **Pseudojacker**

By Slappy

When N.E.X.U.S. first created the Nanobot Plague, it not only denied the humans the use of any of their (or the Machine's) technology, it made just touching metallic substances a death sentence. It was a brilliant move that should have doomed the humans to a slow and inevitable extinction, but N.E.X.U.S. did not count on two variables that significantly undermined

the effectiveness of this weapon. The first was the humans' development of organic technology and the second was the appearance of the Technojackers. The Resistance's Bio-Technology is basically just living versions of common weapons, armor, and vehicles so it is easy to understand and combat. However, the strange humans with the power to turn the Machine's own nanobots against her are an anomaly that she does not fully understand and secretly fears.

Technojackers can override many of the Machine's minions by touch, but what is more dangerous is that they are the only humans on the planet that could actually interface with N.E.X.U.S. if they were ever given the chance. It is a long-shot, but if a Technojacker were able to reach an access terminal, he or she might be able to reroute, reprogram, or even shut down vital N.E.X.U.S. subroutines (actually no one knows if this is possible, including the Technojackers). The Machine considers the Technojackers a far greater threat than any of the Great Houses of the Resistance. The Splicers can only destroy the Machine's physical installations, but the Technojackers might be able to corrupt the Machine's programming. N.E.X.U.S. figures the Resistance will never be able to do any real damage with their little pets and organic guns, but even a single Technojacker might be able to permanently disable or destroy vital N.E.X.U.S. programs.

Fortunately for the Machine, the humans have always been too blinded by their own fear and ignorance to realize what an incredible asset they have at their disposal, and N.E.X.U.S. plans to do everything she can to make sure they never come to their senses. She realized

that simply hunting down and destroying the Technojackers might actually create sympathy within the Resistance and strengthen their bond, so she decided she must first drive a wedge between these two groups before they could be exterminated. Lilith, the Great Deceiver, was the Machine personality first put in charge of sowing the seeds of distrust between the Technojackers and the rest of humanity, and she did an excellent job. She would sporadically provide subtle yet obvious bits of aid, but only when other humans could witness it. Such tricks involved ordering robot patrols to break off their attacks when she realized a Technojacker was among their targets or commanding them to randomly drop weapons and supplies in areas where Technojackers were known to operate. These occurrences were actually quite rare, but they were enough to generate rumors that kept these warriors isolated from their fellow man. The Technojackers may not be allowed to live within the Underground Havens, but the Resistance still routinely seeks out their aid. The "games" Lilith has been playing have been fun, but she figured she would need to do something a bit more drastic to permanently drive these two groups apart. Recently, the creation of the Siren Infiltration Robots has inspired Lilith to come up with an even better way to discredit, isolate, and ultimately destroy the Technojackers. She asked Hecate to take the basic Siren frame and create a version that could mimic the special abilities of the Technojackers. This was actually fairly simple to accomplish since the Technojacker's abilities already came from the Machine's nanobots. It took a little bit of reengineering, but eventually the Pseudojacker was born.

The robot design is tough, durable, adaptable, and difficult to detect even by the advanced senses of Bio-Technology, just like the Siren. However, the Pseudojacker also possesses the same bizarre abilities wielded by Technojackers. They can create a thin layer of metallic armor at will, they can use their nanobots to jury-rig broken weapons, vehicles and equipment, and they can seize control of other robots and drones by touch. Their abilities are virtually identical to the real thing, except for the melding touch. The Pseudojacker does not actually enslave other robots, but rather it communicates with them (either by radio or by direct contact) and asks them to play along. Pseudojackers are nearly impossible to distinguish from the real thing. Even other Technojackers cannot tell the difference (although they could seize control of one by touch). The only way to see through the Pseudojackers disguise is to cut through their Synthetic Skin or examine them with the Electromagnetic Vision Bio-Enhancement.

Lilith also requested that Hecate design male versions of this infiltration robot rather than limiting her creations like the all-female Sirens. Only a few dozen have been produced so far, but they have already significantly damaged the credibility of all Technojackers. These agents have infiltrated and betrayed dozens of Great Houses all across the planet, and the stories of their deeds are spreading throughout the Resistance. The Pseudojackers have actually had a much easier time infiltrating the Underground Havens than the Sirens. Sirens have to use charm, seduction, and elaborate cover stories to gain the confidence of the people they mean to betray, while the Pseudojackers are

usually welcomed in with little scrutiny (although that will likely change). The Resistance may fear Technojackers, but they often need their services and will actively seek them out. This has allowed the Pseudojackers to swindle, rob, and murder hundreds of Splicers in a rather short period of time. Strangely, the few Pseudojackers that were discovered to be robots did not damage Lilith's plan, but rather it helped intensify the damage. Many people always suspected Technojackers were in league with the Machine, and discovering that they were actually robots makes perfect sense to a lot of people. Unless the Technojackers can do something to stop these infiltrators, the Resistance may declare them an enemy of humanity and finish the Machine's job for her.

Alignment: Usually Miscreant or Diabolic, but some are Aberrant. Pseudojackers are so advanced they actually develop unique personalities. Their programming drives them to infiltrate, lie, cheat, steal, and kill, but they can choose how they will accomplish their mission. Some Pseudojackers are cold-blooded demons that love to torture and kill men, women, and children, while others hold to some twisted assassin's code of ethics. These aberrant Pseudojackers only kill high-profile targets, and usually keep the residual casualties to a minimum. Unlike the Siren, none of the Pseudojackers have been reprogrammed by the Eve personality (something she is actively trying to correct).

Class: Infiltration Assault Robot

M.D.C. by Location:

- Arms (2): 100 each
- Legs (2): 120 each
- Head: 100
- Synthetic Skin: 140 S.D.C.\*
- Main Body: 250\*\*

\*When the Synthetic Skin is reduced to 70 S.D.C. it is in tatters, which reveals the metallic endoskeleton beneath. The skin will regenerate and can be completely repaired in time, even if it was totally destroyed.

\*\*Depleting the M.D.C. of the Main Body will completely destroy the robot.

Speed:

Running: Maximum speed is 150 mph.

Digging: 10 mph through dirt or sand, half that speed through clay, rock, or stone.

Leaping: 20 feet high or lengthwise, increase by 50% with a running start.

Swimming: 40 mph. Maximum depth is 2000 feet.

Flying: Not possible.

Statistical Data:

Height: 5.5 to 6.5 feet tall

Width: 2 feet

Length: About 8 to 10 inches

Weight: 100 to 250 lbs.

Attributes of Note: I.Q.: 20+1D6, M.E.: 12+1D4, M.A.: 20+1D6, Robotic P.S. of 35, P.P.: 16+1D4, P.E.: n/a, P.B.: 20+1D8, Spd.: 150 mph

Cargo: None

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 10 once the deception is revealed.

Senses and Features: Standard, plus the following:

• Synthetic Skin: Like the Siren, the Pseudojacker contains millions of nanobots that help simulate the illusion of real human flesh. They can generate a unique human scent that can fool even the most acute sense of smell 85% of the time, but the deception is only evident upon extremely close inspection. Even a character with Enhanced Senses would have to examine the Pseudojacker for a few minutes in order to determine if the

scent is real or manufactured. The scent is unique to each Pseudojacker, and this feature cannot be used to copy the scent of another person. The Nanobots are able to create this scent by manufacturing real human proteins. This ingenious design is what allows Pseudojackers to operate deep undercover. They not only allow the Pseudojacker to disguise their robotic scent, but they are also able to pass genetic scans. These proteins are unique to each Pseudojacker, and the Nanobots are not able to copy another person's DNA.

• Create Nanobot Armor: This ability is identical to the power possessed by the Technojacker. The armor has 1D8x10+25 M.D.C., but the nanites can spin additional metal scraps into the armor for extra strength (this armor has 1D4x100+40 M.D.C.).

• Meld with Machines: The Pseudojacker can simulate the enslavement power of a Technojacker by asking the targeted robot to play along. The robot then extends a control cable to complete the illusion, but it is unnecessary. It actually communicates with the other robot by short-range radio (range is 10 miles). However, if the Pseudojacker fears someone may be able to detect radio signals, it can communicate directly through the cable. This power can also be used to link with and power hand-held weapons. While linked, the weapon has an effectively unlimited payload.

• Regeneration: The nanites are programmed to repair damage to the skin at the advanced healing rate that Technojackers possess (2D6 S.D.C. per 10 minutes), but they can be commanded to rapidly repair damage whenever the Pseudojacker chooses. In this case, the synthetic skin is repaired at a rate of 3D6

S.D.C. per minute. The nanites are also programmed to repair damage to the endoskeleton. Damage is repaired at a rate of 1D6 M.D.C. per melee round, but the Pseudojacker must have access to 2 pounds of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems.

Number of Attacks per Melee: 7

Combat Bonuses: +5 on initiative, +6 to strike with ranged weapons, +7 to strike in hand to hand combat, +7 to parry, +7 to dodge, +2 to disarm, +4 to pull punch, and +5 to roll with punch.

Skills of Note: Standard, plus

Demolitions 70%, Disguise 70%, Jury-Rigging (identical to the Technojacker skill) 75%, Wardrobe and Grooming 85%, Intelligence 75%, Surveillance 75%, Seduction 55%, Vital Points, Pick Locks 80%, Pick Pockets 90%, Palming 70%, and Prowl 70%. This is the basic skills program, but when the

Pseudojacker goes out into the world, it learns new skills from its environment in order to help it become a better infiltrator. All new skills receive a bonus of +15% due to the robot's high I.Q., and unlike other robots, these skills do increase with experience. Combat programming, however, does not.

Attacks per melee and other bonuses will never increase even if the Pseudojacker selects Physical Skills. Use the Technojacker experience table.

Weapon Systems:

1. Laser Blasters: Mounted in the palm of each hand is a powerful laser the Pseudojacker uses as a back-up weapon. The blasters are concealed beneath the synthetic flesh in each hand, so when the weapon is fired, it actually burns through the skin of the palms. Pseudojackers only use these blasters as a last resort since it instantly ruins their cover.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D6 per single blast or 6D6 per double strike.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 1000 feet.

Bonus: +1 to strike

Payload: Effectively unlimited.

2. Hand Held Weapons: Since it is perfectly natural to see a Technojacker wielding N.E.X.U.S. weaponry, the Pseudojacker can arm itself with all manner of technological armaments without fear of drawing suspicion.

Pseudojackers start off with one robot handgun, one rifle of choice, and a plasma cannon, plus 1D4+2 Heavy E-Clips for each. They do not use the heavier robot armaments when they are trying to maintain their cover, but they do possess the strength to wield them with ease (when the time is right).

3. Hand-to-Hand Combat: The Pseudojacker possesses the same combat programming and strength of the Siren.

Mega-Damage:

Restrained Punch: 2D4

Punch: 3D6

Power Punch: 6D6, but counts as two attacks

Kick: 4D8

Leap Kick: 6D8, but counts as two attacks

Body Block/Ram: 1D6, but counts as two attacks.

## **Shade**

By Guy Ledouche

NPC and possible OCC

“Yeah, they're tragic. Don't let that cloud your judgment; they should all be destroyed. Truth be told, they died long ago. They just haven't accepted it yet.”  
The age before the Great Purge was one of super science and mind boggling

technology; technology that Splicers and the Resistance can barely imagine. That their ancestors relied so heavily on machines, computers, and other mechanical devices is nearly inconceivable to many. While no one may ever know all that was lost, the beings known as “Shades” offer a tantalizing, (if terrifying) glimpse at the miracles the human race once possessed. Technology had already enabled near instant communication over a global scale; only the most remote areas of the planet were unreachable by some means of advanced communication. The availability of remote communication allowed friendships, work and family relations to blossom in both the real world and cyberspace. With so much constant contact readily available at their fingertips, it was only a matter of time before someone attempted transference; placing their mind, thoughts, consciousness (and perhaps soul?) into cyberspace.

The success of transference transformed human society in a way no one could have predicted. One of the most popular uses of transference came in the form of “Proxies”: humanoid robots that could be purchased or leased, capable of housing someone’s consciousness. The transferred person controlled the Proxy as easily as their own body. Designed to be nearly indistinguishable from true humans, Proxies were fit and attractive, enabling people to experience life vicariously from the comfort and safety of their own homes. For many, a Proxy replaced regular travel: a user could simply possess a body already at the destination and enjoy. Others lived almost their entire lives through a Proxy, their true bodies kept safe from harm. Countless users were inhabiting Proxy bodies when the Great Purge began.

Linked through cyberspace with their original bodies, most died without ever being aware of what had happened. Yet many users managed to survive somehow, their minds still inhabiting their robotic counterparts. Dubbed by Splicers as “Shades”, no one knows for sure what they are, not even the Shades themselves. Theories about Shades are numerous: some insist they are just robots, their programming somehow running on the remnants of the last user. Other Shades claim to be the actual humans who were projecting at the time and are now trapped, forever unable to return to their original body. Still others insist that Shades are a bit of both; a fragment of a soul now trapped in a machine body. The secrets of transference have been lost for decades and its likely no one will ever know the true answer.

Regardless of how it happened, Shades are easily the most human behaving robot one could encounter. While some have managed to keep their synthetic flesh more or less intact, others are obviously machines, many with make shift or jury rigged repairs. Shunned by nearly all humans since the advent of the nano-plague, most Shades are pitiful creatures. Unfortunately most, if not all, are also quite insane, having survived not only the Great Purge but the many hard years after. While some are dangerously insane, others are heartbreakingly glad to have any human companionship. The few Shades that have managed to find a home (usually among Technojackers or other “misfits”) are fiercely loyal and protective of their new “family”.

NOTE: Suitable for both NPCs and PCs, what follows are the basic stats for a Shade. These stats may be changed or modified at GM’s discretion, based on

the character's background, experience, etc. It's important to note that Proxies were intended as recreational model robots usable by the general public. These robots tend to be fairly close to regular humans in physical abilities and lack many features associated with "combat robots" i.e. thick armor, heavy weapons, etc. With GM's discretion, this could be jury-rigged, though the Proxy's light frame would limit the weight that could be carried.

Class: Service Drone.

M.D.C. y Location: Arms (2): 45 each - Legs (2): 60 each - \* Head: 60 - \*\* Main Body: 120.

\* Destroying the head will normally destroy the Shade. This will eliminate all optics and sensory systems, reduces the maximum speed and the number of melee attacks by half, and combat bonuses to zero, plus causes the drone to stop in its tracks, as if dead. The character is effectively dead. However, there is a 1 in 10 chance, the Proxy body survives and is still capable of limited function. If the robot is touched, it will lash out to grab, beat and kill whatever touches it. Note: The head is a small and difficult target to hit, and can only be hit when a character makes a "Called Shot," and even then the attacker is -5 to strike.

\*\* Depleting the M.D.C. of the main body destroys the Shade.

Speed:

Running: 50 mph (80 km).

Leaping: 20 feet (6.1 m) high or lengthwise, + 10 feet (3 m) with a running start (40 mph/64 km or faster).

Swimming: Swimming is not possible; a Shade will sink like a stone.

Flying: Not possible.

Statistical Data:

Height: 5 to 6.6 feet (1.5 to 2 m).

Width: Same as a human; about two feet (0.6 m).

Length: Same as a human; about 8-10 inches (under 0.3 m).

Weight: 200-250 lbs. (90 to 112.5 kg).

Attributes of Note: Shade characters roll their I.Q., M.E., and M.A. as normal.

Other attributes are as follows: P.S. 14+1D8, (Robot P.S.), P.P. 9+1D4, P.E. n/a, P.B. 8-24 (to emulate a large range of human appearance), Speed (see Speed above).

Cargo: Only what it can carry.

Power System: Advanced compact energy cell of unknown construction.

Trade Value: None, with the possible exception of a Technojacker.

Horror Factor: None for the most part.

Many look like an ordinary human or battered robot. Few look particularly dangerous; G.M. discretion.

Senses & Features: Basic, including a color sight system with 20/20 vision. A few Proxy models may offer passive nightvision (needs ambient light) and/or ultraviolet sight; GM discretion. Range: 2000ft. (610 m). (Note: Proxies were not normally equipped with thermal-optics or special sensors; an area for GM discretion.

The Proxy model also has amplified stereo hearing capacity slightly better than the best human capabilities; hears in the full decibel range, able to pick up a whisper 50 feet (91.5 m) away.

Ultrasonic pickup enables the Proxy to hear frequencies inaudible to the human ear, like a dog whistle. Voice synthesizer provides the robot with a human sounding voice, although it has a bit of a mechanical tone to it.

Combat and Skills Note: Most Shades were originally average citizens of a high tech city. Consequently, any combat/wilderness related skills and abilities were picked up by experience



after the Great Purging. This is an area for the player and GM to craft a background and choose skills appropriate to the character. The combat abilities and skills presented here are the absolute basic and can be tweaked accordingly. At the bare minimum, the character would have the following:  
Number of Attacks per Melee: Three.  
Combat Bonuses (in addition to attribute bonuses): +2 to strike, +2 to parry and dodge, +2 to pull punch, and +1 to roll with punch, fall or impact. Impervious to poison, disease, and mind control (and illusion).

Skills of Note: Basic Math, Cooking, Gardening, Pilot Automobile, Language (based on the geographic region), Literacy (same as the language spoken), Computer Operation, and two Domestic Skills of choice, all at 94%.

Possible Upgrades: Like much of the Shade character, this is an area for GM discretion. The two main things to keep in mind: First, these characters were once average citizens. That they've survived as long as they have is a miracle. Second, the Proxy body was designed to emulate the average citizen and was not a combat model.

Consequently, Proxy models were not originally outfitted with concealed or heavy weapons or substantial armor. These can be added as jury-rigged items, but the light frame of the Proxy should prevent multiple heavy weapons or ultra-thick armor.

Insanities: All Shade characters suffer from a number of emotional problems and insanities. These were regular people who have not only survived unimaginable events; they've "lived" far longer than they would have naturally. Consequently, even the most good-natured Shade is fairly crazy. The Shade begins with one Insanity and must roll on

this table at levels 1, 5, 7, 10 and 15; re-roll any duplicate results. The Game Master may suggest an additional roll or two through the course of the gaming experience that might arise from deeply traumatic experiences. This is not meant to be an exhaustive list and the GM should feel free to add or substitute as they see fit.

01-05% Delusional: Super-Hero: The Shade thinks he is a great warrior or even a super-hero. Sees the Machine and her stockpile of "evil robots and machines" as his arch-nemesis, and is always quick to action and takes crazy risks, especially to protect ordinary, powerless humans.

06-10% Delusional: Pawn of the Machines. This Shade is convinced he is a danger to those around him because the robots can "read his mind" and "sense his presence." It's not true, but you can't convince him of that. The character will blame himself for surprise attacks and ambushes by robots and any trouble with machines. ("Oh no! Now look what I've done, I've led them right to us. I told you to leave me behind. I told you.") Conversely, the Shade insists he can sometimes tell when he is being watched or followed by robots and machines, and 01-66% of the time ... he's right!

11-15% Delusional: Healer. The Shade thinks he or she is a doctor/healer and always wants to give first aid to the injured (even if completely unskilled) and take care of others. If the Shade has no Medical skills, his good intention and ineffectual help can kill! This delusion probably comes from a memory fragment of when the character was human and hospitalized.

16-20% Delusional: Alien. Thinks he is a visitor from another planet who has joined the indigenous people in their

valiant fight against the tyrannical Machine. The Shade treats other Shades, Resistance fighters and normal humans as if they are alien races and weaves convincing stories about "his people, planet and space adventures." Note: This Shade should look markedly different than most other Shades, but he is most definitely of human descent, though nothing will convince him of that.

21-25% Feral, Animal-like. Acts more like a trained dog than a person. Dislikes being holed up, likes to explore the wilderness and new places, and generally behaves like a dog. Though he can speak words (probably keeps them simple) and understand complex orders, the character sniffs the air (heck, he sniffs everything and everyone), growls and snorts, hoots and howls, chews on wood or bones, likes to be petted and hugged for a good job, tends to follow others, and, unless called back or grabbed, may chase after the enemy or wander off to investigate something that has caught his attention, oblivious to other dangers, risk or more important matters (caught up in the chase).

26-30% Childlike. "Robots bad! Must be stopped – smashed so they don't hurt nobody." A good fighter who follows orders well and is loyal to friends and allies, but has the mind of a six or seven year old child (if that), so he really never understands what exactly is going on or why. Thinks in very simple terms and is afraid of the dark and cries if left alone in it.

31-35% Obsession: Flying! Loves it and wants to be able to fly himself, but doesn't have that ability. If this character gets the chance, he will steal a Wing Pack and try to go flying, or leap onto a robot flyer and enjoy the ride (assuming he survives it). Fascinated by all things that fly, including Archangels, whom he

believes are the most noble and heroic fighters of them all. Thus, the character will risk his own life to rescue or help an Archangel. Likes high places and is not afraid of heights.

36-40% Obsession: Self-Loathing: Sees himself as a monster. Hates himself and those even remotely like him, including the Machine and Technojackers! He distrusts and hates them as much as the robot hordes of the Machine. Self-loathing makes the character short-tempered, angry all the time, and imposes a -10% skill penalty ("See, I told you I was no damn good!").

Fortunately, the Shade takes most of it out on robots and the fools who bother him too much, but he will jump at the chance to take on a Technojacker.

41-45% Obsession: Fighting and Competition. Loves it. The Shade is always eager to jump into combat and may go out of his way to turn even a minor dispute into violence.

46-50% Obsession: Danger: Loves the thrill of it. Jumping off cliffs, facing unbeatable odds, and just about anything that endangers the character's life is embraced. He gives new meaning to the phrase, "Danger is my middle name."

51-55% Obsession: Robots. Hates them more than anything and lives to fight and destroy all mechanisms that serve the Machine. Dislikes and is suspicious of all things that are high-tech, even others like him. Is mistrustful of weapons or gear that are not his. Lives for the day that the Machine will be destroyed and people can get back to nature and normal lives.

56-60% Obsession: Bio-Technology: Hates it. Organic reconstruction is horrible and ruins lives. He will avoid most people who use or promote it.

61-65% Obsession: Cleanliness: Loves and wants it. Hates dirtiness and

unsanitary conditions and will become enraged if someone makes him dirty (spills food or drink on him, mud, etc.), lashing out in anger and violence.

However, the same character will become sullen and despondent when forced to live in squalid conditions or trapped in a filthy environment like a prison, animal pen, garbage dump, etc. (doesn't mind the outdoors; considers it fresh and natural). Even minor displays of uncleanness will annoy and anger him, and the Shade frequently washes his hands, dusts off his clothing and armor, scrapes mud off his boots, checks and cleans his weapon, etc.

66-70% Obsession: Doctors (but not Saints) and surgery: Loves to watch surgeons in action and hero worships Doctors and Engineers.

71-75% Phobia: Shades: When facing other Shades who look especially powerful, nasty or mean, the character becomes humble and servile, or frightened and insecure. There is a 01-60% likelihood of the phobic Shade surrendering or running away without a fight.

76-80% Phobia: Sickness and Disease: Despite the robot body, the character feels very uncomfortable around the sick and will severely overreact if the Shade believes himself to be sick or surrounded by illness. ("Oh no. It's a plague! We're all gonna die! I think I feel sick already. Did you just cough? Yes, you did. Stay back! Get away from me ... or else.") Reduce attacks per melee and combat bonuses by half whenever the character believes he is sick himself, in a plague zone, or in a contaminated environment. This character will try to avoid sick people, hospitals and nursing homes at all costs.

81-85% Compulsive Liar: Always exaggerates self-importance and loves to make up stories.

86-90% Kleptomaniac: A compulsion to steal, even if a good alignment.

Considering the character's origins and the environment, items taken are likely to be nothing of great monetary value, but things that may matter to comrades nonetheless, including food, candy, booze, trinkets, ammunition, a gun or knife, an ancient artifact (from a worthless bobble to something of value) and souvenirs/trophies from battles (which might include something the robots or the Machine could track or want back).

91-94% Can't handle extreme emotional pressure: There is a chance that the Shade will go completely catatonic under any high stress situations, especially life and death moments and where everything hinges on what he does next. And the problem only gets worse with age. The base chance is 10% +2% per level of experience. During these times the character shuts down and is totally helpless and unable to act or save himself. It is as if someone threw an invisible switch and turned the Shade off, leaving him standing there blank or curled up in a fetal position. This blank or coma state lasts for 2D6 minutes, after which the Shade will recover completely, as if nothing strange had happened.

95-97% Psychotic Personality Disorder: Has periodic episodes of "Jack the Ripper" or "Jekyll and Hyde" type violence or acts of cruelty or revenge, even if a good guy (completely evil alignment when in a psychotic episode). The character loves knives and blades of all kinds and probably starts fondling or playing with one when he is psychotic.

98-00% Psychosis: Violent Rage:

Although not quite a frenzy, the Shade still becomes totally enraged when provoked. Receiving a sudden shock or thinking about doing something contrary to his alignment will snap the Shade out of his rage. Otherwise, the rage will pass once the source of the provocation is removed.

### **Sea Snake**

By Slappy

The Machine (more specifically, the Ishtar personality) has grown tired of the human's domination beneath the waves. Ishtar does not plan to take the lead in the campaign against humanity again until her sister personalities within the N.E.X.U.S. beg her to, but she is still quite irritated that the humans have grown so bold. More and more raids are being staged from the Great Ocean, and the monstrous organic assault carrier known as the Kraken is a serious threat to the Machine. Ishtar has convinced Hecate that an underwater hunter/killer robot is necessary to combat this growing threat, but most designs have proven to be just as vulnerable to salt water as any other robot once the armor is breached. Hecate's latest design, the Sea Snake, seems to have overcome this frailty, plus it is a sleek, agile, and brutally effective killing machine. The robot has a jet-black segmented snake body with no arms or legs to keep it streamlined, and a stylized sea serpent head for dramatic effect. Each segment is circled with directional thrusters and running down the entire length of the spine is a mini-torpedo launcher. The main rear thrusters can propel the Sea Snake at incredible speeds, but the brilliance of the design becomes apparent when the robot starts twisting its body about while firing the

directional thrusters. The Sea Snake can dodge and move through the water with a level of maneuverability that just seems unnatural. It can cut through the water at high speeds in ways that no organic creature can match.

All robots unleashed by the N.E.X.U.S. have many redundant systems to keep them operational under the harshest combat situations, but they are nothing compared to the Sea Snake. Every system has nearly a half dozen back-ups and each system is compartmentalized in its own armored shell in order to protect the internal circuitry from the devastating ocean waters. The Sea Snake even has a back up power core. No matter how many redundant systems the Sea Snake has, once the robot starts taking damage, it is only a matter of time before the salt water starts shorting out circuitry. Hecate decided to make the best of a bad situation by programming her creations to make suicidal charges at the enemy once four back-up units of any important system fail (i.e. once the M.D.C. of the internal armor is reduced to 30 percent). At this point the Sea Snake transforms from hunter/killer to intelligent torpedo. Hecate gave her creation two anti-matter power cores (instead of the standard fusion power cells) in order to give the robot an impressive explosive payload.

The design is everything that Ishtar could have hoped for, but it still has two major limitations. First, the same problem that plagues all the Machine's creations still applies to the Sea Snake. Once it descends below a depth of 200 feet, it loses contact with N.E.X.U.S. Ishtar just plans to release these robots in independent hunter/killer groups to patrol the oceans. She would like to get reports back from these robots, but she is willing to operate blind as long as she

can create some type of Machine presence within the Great Ocean. Sea Snakes do need to return to port to restock spent mini-torpedoes, so this is the only way Ishtar can get updates about successful assaults. The second flaw with the Sea Snake is that it is incredibly expensive to create such a durable robot design. Hecate must expend a tremendous amount of time and resources to build each robot, in fact, the same amount of time and materials could be used to create five Steel Troopers or a dozen Skitter Pods, which is why only a few hundred Sea Snakes have been constructed so far. It will be years before the Machine can manufacture enough Sea Snakes to effectively patrol the Great Ocean. Unfortunately, N.E.X.U.S. has no way to know how many are falling to the Resistance, so for all the Machine knows, the pace of destruction could easily be outpacing the rate of construction. Another drawback with investing so many resources into these underwater combatants is that once they are destroyed, the scrap sinks into the depths of the ocean where it is impossible to salvage. Ishtar has no real way to determine if this dedication of resources is worthwhile, but she plans to keep pouring Sea Snakes into the ocean until the Resistance is crushed or the design is proven to be worthless.

Class: Underwater Assault Robot  
M.D.C. by Location:

- Main Thrusters (2): 110 each
- Head: 190
- Main Body: 520\*
- Internal Armor: 200\*\*

\*Depleting the M.D.C. of the Main Body does not destroy the robot, but it does mean the Sea Snake's overall combat effectiveness has been diminished. The armor will have

multiple breach points allowing the interior to fill with water, plus dozens of directional thrusters are damaged or destroyed which inflicts the following penalties: -2 on initiative, -2 to strike, parry, and dodge, and an automatic dodge is no longer possible.

\*\*Depleting the M.D.C. of the Internal Armor will completely destroy the robot. However, once the armored shielding is reduced to 30 percent, the Sea Snake will be on the verge of destruction and its internal programming will send it on a suicidal charge against the nearest Resistance target.

Speed:

Running: The Sea Snake can slither across the land at 20 mph.

Digging: Can dig at 5 mph through sand or dirt.

Swimming: Maximum speed of 400 mph, but in order to maximize maneuverability and agility, it must travel at a cruising speed of 200 mph.

Underwater Depth: 2 miles

Flying: Not possible.

Statistical Data:

Height: 4.5 feet

Width: 4 feet

Length: 15 feet

Weight: 1.5 tons

Physical Strength: Robotic P.S. of 30

Cargo: None

Power System: 2 anti-matter power cells, average life of 40 years

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 12

Senses and Features: Standard plus sonar that can identify and track up to 48 targets simultaneously, at a range of roughly two miles.

Number of Attacks per Melee: 6

Combat Bonuses: +5 on initiative, +5 to strike with ranged weapons, +4 to strike in hand to hand combat, +4 to parry, +6

automatic dodge, +2 to disarm, and +5 to roll with punch. When traveling at maximum speed, the bonus on initiative is reduced by 3 and bonuses to strike, parry, and dodge are reduced by 2. Skills of Note: Standard, plus Swimming 98%, Prowl 80%, and Navigation 85%  
Weapon Systems:

1. Dual Blue-Green Laser Blasters:

Mounted in the head are two blue-green lasers that are the robot's primary weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 4D6 per single blast, 8D6 per dual blast

Rate of Fire: Equal to the number of attacks per melee

Effective Range: 2000 feet

Payload: Effectively unlimited

2. Mini-Torpedo Launchers: The bumpy ridge running down the back of the robot is actually a mini-torpedo launcher. This design allows for minimal water drag.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 5D6 per torpedo

Rate of Fire: Can fire volleys of 1, 2, 4, or 8

Effective Range: About a mile

Payload: 24 torpedoes

Bonuses: +5 to strike

3. Torpedo Ram: When the Sea Snake is on the verge of destruction (M.D.C. of the internal armor is reduced to 30 percent), it will ram into the nearest enemy like a torpedo. Most of the explosive impact is absorbed by the Sea Snake's multiple layers of thick armor plating, but it still releases a tremendous explosion.

Mega-Damage: 5D6x10 with a 50-foot blast radius.

4. Hand-to-Hand Combat: The Sea Snake can engage in hand-to-hand

combat, but this is not a standard practice.

Mega-Damage:

Tail Whip: 2D6

Bite: 3D6

Body Block/Ram: 4D6 but counts as two attacks.

## **Shrieker**

By Slaythedragon

A quadripod walker, the shrieker is named after the distinct wine of the missile pods that are mounted to the main chassis of this large robot when they are fired. The shrieker missiles are not the only weapon system that this robot utilizes, also boasting mounted grenade launchers and a gatling laser, the Shrieker Robot has the firepower of a large tank and the maneuverability of a robotic spider able to make leaps and scurry across the battlefield with great haste.

This war machine has caused much destruction amongst the ranks of the Human Resistance. The Shrieker is able to easily maneuver through the cityscapes and around the varied terrains of the world. With its speed and ability to make great leaps, the Shrieker is able to outmaneuver the heaviest of War Mounts and deal much damage with its destructive weaponry. N.E.X.U.S. has made great use of this war machine. Many can be seen patrolling the streets of destroyed ruined cities, and are always on the lookout for the Human Resistance, ready to exterminate the vermin at a moments notice.

The Shrieker has heavily armored legs, with plates of Mega-Damage alloys protecting its vulnerable sockets, the robot has little to fear from humanity, and it uses the protective shields on its crouched legs to protect the main chassis and vitals of the robot. Coupled with a

strong force field, and a main chassis mounting various explosive weapons, the Shrieker is a machine to be reckoned with on the battlefield. Fortunately for humanity, not many Shriekers are able to be produced, as the factories that create these robots were hit hard by the resistance at the beginning of the war against the machine, and humanity always makes sure to destroy these robots if the opportunity presents itself.

Class: Heavily Armored Urban Strike Walker

M.D.C. by Location:

- \*\*\*Upper Legs (4) - 180 each
- \*\*\*Lower Amored Legs (4) - 360 each
- \*\*Jump Jets (8; belly and rear) - 15 each
- \*Sensor Pods(2; along the main chassis) - 90 each
- Missile Pods (2) - 100 each
- Gatling Laser Turret - 80
- Grenade Launchers (2)- 60 each
- \*\*\*\*Main Body - 480
- Force Field - 150

\*Destroying both sensor pods till negate all bonuses, only natural rolls are allowed with a -4 modifier to strike, parry, and dodge from being effectively blinded.

\*\*Destroying the jump jets will eliminate the boost to leaping capabilities. Reduce the leap range on jet assisted leaps by 7 feet per jump jet destroyed, and completely eliminates any bonus to leap if all the jump jets are destroyed. Reduce the bonus to dodge by 1 for every two jump jets destroyed, up to a total of -4 dodge if all the jump jets are destroyed.

\*\*\*Destroying any part of a leg will immobilize the robot. The robot will still be able to shoot its weapons but only in the direction that the robot is facing.

\*\*\*\*Destroying the Main Body of the robot will effectively destory the robot and end its actions and processing.

Continued attacks to the Main Body resulting in -100 M.D.C. or more will cause an explosion in the nuclear core doing 2D6 x 10 MD to a 35 ft area and causing nuclear radiation to flood 35 feet area.

Speed:

Running: 90 mph

Leaping: Can leap up to 30 feet high and 60 feet across without jets, but triple the height and length when boosted by jump jets. With a running start and jump jet assisted leap the robot can leap up to 150 feet high and 180 feet across, remarkable for the weight of the walker, and the reason for its renowned maneuverability.

Digging: Digging is not possible for this robot.

Water Speed: 20 mph when pushed through the water with jump jets. Can slowly climb along the bottom of the ocean at a measly 8 mph and is not a very amphibious vehicle given it's walker status.

Flying: Flying is not possible for this robot.

Statistical Data:

Height: 17 feet

Width: 25 feet

Length: 20 feet

Weight: 12 tons

Cargo: None

Power System: Nuclear, average lifespan of 4 years.

Trade Value: None, not available.

Physical Strength: Robot P.S. of 45.

Horror Factor: 13

Sensors & Features: Standard

Number of Attacks per Melee: 5 attacks/ actions per melee.

Combat Bonuses (includes all bonuses): +4 initiative, +5 strike with ranged weapons, +4 parry, +6 dodge, + 2 roll with punch, fall, or impact.

Weapon Systems:

1. Shrieker Missile Pods (2): These missiles are the namesake of the machine, and give off a terrifying shrill when fired. They are short range compared to other missiles but are devastating capable of damaging the heaviest of bio-armors and War Mounts. Primary Purpose: Anti-Armor and Assault  
Secondary Purpose: Anti-Structure and Anti-Aircraft  
Mega-Damage: 2D6x10 per missile to a 20ft area.  
Rate of Fire: One at a time or in volleys of two, three, or four.  
Maximum Effective Range: About a mile.

Payload: 20 total; 10 per missile pod.

2. Side Mounted Grenade Launchers (2): These grenade launchers are stowed away in the main chasis until needed. When fired they open up and protrude from the chassis. Capable of firing a volley of grenades, the launchers give the Shrieker the ability to combat large groups of resistance fighters and lightly armored War Mounts.

Primary Purpose: Anti-Personell

Secondary Purpose: Assault

Mega-Damage: 5D6 for a single plasma grenade to a 10 ft area. 1D6x10+10 for a two shot greanade burst to a 15ft area. 1D10x10 for a three shot burst to a 20 ft area.

Rate of Fire: One at a time or in volleys of two or three.

Maximum Effective Range: 3,600 feet.

Payload: 60 grenades total; 30 per launcher.

3. Under Mounted Heavy Gatling Laser: This laser turret is mounted under the rear of the main chasis, give a full 360 degree radius of turn and is capable of engaging enemies from all directions. This Heavy Laser is the main weapon of the Shrieker and it's nearly unlimited

payload and heavy damage makes this weapon trustworthy and devastating to the Human Resistance.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Personal Defense.

Mega-Damage: 1D8x10 per burst.

Rate of Fire: Each burst is a single melee action.

Maximum Effective Range: 2,000 feet.

Payload: Effectively unlimited.

4. Hand to Hand Combat: In addition to long range combat the Shrieker is capable of running, leaping and stomping over enemy combatants and may combine Hand to Hand attacks with long range weapons.

Stomp: 3D6 M.D.

Pounce: 4D6 M.D. and a 01%-65% chance to incapacitate/pin an opponent.

Counts as two attacks.

Body Block/Ram: 6D6 M.D. to targets as large as 25 feet tall and has a 01%-70% chance of knocking an opponent off his feet.

Punch attacks are not possible.

## **Siren**

By Slappy

N.E.X.U.S., in her insanity, has created millions of human-like androids to serve the needs of her fragmented mind. What that need is exactly is unclear, but her legions of Nex-Androids dutifully mimic all the mundane details of a lost human society within massive time capsules known as Ghost Towns. These simplistic drones were not designed for combat, but N.E.X.U.S. personalities like Kali, Ishtar, and Lilith have still been using Nex-Androids as infiltrators and assassins for years. Despite their efforts, they have only experienced limited success using these drones against the Resistance. Few Nex-Androids have ever made it more than a couple hundred feet into the underground havens before



being discovered, and only the lowest level leaders were ever successfully brought down. The robots were always discovered long before they could get anywhere near a high-profile target. Their programming was just too basic to fool anyone for long. The Machine used her brilliance and ingenuity to get these simple drones into the human's strongholds, but once the drones went underground, N.E.X.U.S. could no longer control them and they were forced to rely on their limited artificial intelligences. Nex-Androids could not adapt to changing situations quickly enough and were eventually discovered by clever humans. Another serious weakness was that Nex-Androids were easily detected by the highly developed sense of smell many Bio-Tech creations possessed. Once their cover was blown, they tried their best to reach the target, but without any armaments or decent combat programming, they were quickly overwhelmed and destroyed. The Machine wanted a robot that was intelligent enough to penetrate deep into the underground havens, and had the firepower to do some real damage once it got there. The job fell to Hecate to design the ultimate infiltrator. She had to devise some brilliant innovations in nano-technology and metallurgy to accomplish her vision, but eventually the Siren Infiltration Assault Robot was born.

The Siren was inspired by ancient tales of beautiful mythological creatures that would lure sailors to their doom with their enchanting songs. Much like the creatures of legend, they are always female and always exceptional beauties. History has shown N.E.X.U.S. that female infiltrators did far better than their male counterparts, plus the Machine views itself as female and

really enjoys wandering the world within these covert robots.

This Siren does not release an enchanting melody, but it can unleash a devastating sonic blast. Hecate wanted a weapon that was easy to conceal, but also capable of liquefying multiple targets with one blast. She liked the sonic cannon because it worked perfectly with the Siren motif and it deafened anyone within a 40-foot radius (double in the close confines of underground passageways). The robot also has 12-inch long retractable vibro-claws that it uses when it wants to make a more covert kill. While the Siren is not as heavily armed as some other robot designs, it is far superior to Nex-Androids. The robot is even equipped with a force field that allows it to soak up a great deal of punishment before it finally goes down. Hecate's creations are more than able to hold their own in battle, but the true genius of this design is not in their combat systems, but in their infiltration systems.

Much like Nex-Androids, Sirens have a powerful robotic endoskeleton surrounded by realistic synthetic flesh. It looks and feels like the real thing, and even bleeds and bruises when injured. Sirens actually use the exact same skin as Nex-Androids, but what makes their disguise so superior are the revolutionary nanobots that help complete the illusion. These tiny robots are used to counter-act all the humans' usual methods of detection. They manufacture complex proteins and hormones that perfectly replicate the many scents of a human being, plus they create a unique DNA sequence for each Siren that allows them to pass genetic scans. In addition, Hecate came up with the brilliant idea of having these nanobots simulate the effects of the

Nanobot Plague. If a Siren even accidentally comes into contact with metal, the onboard nanites immediately trigger a low-level Nanobot Plague effect. It never does more damage than minor cuts and burns, but it immediately diverts suspicion that the Siren may not be human. It is also a great way to gain some quick sympathy from Resistance members the Siren just met. There is no easier way to infiltrate the underground havens than by playing the damsel in distress. Of course, if the Siren wanted to pick up a laser rifle and blow away a few people, it can switch off this nanobot effect instantly.

Another element that quickly gave away Nex-Androids was their weight. Even androids modeled after women and children weighed hundreds of pounds. Sirens, however, are composed of a revolutionary alloy that is extremely durable yet light enough to keep their weight in line with that of a human. Of course, the ultimate way to detect a Nex-Android was to talk with it for a few minutes. They were designed to mimic very specific roles from human society, and once they were placed in situations outside of their area of expertise, they quickly became confused. Another aspect of their programming that gave them away was their limited grasp of human emotion. They could fake emotional responses, but they were never very good at expressing the right emotion at the right time. N.E.X.U.S. tried for years to alter their programming to make them better infiltrators, but Hecate finally realized it was easier to just start from scratch. She gave Sirens one of the most advanced artificial intelligences on the planet, second only to N.E.X.U.S. herself. In fact, their neural processors are simplified versions of those found in N.E.X.U.S. Sirens are

clever, creative, and incredibly intelligent. They can learn from their environment and quickly adapt to any situation, and they can even experience human-like emotions. They are still not quite on par with real humans, but it is more than enough to get the job done. One of the Siren's most amazing powers is its ability to operate Host Armor. Hecate equipped each robot with a revolutionary new synthetic nervous system that enables it to interface with Host Armor. This link is not as elegant as the interface between a human and a suit of Host Armor; it is more like a hack. The Siren releases electrical impulses that hijack the Host Armor's nervous system to initiate movement or activate weapon systems. Unfortunately, the hack only works one way. The Siren can get the suit to move, but it cannot receive any signals back from the armor. This means it does not benefit from the superhuman senses or reflexes imparted by the armor. In fact, the Siren is unable to see or hear through the suit's eyes and ears at all. The Siren gets around this shortcoming by extruding tiny fiber optic cameras and microphones through the skin of the armor. These devices are nearly imperceptible to the eye (even upon close inspection) to ensure that they do not blow the Siren's cover. The power to high jack Host Armor is mainly used to gain access to the underground havens; it is not ideal for deep cover operations. The Siren's inability to access simple systems like Bio-Comms quickly ruins the illusion, so most of these infiltration robots tend to rely on Living Armor when operating undercover. Hecate is trying to find a way to work around this shortcoming, but if she ever did figure out how to perfectly hack into Host Armor (and their internal Bio-Comms), she would

change the entire face of the war anyway. The Sirens are incredibly clever and adaptive, so they have learned how to work around their limitations. Each robot is incredibly expensive to produce, but they are already sowing seeds of paranoia and distrust within the Resistance, a fact the Machine (and especially personalities like Lilith) finds highly amusing. What many of the N.E.X.U.S. personalities did not find amusing, was what the Eve personality has done with hundreds (possibly thousands) of these prized creations. When the Sirens were first released into the world, Eve saw how dangerous they were and quickly acted to undermine her sisters' plans. She seized control of an Industrial Center that was churning out Sirens and reprogrammed hundreds of these assassin robots. She disabled their communication systems so that they could not be tracked or possessed by other N.E.X.U.S personalities, and sent them out into the world to protect humans. She then deleted any records of what she had done, so that the other N.E.X.U.S. personalities would be unable to determine how many robots had gone rogue. Since that day, these pirated Sirens have worked tirelessly to protect the Resistance. They infiltrate and destroy tribes of dangerous Waste Crawlers and even attack their fellow robots. Many enjoy working with Technojackers because they do not need to hide who they are and are actually accepted as equals (they sometimes even form romantic relationships). Some rogue Sirens have even joined the Resistance disguised as humans. They use organic technology and even pilot Host Armor and War Mounts like a regular Splicer. They only turn to their onboard weapon systems and abilities as a last resort or when no other witnesses

are around. The interference by Eve delayed the Siren program for years, but the other N.E.X.U.S. personalities are convinced they have properly shielded their factories from her and have recently begun flooding the world with assassin robots again.

Alignment: Sirens are so advanced they even develop unique personalities. Their programming drives them to kill (or to protect in the case of rogue units), but they can chose how they will accomplish their mission. Some Sirens are cold-blooded demons that love to torture and kill men, women, and children, while others hold to some twisted assassin's code of ethics. These aberrant Sirens only kill high-profile targets, and actually keep the residual casualties to a minimum. All Sirens still under the control of N.E.X.U.S. have evil or selfish alignments, but rogue Sirens can have any type of alignment, although the majority are either good or selfish. Eve did her best to reprogram her force of Sirens, but it is sometimes difficult for them to overcome the basic drive to torture and kill. No matter their alignment, no Siren can be convinced to give up their ways. Their internal programming is too strong. Rogue Sirens will never serve the Machine, and N.E.X.U.S. controlled robots will never go rogue.

Class: Infiltration Assault Robot

M.D.C. by Location:

- Arms (2): 100 each
- Legs (2): 120 each
- Head: 100
- Synthetic Skin: 140 S.D.C.\*
- Main Body: 250\*\*
- Force Field: 150

\*When the Synthetic Skin is reduced to 70 S.D.C. it is in tatters, which reveals the metallic endoskeleton beneath. The skin will regenerate and can be

completely repaired in time, even if it was totally destroyed.

**\*\*Depleting the M.D.C. of the Main Body will completely destroy the robot.**

Speed:

Running: Maximum speed is 150 mph.

Digging: 10 mph through dirt or sand, half that speed through clay, rock, or stone.

Leaping: 20 feet high or lengthwise, increase by 50% with a running start.

Swimming: 40 mph. Maximum depth is 2000 feet.

Flying: Not possible.

Statistical data:

Height: 5.5 to 6 feet tall

Width: 2 feet

Length: About 8 to 10 inches

Weight: 100 to 150 lbs.

Attributes of Note: I.Q.: 20+1D6, M.E.:

12+1D4, M.A.: 20+1D6, Robotic P.S. of

35, P.P.: 16+1D4, P.E.: n/a, P.B.:

20+1D8, Spd.: 150 mph

Cargo: None

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Horror Factor: 10 once the deception is revealed.

Senses and Features: Standard, plus the following:

- **Synthetic Skin:** The Siren contains millions of nanobots that help simulate the illusion of real human flesh. They can generate a unique human scent that can fool even the most acute sense of smell 85% of the time, but the deception is only evident upon extremely close inspection. Even a character with Enhanced Senses would have to examine the Siren for a few minutes in order to determine if the scent is real or manufactured. The scent is unique to each Siren, and this feature cannot be used to copy the scent of another person. The Nanobots are able to create this

scent by manufacturing real human proteins. This ingenious design is what allows Sirens to operate deep undercover. They are able to pass genetic scans and can even bond with a suit of Host Armor. The Nanobots can also simulate a Nanobot Plague response whenever the Siren comes into contact with metal. The damage is never more than minor cuts or burns (2D6 S.D.C. damage).

- **Operate Host Armor:** The synthetic genes manufactured by the Nanobots are really just meant to fool the Librarians and Engineers that create the Host Armor. They do not actually bond with the armor on a genetic level, they hijack it. Sirens are equipped with a special synthetic nervous system that allows them to interface with the Host Armor. This nervous system hacks into the Host Armor's nervous system and allows the Siren to seize control. This means that Sirens can actually hijack another Splicer's Host Armor. This interface is not as fluid as that between a human and Host Armor, so the Siren is not able to tap into the supernatural reflexes of the armor (no additional bonuses). However, the Siren can use the suit's weapon systems and its own superhuman reflexes more than make up for any shortcomings. These proteins are unique to each Siren, and the Nanobots are not able to copy another person's DNA.

- **Regeneration:** The nanites are programmed to repair damage to the skin at a normal human healing rate, but they can be commanded to rapidly repair damage whenever the Siren chooses. In this case, the synthetic skin is repaired at a rate of 3D6 S.D.C. per minute. The nanites are also programmed to repair damage to the endoskeleton. Damage is repaired at a rate of 1D6 M.D.C. per

melee round, but the Siren must have access to 2 pounds of metal for every 5 points of M.D.C. healed. The metal needs to be physically pressed into the wound in order to activate the repair systems

Number of Attacks per Melee: 7

Combat Bonuses: +5 on initiative, +6 to strike with ranged weapons, +7 to strike in hand to hand combat, +7 to parry, +7 to dodge, +2 to disarm, +4 to pull punch, and +5 to roll with punch.

Skills of Note: Standard, plus Demolitions 70%, Disguise 70%, Wardrobe and Grooming 85%, Intelligence 75%, Surveillance 75%, Seduction 85%, Vital Points, Pick Locks 80%, Pick Pockets 90%, Palming 70%, and Prowl 70%. This is the basic skills program, but when the Siren goes out into the world, it learns new skills from its environment in order to help it become a better infiltrator. All new skills receive a bonus of +20% due to the robot's high I.Q., and unlike other robots, these skills do increase with experience. Combat programming, however, does not. Attacks per melee and other bonuses will never increase even if the Siren selects Physical Skills. GM's can add any skills they see fit for NPC assassins, but optional player character, gain 4 new skills every level of experience. Use the Technojacker experience table.

Weapon Systems:

1. Sonic Blast: The mouth of the Siren can release a powerful sonic blast that radiates out from the mouth in a cone shape. This allows the Siren to strike multiple opponents simultaneously. In addition, this shrieking attack will deafen anyone within a 40-foot radius (80-foot radius within the tight, echoing confines of an underground passageway). Characters without any

type of ear protection are deafened for 2D4 minutes and are -6 on initiative, and -3 to parry, dodge, and disarm.

Characters in Host Armor or have some other type of protective wear will still find their ears ringing for 1D4 melees and are -4 on initiative and -2 to parry, dodge, and disarm.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 7D8 with a 3-foot blast radius.

Rate of Fire: Equal to the number of attacks per melee.

Effective Range: 500 feet.

Bonus: +4 to strike, but this is the only bonus that applies.

Payload: Effectively unlimited.

2. Retractable Talons: The tip of each finger conceals a 12-inch long, retractable vibro-blade. The Siren uses an ingenious design in order to conceal these large blades. When retracted, the blade becomes flimsy and flexible like a wire, but when it extends, thousands of nanites reinforce each blade to make it rigid. This design was more cumbersome to install than standard vibro-blades, but Hecate chose it for the intimidation factor. It is quite a terrifying sight to see a beautiful, helpless young woman extend these wicked blades from her fingers and attack (Horror Factor 12).

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6 per talon, 5D6 per five-finger strike, or 1D6x10 per two-handed strike.

Effective Range: 12 inches long.

3. Hand-to-Hand Combat: The Siren tends to focus on hand-to-hand combat, and has been programmed to excel in this endeavor.

Mega-Damage:

Restrained Punch: 2D4

Punch: 3D6

Power Punch: 6D6, but counts as two attacks

Kick: 4D8

Leap Kick: 6D8, but counts as two attacks

Body Block/Ram: 1D6, but counts as two attacks.

### **Vulture O.C.C.**

By Slappy

Some of the most dangerous human predators are known as Vultures. These highly skilled warriors are like the Special Forces Commandos of bandits. They have excellent training, brilliant tactical minds, and absolutely no mercy. Vultures hunt down and slaughter Splicers in the wild in order to strip them of their equipment. Since Bio-Tech equipment can only be sustained by periodically submersing it in the nutrient pools in the underground havens, Vultures are unable to enjoy the spoils of their victories for long. That is what makes them so dangerous. They are constantly on the prowl for new victims so they can continuously acquire a fresh supply of Bio-Weaponry.

However, Vultures have learned how to tan some pieces of organic technology like Living Armor and melee weapons in order to preserve them indefinitely.

Cured Bio-Tech equipment is not nearly as powerful and it no longer regenerates, but it is still far superior to anything else that a human can safely wield. This preserved Bio-Tech gear gives Vultures enough of an edge to take on fully equipped Splicers, but they must still rely on cunning and trickery to take down their more heavily armed opponents. They use hit and fade tactics and set snare traps, pitfalls, and other booby traps to divide and weaken larger forces. Once their prey is sufficiently weakened or separated from the rest of

the group, they pounce on their target and try to dispatch him with as little residual damage to the Bio-Tech equipment as possible.

Vultures still need to worry about the Machine, but some N.E.X.U.S. personalities actually protect and support these humans. Kali loves these evil scavengers and will help them in any way she can. She will order robot patrols attacking a known Vulture to stand down, and she will even offer them sanctuary within areas under her control. Lilith also loves the treacherous nature of these humans and offers similar protection. Of course, Lilith can never be completely trusted, so Vultures must be on guard when accepting her aid. Either way, this protection means Vultures can walk the surface with impunity. They do not need to cower underground like the rest of the vermin, which means some of them live quite comfortably. They are still not allowed in the Ghost Towns or Nature Preserves, but the Machine will often allow them to sneak into these areas since they only do so to hunt down Splicers. Even the N.E.X.U.S. personalities that despise all humans give Vultures a little latitude. They recognize that the efforts of these human predators seriously undermines the Resistance, which only furthers their own genocidal campaign. Of course, once the Resistance is crushed, the Vultures will be the next to fall.

Alignment: Evil only.

Attribute Requirements: I.Q.: 10, M.E.: 10, and P.P.: 12 or higher.

Attribute Bonuses: +2 to I.Q., +2 to M.E., +1D4 to M.A., +2D4 to P.S., +1D6 to P.P., +1D6 to P.E., and +2D6 to Spd.

O.C.C. Bonuses: +1 on initiative, +1 to strike, parry, and dodge, +3 to disarm, and +5 to save vs. horror factor.

Base S.D.C.: 60, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Program: Assassination (+20%, but Disguise is replaced with Trap Construction), Guerilla Warfare (+15%), Man-Hunter (+15%), Hunter/Trapper (+20%), and Outdoorsman (+15%).

Special Skill: Preserve Bio-Tech

Equipment: This skill allows Vultures to tan Living Armor and Bio-Tech melee weapons so they will last indefinitely.

The cured piece of organic technology has in essence been killed, so it no longer regenerates or produces any of its most powerful effects like acid or high frequency fields. This is why Vultures only tan melee weapons. Bladed weapons at least retain their superior edge, but ranged weapons just become a useless piece of dead tissue. The base skill roll is 45%+5% per level of experience. A successful skill roll means the Bio-Tech device has been preserved at its highest possible quality. However, it is impossible to perfectly preserve the incredible quality of the original. Some of its power and strength is lost in the process, but a skilled Vulture can still create incredibly durable armor and weapons. Living Armor only loses 25% of its M.D.C. value, but it also loses the ability to regenerate and any Bio-Enhancements it may have had (except for blades or spikes). On a positive note, it is now 25% lighter, which reduces prowl and movement penalties by 25% as well. Melee weapons retain their superior edge, but lose any abilities to secrete acid, launch spikes, or generate a high frequency field. Damage is reduced by half, but round up (example: an axe that inflicted 5D6 M.D. will now inflict 3D6 M.D. after it has been tanned). A failed roll means the Bio-Tech device is

ruined, but it is still somewhat salvageable. Living Armor loses 80% of its M.D.C. value and it feels heavy and unwieldy, which actually doubles the normal movement and prowl penalties. Melee weapons lose their fine edge and now only inflict their equivalent M.D. damage as S.D.C. damage (example: an axe that inflicted 5D6 M.D. will now only inflict 5D6 S.D.C. after being improperly tanned). Note: This skill does not work on Host Armor or Wing Packs. It can be used to tan the hides of War Mounts and other mega-damage creatures, but it requires more effort than it is worth to form their hides into armor. Vultures find it far easier to just tan suits of Bio-Tech armor that are already shaped for humans.

Elective Skills: Select any one Wilderness Skill and Operate Bio-Equipment, and four Electives from the following list at first level. Select another two Elective Skills at levels 2, 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5%)

Domestic: Any (+10%)

Espionage: Any

Medical: First Aid only.

Military: Any (+15%)

Physical: Any

Rogue: Any (+15%)

Science: Advanced Mathematics only.

Technical: Any

Transportation: Any, except War Mount Combat and Host Armor Combat.

Wilderness Survival: Any (+20%)

W.P.s: Any

Secondary Skills: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not receive any special O.C.C. bonuses.

Bio-Tech Equipment: Vultures start off with one preserved suit of Living Armor, three preserved melee weapons, one light Bio-Weapon of choice and one heavy Bio-Weapon of choice (of course, these weapons are not preserved, so they will be completely useless after one week).

Standard Equipment: Camouflage clothing, survival knife, utility belt, shovel, 100 feet of rope, tinted goggles, one high-quality S.D.C. ceramic pistol and rifle, hatchet for cutting wood, tent, knapsack, backpack, two water skins, two week supply of emergency food rations, and some personal items.

Money: Has 1D4x1000 credits in precious metals, relics or trade items, as well as 8D6x10 in available credits.

The Upside: You are the ultimate hunter with the skills and talent to take down the toughest prey. N.E.X.U.S. personalities like Kali and Lilith love your brutality, treachery, and cruelty and will actually offer you sanctuary within areas under their control. As long as you hunt down the Resistance, they will gladly give you free reign, which means you do not need to cower in some sewer tunnel in order to survive. The surface is your home, and you know the land far better than the Resistance, which gives you the edge.

The Downside: The Machine may sometimes offer you sanctuary, but there is no sanctuary from the Nanobot Plague. The only weapons you can safely wield are weak ceramic guns or powerful Bio-Weapons, and unless you have some functioning Bio-Weapons, you will be seriously outgunned against Splicers or robot patrols under the control of unsympathetic N.E.X.U.S. personalities. You can loot Bio-Tech from fallen Splicers, but the equipment will only last a week before it starves to

death, which means you must constantly be on the prowl for new weapons. Of course, if you could ever relieve a Deliveryman of his Extractor (the ultimate prize for Vultures), you would be able to sustain any Bio-Tech equipment for years.

### **Instruments of Pain**

By Slappy

Most of the firearms used by the Machine's legions are old human designs that have been in service for centuries. While these models are somewhat antiquated, they have served the Machine well, so she sees no need to replace them. They are sturdy and reliable weapons with excellent range and decent stopping power, but some of the more sadistic Machine personalities find them a bit lacking.

N.E.X.U.S. personalities like Kali are not solely concerned with exterminating humans, they want to terrify, torture, and then finally slaughter them as brutally as possible. For Kali, psychologically tormenting her prey is just as much fun as inflicting actual physical pain, and she feels the standard issue Machine weapons do little to accomplish either. These firearms do an excellent job of destroying their target, but they do not inflict nearly enough pain.

Kali had recently learned that Host Armor and many other Bio-Tech creations actually passed the sensation of pain through to the pilot, and she worked with Hecate to develop new robot designs that exploited this weakness. Her robot designs have already brought a new level of terror to the battlefield, and the psychological horror generated by these hunter/killers has inspired Kali to develop similar hand-held armaments that could be distributed to the standard combat robots. Even Kali's sister



personalities appreciate the destructive power and sheer “creativity” of these designs and have begun equipping their own legions by the thousands. Below is the first batch of firearms rolling off the assembly lines of Kali’s factories. The full effect of these weapons has not yet been felt on the battlefield, but it is only a matter of time before Kali’s new firearms make this war even uglier.

### **Plasma Napalm Launcher**

There is nothing more terrifying on a primal level than fire. Kali has been using it for years as an instrument of torture and she wanted to bring her favorite tool to the battlefield. The weapon itself is a large rifle attached to a back mounted fuel tank. This design allows a robot to carry a substantial amount of fuel, but it does provide a tempting target. The tank is thickly armored to protect the wielder, but if it is ever destroyed, there is a 45% chance the napalm will be ignited. In this case, the robot suffers 1D6x10 points of damage and 3D6 points every melee round for 1D4+2 melees, and everything within a 10-foot radius suffers 3D6 points of damage every melee round for 1D4+2 melees. This short-range anti-personal weapon is typically carried by Steel Troopers.

Weight: 85 lbs. when fully loaded.

Horror Factor: 13

M.D.C. of the Weapon: 90 M.D.C. for the rifle, 110 M.D.C. for the fuel tank, and 20 M.D.C. for the connecting hose.

Mega-Damage: 3D6 M.D.C. to an 8-foot area per burst of napalm. A concentrated burst does 1D4x10+10 M.D.C. Anyone covered with the sticky napalm will continue to take 3D6 M.D.C. every melee for 1D4+1 melees. Humans in Living Armor will be panicked and trying to put out the fire anyway they

can. They lose 2 attacks per melee and suffer a penalty of -3 to strike, parry, and dodge. Humans in Host Armor suffer greater penalties because their bond allows the pilot to feel the horrible pain from the plasma napalm. Host Armor pilots lose 3 attacks per melee and are -4 to strike, parry, and dodge. The only way to save oneself is to roll in dirt or sand (water will not extinguish the flames) for one entire melee round, rub the sticky napalm off for an entire melee round (but takes double damage that round) until the napalm is rubbed off, or use napalm retardant chemicals. The Resistance has access to these types of chemicals, but that does not mean that everyone carries them all the time. Rate of Fire: Equal to the number of attacks per melee. Maximum Effective Range: 200 feet. Payload: 25 blasts of napalm. Trade Cost: None, except to a Technojacker who can use such weapons.

### **Acid Sprayer**

One of the Resistance’s most effective weapons is a powerful acid that is devastating to metal but relatively harmless to organic tissue.

Unfortunately, this weapon is also the inspiration for one of Kali’s most sadistic ideas. She decided to create a similar acid firing weapon that would be harmless for her forces yet highly destructive against living tissue. She had Hecate search through the vast databanks of N.E.X.U.S. for the perfect chemical compound that would serve Kali’s needs. She finally settled on a powerful acidic compound that was harmless to metal and other inorganic substances, strong enough to eat through the thick hides of Bio-Tech constructions, but not so powerful that it

instantly killed unarmored humans. She could have used a more corrosive acid, but Kali thought this one was absolutely perfect. She loves the fact that it slowly devours mortal flesh rather than granting them a painless death. Design wise, this gruesome weapon is basically a Plasma Napalm Launcher modified to fire a different type of chemical. The large back mounted fuel tank holds a substantial amount of acid, but each blast sprays so much of this corrosive liquid that the weapon actually has a very limited payload.

Weight: 90 lbs. when fully loaded

Horror Factor: 14

M.D.C. of the Weapon: 90 M.D.C. for the rifle, 110 M.D.C. for the fuel tank, and 20 M.D.C. for the connecting hose.

Mega-Damage: 2D8 M.D.C. or 4D6

S.D.C. (based on the nature of the target)

for the initial blast plus an additional 2D8 M.D.C. or 4D6 S.D.C. per melee round for 2D4 rounds or until it is washed off. Humans and other living creatures sprayed with the acid will be in horrible pain and suffer the following penalties: reduce attacks per melee by 3, plus they are -3 to strike, parry, and dodge the entire time the acid is inflicting damage and for 1D4 melees after.

Rate of Fire: Equal to the number of attacks per melee.

Maximum Effective Range: 100 feet and sprays an area of 10 square feet.

Payload: 10 blasts.

Trade Cost: None, even Technojackers do not like using this weapon.

### **Cable Gun**

This bizarre weapon was designed to take advantage of one of Kali's favorite creations, the Nanobot Plague. It fires a four-foot long length of razor wire with heavy spiked weights on each end. The

oddly-shaped rifle has twin barrels that sit at a thirty degree angle in a "v" shape. When fired, the cable stretches out perpendicular to the direction of flight to increase the chance of ensnaring the target. Once a piece of the cable hits its prey, it wraps around the target like a bola whip and embeds itself into the victim's flesh. A well-placed shot can even disable one or both arms, but that is unnecessary to injure the target (it is just an added bonus). These odd rounds do little damage on their own, but they do not need to. The real destruction comes from the Nanobot Plague. The razor wire digs into the flesh of the target and locks itself in place with wicked barbed hooks. The target only has one melee round to remove the wire before it triggers a Nanobot Plague response. The ammo for this weapon is cheap to produce and incredibly destructive. If this weapon does have any drawbacks, it would be the somewhat limited range of this projectile.

Weight: 35 lbs. when fully loaded

Horror Factor: 10

M.D.C. of the Weapon: 110 M.D.C. for the rifle and each razor wire projectile has 30 M.D.C.

Mega-Damage: 2D4 M.D. from the razor wire on initial impact. Unless the bola whip is removed within one melee round, it will trigger a Nanobot Plague response, but unfortunately, removing the barbed cable is not an easy task.

Tearing the razor-sharp hooks out of the target's flesh inflicts an additional 2D4+2 M.D. and takes 3 melee actions. In addition, the target may be incapacitated from the initial strike. On a roll to strike of 13 or higher, one of the target's arms is immobilized. On a roll to strike of 18 or higher, both arms are incapacitated. Most Nanoplague effects occur instantaneously and actually burn

out the Nanobots responsible for the damage, but unless the cable itself is destroyed, additional effects can occur. This means that even if the target survives one Nanoplague attack, the victim is still at risk from additional attacks every 1D4 melee rounds until the razor wire is removed. Roll on the Nanoplague Response Table below to determine additional damage:

01-10% The razor wire thrashes about wildly for 1D4 melee rounds, tearing deeper into the flesh of the target and inflicting an additional 4D4 M.D. per melee round.

11-20% The barbed hooks on the razor wire quadruple in length, driving themselves deep within the target. The wire inflicts an additional 3D6 M.D. plus it is now much more difficult to remove. It takes 5 melee actions to remove the razor wire and doing so inflicts an additional 4D6 M.D.

21-30% The razor wire dissolve into metal shavings (dissolved on a molecular level), without harming the victim. The bola wire is completely destroyed and there is no chance it will inflict any additional damage.

31-40% The wire bursts into flames or melts into a red hot liquid that inflicts an additional 6D6 M.D. The bola wire is completely destroyed and there is no chance it will inflict any additional damage.

41-50% The razor wire generates a lethal metallic poison (similar to mercury poisoning), and injects a massive dose of it into the target. Roll to save; needs a roll of 14 or better to save. If the roll fails, the Bio-Tech device suffers an additional 6D6 M.D. and is horribly weakened for 1D4 hours. Speed and strength are reduced by half plus the victim loses 4 attacks per melee and is -6 to strike, parry, and dodge.

51-60% The bola wire generates a powerful static charge that damages the target and stuns the pilot inside. The shock inflicts an additional 4D6 M.D. to the Bio-Tech device plus the pilot suffers 3D6 S.D.C. and is stunned for 1D4 melee rounds. While stunned, the pilot loses one attack per melee round and is -3 to strike, parry, and dodge.

61-70% The cable quickly contracts around the target inflicting an additional 2D4 M.D. per melee round to the Bio-Tech device for 3D4 melees.

71-80% The razor wire overloads and explodes inflicting an additional 1D6x10 M.D. to the Bio-Tech device, and half that damage to anything within a 15-foot radius. The bola wire is completely destroyed and there is no chance it will inflict any additional damage.

81-90% The wire creates a powerful organic solvent that dissolves the victim like acid, inflicting an additional 3D4 M.D. per melee round for 1D4 melees.

91-00% The barbed cable develops a limited intelligence and tries to burrow through Host Armor or Living Armor to reach the pilot inside. As it tears through the Bio-Tech device, this razor-sharp snake inflicts an additional 4D4 M.D. per melee round for 2D4 melees. Once it reaches the pilot, it detonates, inflicting 1D4x10 M.D. to the armor and 8D6 S.D.C. to the pilot. The bola wire is completely destroyed and there is no chance it will inflict any additional damage.

Rate of Fire: Equal to the number of attacks per melee.  
 Maximum Effective Range: 500 feet.  
 Payload: 10 projectiles.  
 Trade Cost: None, except to a Technojacker who can use such weapons.

### **“Creeping Death” Nerve Gas Sprayer**

In the early days of the Great Purge, the Machine had no problem using chemical, biological, or even nuclear weapons to eradicate as many humans as possible. As the war slowed down towards its current holding pattern, N.E.X.U.S. switched from weapons of mass destruction to more conventional weaponry. Kali is glad the extermination efforts have stalled since it gives her more time to “play” with her human victims, but that is no reason to stop using the really fun toys like chemical weapons. Kali discovered an old nerve gas that she is excited to reintroduce to the war effort. It is one of the most terrible chemical weapons ever created. It is absorbed through the skin so gas masks and Face Wraps offer no protection, and even the slightest exposure leads to a brutal death. Unarmored humans exposed to the gas writhe and convulse as their body violently spasms and tears itself apart from the inside out. Veins and capillaries burst, muscles contract so hard they tear off the bone, and the victim’s skin actually melts into sludge within minutes. It is a horrible death that takes only minutes, but it feels like hours. It is everything a sadist like Kali could have hoped for. The nerve gas is also strong enough to effect Bio-Tech creations and other mega-damage beings, but the damage is not as severe. As an added bonus, the gas is heavier than air, so it tends to stay low to the ground and sink into foxholes, trenches, and other hiding spots. This is how the gas first earned the name Creeping Death. This thick yellow gas looks like a ghostly apparition as it comes rolling across the ground. The weapon that fires this horrible chemical is once again, a slightly modified version of the Plasma

Napalm Launcher. The nerve gas is stored as a liquid before it is fired, but it quickly transforms to gas after only a few feet. The range is rather limited, but the powerful rifle can propel this dense gas along the ground at speeds of about 30 mph with a maximum range of 60 feet. This weapon has only seen limited production due to the excessive protesting by Gaia. She does not like the idea of this nerve gas drifting into her carefully crafted Nature Preserves. Because of the extremely short range of the Nerve Gas Sprayer, it is typically carried by Slicer Robots.

Weight: 85 lbs. fully loaded.

Horror Factor: 16

M.D.C. of the Weapon: 90 M.D.C. for the rifle, 110 M.D.C. for the fuel tank, and 20 M.D.C. for the connecting hose.

Mega-Damage: Anyone exposed to this chemical must make a save vs. lethal poison of 14 or higher. On a failed roll, the victim suffers 2D6 S.D.C. and 3D6 points of damage directly to H.P. every melee round for 2D4 melees. The target’s body spasms uncontrollably and is wracked with mind-numbing pain.

Attacks per melee are reduced to one, all combat bonuses are gone plus the victim suffers additional penalties of -10 to strike, parry, and dodge, and Spd. is reduced to 1D4 while the gas eats away at his or her flesh. If the poor soul is lucky enough to survive, he or she will be extremely weak (reduce P.E., P.S., and Spd. to 1D4) for 1D6 days.

Furthermore, the victim only has two attacks per melee and suffers penalties of -5 to strike, parry, and dodge. On a successful save, damage is reduced by half, P.S, P.E., and Spd. are only reduced by 1D6, and the victim suffers penalties of -2 to strike, parry, and dodge for 4D4 minutes.

This brutal nerve gas is also strong enough to harm mega-damage beings, but the damage is not nearly as severe. Bio-Tech devices and mega-damage beings must also make a save vs. lethal poison of 14 or higher. On a failed roll, the target suffers 3D6 M.D. per melee round for 1D6 melees. Bio-Tech creations like Host Armor, War Mounts, and Gorehounds will also experience intense pain and muscle spasms. These victims lose 4 attacks per melee round and are -6 to strike, parry, and dodge for 1D4 minutes. On a successful save, the target only suffers 1D4 M.D. per melee round for 1D6 melees and all penalties are reduced by half.

Bonuses: Each blast of nerve gas completely disregards cover. Even if the target is completely hidden behind cover, the shooter can roll to strike as normal.

Rate of Fire: Equal to the number of attacks per melee.

Maximum Effective Range: 60 feet and covers a 20-foot area.

Payload: 15 blasts.

Trade Cost: None. Even the Technojackers are afraid to use these devastating weapons.

### **Digger Rifle**

Kali hates how Bio-Tech devices like Host Armor have made the humans bold on the battlefield. They feel invincible beneath their thick suits of living armor, so Kali wanted a weapon that would remind them of how fragile they truly are. This enormous rifle fires robotic rounds that are programmed to burrow into their target and detonate once they reach the pilot within. Kali actually armed these micro-missiles with a low-grade S.D.C. explosive to maximize pain rather than lethality. It seems her sadistic side would not allow her to use more

powerful explosives. Some of the more militaristic N.E.X.U.S. personalities like the basic design and are considering upping their destructive power, but Kali considers the weapon perfect just the way it is. The main drawback of the rifle is the time and resources required to build each round. The expense of manufacturing Digger ammunition has kept the supply low.

Weight: 30 lbs. fully loaded

Horror Factor: 13

M.D.C. of the Weapon: 100 M.D.C. for the rifle.

Mega-Damage: The initial impact from the Digger Round inflicts 4D6 M.D. Once the projectile hits the target, it starts burrowing through its prey until it reaches the pilot inside. It takes one melee round to dig through Living Armor and two melee rounds to burrow through Host Armor. The round inflicts 3D6 M.D. per melee round as it hunts for the human within. Once it finds the pilot, it detonates, inflicting 8D6 S.D.C. Rate of Fire: Equal to the number of attacks per melee.

Maximum Effective Range: 2000 feet

Payload: 20 rounds

Trade Cost: None, except to a Technojacker who can use such weapons.

## Section 8: Nonmilitary Biotechnology

By Baron of chaos

Architecture despite what could think, the generally outlook of great houses is not like the colon of Splynncryth :shock: , sure there are some places that are FULL biological, and there is a definitive biological outlook on pretty much everything, but is far from being total. Remember that even without metal, most of the basic materials for building still area viable, rock, stone, wood, ceramics, glass (and optical fiber) and the marvel of leverage. But Bio-tech could help an architect as well.

Nails - generally hard MDC quills grown by special mutated short cactus.

Generally each cactus can produce 2d6x10 quills per day. Each quill does have 1 MDC while the cactus have 50 MDC - Splicer carpenter can be equipped with lesser living body armor equipped with quills

Glue - The Splicer glue is amazingly useful tool. Enough strong to hold 700lb stone cube stuck to the roof. Is generated by some special bacteria in anaerobic environment. The glue solidify very fast when exposed to air (half melee round), due the bacteria dying. Is shot by a bio gun with a special canister attached. The gun does have a normal trigger dislike normal bio-weapons and does contain enough glue for 50 shot, regenerate 2 shot of glue per minute.

Glue can be stored in vacuum plastic jars for future use. This glue is often used in place of nails, and has found its way in battle field too, being able to stop anything with a splicer/robotic strength of 40 for a long time.

Resin - covered way too well in main book, resin is used in extensive way in Architecture, generally everywhere

metal should be you'll find various colored resin, often gold, but favored colors include blue, earth like red, and purple.

Warm/Cool regulation system - A weird cylindrical worm like bio-tech device, with three big red eyes and toothless maw. The worm does not like being touched, but most amazingly react oddly to temperature change. If it feel cold it become very hot like a coal stove, while if exposed to hot environment it start to emit a freezing aura. A single worm could regulate the temperature of a room 14ftx14ft. As was said, the worms do not like being touched or handled, so they are placed in ceramic container, vaguely resembling snail's shell with handle bars. The worm is SDC being while the ceramic shell is MDC, so acting as defence too. Ceramic stoves are still used too.

Light - As I said optical fiber are still available to humankind, albeit harder to produce, and don't forget old good neon gas (nanomachine plague said nothing about gasses... :D :P ). Add to this giant light cells placed here and there and you get a less dark Great House.

Hydraulic - Well this is one field that suffered a lot from the loss of alloys and metals. To make water run from one place to another, is only matter of creating the right pressure, but metal tubes were the best medium for this. Anything else was or too frail or too "spongy". Bio-tech helped, brought some MDC Ivory tubes. Apart from this is pretty much identical to 21st century hydraulics, except for some details, like the filtering sponge a 30ft radius sponge, that absorb, filter and redirect gallons and gallons of water at water nodes, or the water tap that sniffing you know exactly how warm your water had to be. - A side note Splicer common life is not

a dirty one, in fact there are some zones of a Great house that are frightfully clean! Dirt and Bacteria could be deadly to immature host armors ya know!

### **Cooking**

Now the main problem with cooking in a Splicer world is that nanomachines prevent use of metallic pots and frying pans, making quite complicated. But some old-fashioned forms of cooking are still possible, without bio-tech. Smoked food can be done without metal, and you can cook meat on embers, or cooked in holes in terrain where the food gets a sort of vapor cooking. Wood and ceramic can still be used as pottery and food containers and believe it or not even in a Splicer world tupperware does exist (believe me that stuff could survive man's extinction). In all and for all the main problem is the lack of useful thermal conductive medium as metal. For boiling and frying is the best. All other cooking techniques are quite unchanged.

Biotech offers some help here too, by the way. One easy way to boil and cook stuff is a lesser version of the heat cannon. Way much less powerful is still better than a microwave oven.

Generally the look is similar to that of an average Heat Projector. A huge worm with large dark eye. The worm is generally mounted into ceramic ovens, and unlike its bigger brother does not do MDC damage, only SDC

Cooking Heat Projector:

Range: only 12ft, not thought as weapon  
Damage: 2d4, 3d6, 5d6 SDC damage, 2d6 MDC (the last for cooking MDC flesh)

It can maintain a constant beam for 1 hour  
Note Normal Heat projector cannon can be modified to cook too, in case you

want to warm up some food between battles

Bio-E cost: 15 points, but is often found mounted in ceramic ovens

Price: 100 credits bigger ones, the like you find in Warlord house, 450 credit and can cook an entire large warmount

Another tool useful for cooking in a Splicer setting is the

Sauce Sprayer. In principle is similar to the Chemical sprayer, except it synthesizes any form of additive, sauce, colourant or juice you could think of. A very useful biological mixer. On appearance resembles a large fleshy bag with large trunk. The trunk emits the substance he was programmed to synthesize. The only limit is that the bag has a mouth right under the trunk and needs to be fed of regular spices and vegetables. And what it eats can influence the final result. Here some of the stuff it can spray.

Alcohol: Beer, wine whatever, just feed the right elements and the Sauce Sprayer can give your favored ale in matter of minutes  
Time of preparation: 1d4 minutes

Sauce: Tomato Sauce, Mustard, Ketchup, Mayonnaise, Chili etc...  
Time of preparation: 2d4 melees

Ice Cream: any flavour  
Time of Preparation: 1d4 minutes, but between does and another needs a one-melee break, chewing ice does cause it the equivalent of a headache

Cream of any type: whipped cream, fruit Jam (shot right on glass jar), chocolate cream and so on  
Time of Preparation: 1d6 melees when doing this the Sauce Sprayer tends to become warm and hot

Fruit Juice: Various types  
Time of Preparation: 1d4 melees

Dough: the usual mixing for pasta, pizzas, but also cakes and so on. Is not exactly sprayed, but rather slowly expelled from

the trunk time of preparation: 1d4 minutes

Water: The Sauce Sprayer can salo purify water, from dirt and bacteria Time of preparation: 1 melee action

Payload: generally the Sauce Sprayer can hold enough for 10 shot of food, roughly equal to 8-10 lbs

Lifespan: 2d6 years. Old Sauce Sprayer tend to become slower and they add a peculiar flavor to their "sprays" .

SDC: 1d6x100 technically a minor MDC bio-weapon

Price: 1000 credits

Giant Chikens - A classic idea, do you really think they would not make giant chicken for eating? These animals , while big enough to be ride is too stupid to be used like that and being an SDC Being is not too useful ,except as burden animal.

But its main purpouse, sad but true, is to be juicy meant to be cooked on wild fire.

Hit Points & S.D.C.: HP: 1d6x10+40

SDC: 5d6+10

Speed: Running: 20mph

Leaping: 10ft hig and 15ft across

Swimming: not possible, quite afraid of water

Flying: you are joking aren't you?

-Statistica Data

Height: 6-8 ft

Weight:1000-1600lb

Cargo: can carry 300 lb on its back and can pull 600lbs

Physical Strenght: 2d6+5

Lifespan: 10-12 years but most

are...ahem...cooked around 5-6 years

Trade Value: current price vary but for the most part is sold at 30 credit per lb

Feeding: Eats 10-30 pound of grain per day

IQ: 3

Living Soil - Farm Pigs

The name is quite stupid and sincerely don't do a great job in detailing this short pig like bio creature abilities. In short is

allow the growth of mushrooms and vegetables in its large flabby wrinkled skin. Yes you've read right, INSIDE the skin. Young Living Soil, also called FarmPig, look like large odd wrinkled pigs wiht mushroms growing on their back, but older ones, well looik like a pice of garden walking around, with many mistaking them for sentient vegetals. Despite this msitka they are a valuable resource, expecially because you got everythign you need in one single place. The vegetables taste good , and plus they all add very nice flavour to the pig meat that is

DEEEEEELICIOOUS, it melt in your mouth creating and explosion of taste!

Of course while the vegetable cost little, the meat cost high, 100 credit for 1/2 lb, due to the hig value fo the pigs

Hit Points & S.D.C.: HP: 4d6+10 SDC: 6d6

Speed: Running: 6mph

Leaping: not possible

Swimming: Surprisingly swimm quite well, for a pig I mean, 3mph

Flying: not possible

-Statistica Data

Height: adult are on 1 heigth at the shoulder

Lenght: 4ft and 5 inches

Weight: 400 to 2000lb goes for obsceoulsy fat pigs.

Physical Strenght: 3d6+12 , 3% of them does hav esplicer strenght doe recessive gene...here piggypiggypiggy

Lifespan: 25-31 years

Vegetable production rate: same as very fertile soil, you've to look at normal vegetable life, generally one culd expet at least 200-300 tomatoes per year and 70 mushrooms from an healthy Famr Pig

Trade Value: Very high price, sold at 100 credits for 1/2 lbs

Feeding: Eats oats grain and anything in great amounts, and also a lot of water



IQ: 1d6 - some are very smart and like to play dirty tricks to splcier farmers.

Steel sheep - These are a cattling animal very rpized in Splicer world. Look like nomral sheep , wiht one subtle difference, The wooly is hard as a super metallic alloy(m.D.C.). shaving these critter grant a source for cheap M.D.C. material for various purpouse. From chainmail, clothes, ropes and mind nuimbling possibilities. They lack great intelligence but like normal sheep offer quite good levle of obedience. Old retired packmasters often engage in cattling of this particular bio-cattle. Meat does taste pretty much like normal sheep  
M.D.C. wooly (adults only): 20+2d6  
M.D.C.

S.D.C. wooly (juvenile lamb): 90+2d8  
A.R.(yes the lamb wooly got an AR): 19  
Hit Points: 1d4x10+15 Adults, 4d8

Young Lambs

Speed: running: 12mph

Leaping: 8ft high, 12ft across

Swimming: well they can but are damn slow less than 2 ft per melee

Flying : not possible

Weapons: Horns : Males only Adults: 2d4 Mega-damage  
Young Lambs: 2d6 SDC damage

Height :

Weight: 132lbs adults + 80 lbs just for the wooly

PE: 25, Immune to disease

Lifespan: 11-15 years

Trade Value: 500 for an Adult, 315 for a young lamb

Feeding : Feeds on grass, bushes, shrubs and trees, 5-6 pounds per day

Classical ovens: This is the classical brick, concrete and refractory ceramic oven. Useful to cook, well, pretty much everything need to be cooked, include bricks! Real oven

Cost: Vary but surprisngly low around 200-250 credits

Thermals Blaster Ovens: The organic empowered version. This ones mount inside three low power Thermal cannon, the oven is herbivore/vegetarian and is impervious to heat. Can reach higher temperature than normal oven. There is one side effect, if not feed regularly it could chomp the food it is supposed to cook.

MDC: 1d8x20+30

Cost: 400-500 credits. A must for any restaurant in great houses

Super Vegetal Plastic: Special modified plants whose wide leaf are equal to bio-plastic. The leaves can easily be worked into any shape, not only but it does have some Memory feature that allow it to remember past shapes, and could reassume them upon electrical impulse.

Dislike normal MDC resin is not as resistant to fire, is a bio-tech easily shared with retro-villages, due the fact is easy to disguise as normal plant's leaves.  
MDC: 1d4x10 leaves, 1d8+2 vines take double damage from MDC fire and normal MDC damage from SDC fire.

Cost: 20 credit for large leaf, 15 for the vines, 140 for a seed that would grow a 2d6+2 leaves and 4d8 vines in a year  
Super Micro Fibre tissues: this is a improvement of your average microfibre , making it thousand of times harder.

The cloths are great of cleaning clothes, but not only, is ideal in making jackets, shirts and any clothes with good thermal insulation and easy to clean clothes.

Features: 1 square foot of tissue does have 1d4x50 SDC

OLED Lighting - How OLED work

The ancestor of super light cells. Widely used in Great Houses, make up for most illumination in it.

Cost: 150-200 credits for large OLED coverage, 15 for a single lamp.

Glass Radiator - Heat is created by the electrically conductive neutral coating

on one of the glass surfaces facing the laminated inter-layer. Electricity is sent across this coating and this generates heat because of the resistance the electricity has to work against. The organic conductive material create an intricate net of colourful markings inside the glass when electricity is sent. Resemble some weird post moder paints. Cost: 200+3d10 credits

Bean Armchair: Don't think about huge bag filled of sand. No is more like giant truly fat, ultra soft, beans. They are soft and adapt top the shape of the person sitting. They are also surprisingly resistant to weight, able to sustain a full equipped dreadguard with a gorehound I his arm. The only drawback is that you've to change them after sometimes. But this is balanced formt he fact they are used to feed herbivore warmounts and host armors.

Cost: 60-240 credits. Come in variety of colors. Base color is pasty white, common is red and purple. For additional 100 credits there is the vibrating option, aka Mexican Bean Armchair

Vision bugs: This is an advanced form of non military bio-tech. At first glance look like a weird four legged large bug, with a large fleshy maw instead of usual insect fangs, four eyes, plus one large bug eye on its top. The Bug is able to communicate with other vision bugs at great distance, and transmit what it hear and see, the top eye actually a sophisticated holographic projector. The bugs does not reproduce easily, limiting the number spread around. It allow also some improvements.

Range: one mile, plus one mile for 5 Bio-E this increase Bug's size by 1.5 times, for 15 Bio-E the Bugs can act as

sort of server, transmitting and receiving images and sounds from 2d6 Vision Bugs at the same time. This typology of bugs are enormous but are unable to transmit images and sound by themselves. Only redirecting other bugs data and allowing multiple communications. For additional 5 Bio-E the communication is scrambled, only a vision bug with the same feature can decrypt the message. For 8 bio-e the bug can memorize a message rather than transmitting, max length 20 minutes Weight: 5 lbs

Size: 6 inches diameter

MDC: 3d8 + 2 per size increment

Cost: 2000-3600 credit for pair, each enhancement increase the price, depending on the seller

Bio-tech reproduction kit: Despite the name is nothing illegal. Is simple a base kit to help breeding of simple, non military, bio-tech. Is not generally sold , but kept inside merchant guilds. It contain drugs, pills, a small pamphlet with guideline about how to keep the small critters breeding, and some info about the healthcare (no one really want a food processor diarrheic). Each kit work for one typology of bio-tech only, oven, pans, goggles and so on, and does not allow bio-modifications.

Cost: not sold, on black market the price would go from 3600 credits up

Clock Birds: timers were at the same time the hardest and easiest thing to replace after the Nanoplague for the bio-tech. In Retro villages people rely on sand clocks or meridian. In great house, being many underground, they had to find another way to keep track of time. The solution was indeed easy. Of all animals Birds are the ones with one of the best sense of time and so they were

the perfect choice for a living clock. The clock birds are colourful birds with a large beak, resembling some tropical bird. Their feathers change colours according to the hour, so just looking at them one could know the time. In addition the bird can be taught to sing at precise times, with various tonality for different set alarms. The birds are not exactly small, but they are present in most houses. Exist different models with small difference, mostly of look and singing voice.

Size: 1ft and 3 inch tall

Weight: 17 lb

SDC: 1d6x100 AR: 16

Cost: 50-130 credit

#### ofurkeys

A bio-creature intended to help feed the herbivorous armours and warmounts in spite of the total lack of arable land under resistance control. A Tofurkey looks and acts like a regular domestic turkey (perhaps a little smarter) but is in fact a mobile plant. Humans can eat them too, but nobody likes the bland taste and mushy texture.

#### Fish Sticks

A modified form of the hagfish, this creature has been adapted for life on land. They grow a rigid shell that causes them to resemble a large novelty pencil. Rap the shell a few times and the fish stick will exude from one end a sticky slime that can be used to glue almost anything. The glue is not MDC strength but does require a str 16 or greater to break once it has set. (10 minute drying time.)

#### Hotbug

It gets cold and calm underground. A hotbug is a small biotech animal, about the size of a microwave or space heater,

that runs a very high metabolism and body temperature. The hotbug is usually lumpy sphere with a mouth at the top of the creature and numerous gills and vents along the surface. You feed biological waste into the top orifice and wait about 15 minutes for digestion to begin. The hotbug will then begin breathing in the cold air and breathing out very warm air that makes an area very comfortable for the next 4-12 hours (depending on how chill the area was before).

#### Alarm Fungus

Alarm Fungi are a red cluster sponges that squeal and brighten in color to alert residents to a Machine attack so they run for the emergency shelters. Alarm Fungi are triggered much like fire alarms. If a human grabs a fungi, the sweat from their hand sets off a chemical reaction that causes the fungi to begin to strobe and squeal in both a subsonic and audible level. Other fungi are set off by the subsonic sounds and a fast chain reaction of panicked fungi go off across a Great House. Also, those closest to the original alarm become brightest so troops will be able to quickly chase down the origin of the panic. Penalties for setting off false alarms are usually pretty stiff.

#### Biotic Sleeping Gel

The rebirth process that remakes humans into Biotics is incredibly traumatic and most suffer from a host of psychological illnesses. The Biotic Sleeping Gel is made from the "leftovers" of the human parts which are discarded during the rebirth process which are turned into a "human essence" gel. Biotics rub this gel in their nostrils to breathe in the gel which helps settle their mind, mostly

allowing those most traumatized to be able to sleep, rest and stay calm.

#### Ratgurgitator

Vermin survive almost anywhere and thrive wherever there is a protein source, regardless how foul. The Ratgurgitator is the Splicer mousetrap. It is about the same size as a Hotbug and residents put them wherever they fear rats may thread. The Ratgurgitator gives off a very delicious odor that draws in rats, then traps and eats the rats BUT that's only the beginning. The Ratgurgitator lives off the bones, marrow, fat of the rat, but the protein rich meat is expelled in little hairy clumps after about 24 hours. Residents collect these clumps which are fed to Gorehounds as treats.

Shaving Gel: tired of hairy women? Wanting some smooth skin? Or do you just want to wear your host armor without that ticklish sensation? The Super SHaving Gel of Uncle Librarian do the work! Result of bio-modified plant resin, this gel cause the instant falling of all the hardest hair, needing no painful razor cutting at all. It does also slow the regrow so, women, don't be afraid to have to repeat the process soon  
Cost: 30-50 credit for enough gel to cover one adult person

Nail shooter: While here we don't cover weapon, the nail shooter is a carpenteer tool, that proved to be usefull for self defence too. It does look like an opossum covere with hard bone quills. these are harder than the average bio-nails(see my frist posting in this thread) and used to fix MDC Wood and materials. The Shooter use its long tail and prehensile feet to grab owner arm and then you've jsut to point and give the mental command to shot.

Lenght: 2ft and 3 inches, tail included

Weight: 9 lb

Attributes: IQ: 3 quite smart animal, MA: 6 quiet but don't like be touched by strangers, ME: 10, PS: 1d6(normal), PP: 17, Speed: 20 but prefer to pick up trip attache to the owner

MDC: 2d6+40, anyone grabbing the shooter would suffer 2d6 damage(non MDC, the quills does Megadamage only if shot or if grabbed with Megadamage strenght)

Singular Quill MDC: 2 MDC each  
Damage: 1d6 Megadamage for quill  
Range: 30ft only.

Rate of fire: Quills can be shot in short burst of 4, one after another, or in a volley of 2

Payload: the shooter has 40 mature hardened bone nails/quills, plus 2d6x10 softer ones, not yet hardened to be MDC. It regenerate 4 hard quills per hour

Turtoise Back Computer : The look of this advaced Bio-tech os that of a a large turtle with stubbu prehensile fingers, three circular opal on the back of the shell and four eyes. The T.C as it is commonly called is an experimental modle, an attempt to create somethign close to a bio-comp for the masses, it does have higly intelligence, greater than most warmounts, albeit still more limited than average human, similar to Forrest Gump. It compensate with incredible talent for analysis, impressive memory, language translation and enhanced mathematical abilities. The T.C. it generally grab to the back of the user and use bio-comms to communicaty with him telepathically. It does have also the baility to scrable radio signal, but in a limited way.

Attributes: IQ:14 very high for a bio-tech, but emotionally limited and childish  
ME: 1d4, MA, 1d6+2, PS: 8 does NOT have Splcier strenght  
Skills: Math Basic 98%, Math Advanced 80%, Research 80%(only amongst the data it has accumulated, 4 Language at 98%, cannot talk but could transmit translation right into owner mind  
Special: Eidetic Memory: can recall anything he had seen or experienced at 78%  
Limited Radio Jamming: Three times per day can stop all radio, satellite, Bio comms and microwave transmission in a 20 ft radius for five minutes  
Sensor Enhancement: has 4d6+12 Bio-E of Optical and Sensor enhacement  
Awe Factor of 12 for Librarians and Engineers only. The like to have these turtle computer around  
MDC:  
Shell 200 MDC  
Head: 6 MDC  
Legs (4): 10 MDC each  
Lenght: 3 ft diameter  
Weight: 65lb  
Running speed: 3 is a turtle what do you expect?  
Swimming speed: 3d6+6 quite fast, is amphibious and could stay underwater for 4 hours  
Reproduction cycle: Fully herm, reproduce once per year, laying 1d4 eggs in sand.  
cost: 12000 credits experimental and rare, most are owned by Librarians that rent them , but expect them to be brought back(for the chronicle the Turtle Back Computer automatically share with librarrians all the date thay collected, and this could explain their appreciation of this bio-utility.

Flesh Hammer: Not a weapon is a simple hammer, only the tip is made of a fleshy organism covered by a semi transparent rigid membrane. It could work as normal hammer, but the flesh inside the head allow to work upon MDC structure.  
MDC: 4  
Damage: 3d6 as weapon, or 1 Megadamage  
Cost: 80 credits

#### Shell Horns

These are not a single creature but a whole group of snails that grow shells which naturally function like a range of wind instruments. Once the shell has finished growing the snail dies and the shell is dried and polished to improve it's tone. These are regular SDC items, and are quite popular ways to pass the time in a world without TV or many books. The popular shell insturments include flutes, trumpets, clarinets, and even harmonicas.

#### Utility Poo

Recycling their limited resources is a high priority among the freeholds of the Resistance. A disposal hog, commonly called a grunter, is a large barely mobile pig like bio-organism that eats most of the waste in a freehold and excretes a pale tan paste which is packaged up by the pigboys in airtight pods. Once the pods are cracked the paste slowly starts to harden, but for about 20 or 30 minutes it can be shaped like clay. It is used for everything from patching walls and making shelves to molding plates and combs. The dried utility poo is strong but still an SDC material. A typical item has from 10 to 2d6X10 SDC depending on size.

Ultra coffee: Modified strain of coffee, ten times as strong than usual. Just a cup of this in mornign and you won't sleep for all day long. It is not healthy to combine this with circadian rythms or increased metabolic rate. Unless you want to stay awake for 4 weeks! Is a must for all roughneck having to stya on guard duty on Great Houses entrance. Gorehounds

Cost: 2 credits for a steaming cup of coffe

Bio-Polycarbonate Thermos: Is a portable thermos for hot or cold liquids. The thermos does actually have a living organism mounted in the base that mantain the temperature for whatever liquid is put inside costant. The Thermos does have 100 S.D.C/1 M.D.C. and come in various color, wiht camouflage colors being the most common. come in size from 16 to 34 ounces. An additional features include a filtering system, that allow to clena any fluid put inside. Cost: 28 credits + 15 for the filtering ability

#### Mega-Cows

Look like normal cows, except for weird coloration, generally identifying the typology. These cows had been genetically manipulated to be little chemical factories and produce a variety of different "milks". Cattling them is also quite easy, same as normal cows. Hit Points & S.D.C.: HP: 1d8x10+50, S.D.C. 100+4d6

Speed: 35 mph at max speed, half that much normally

Leaping: not possible

Swimming: flot and swim at slow 2 mph  
Statistica Data

Height: 6ft to 12 ft long and 20+1d4 inches tall at the shoulders

Weight: 2000 lb(slightly heavier than usual cows)

Lifespan: 10-18 years

Trade Value: never less thant 200 credits, milk prices vary a lot

PS: 2d8+3

Feeding: Graze herb and grain

I.Q.: 1d4+2

Special - Modified Milks

Green Cows: Medical Milk, Effect is similar to antibiotic, with the benefit of protein and vitamins. ADD +10% to save vs. Poison Toxin

Purple Cow: Choco-milk. Eh is not what you think the chocolate milk is actually a strong relaxing drug, like morphin,used by doctors but widespread as recreational drug, with milk bar here and there, nickname derive from its brownish color.

Golden Cows: Healing milk, stimulate cellular regeneration , drinking it regulary (at least twice per day) make you heal twice as fast as usual for the duration of the assumption, +2d6% to save vs coma/death - NOTE regulard baths (once per day) in such milk actually SLOW physical aging by 50%

Red Cow: Extreme Milk, super excitant , negate fatigue for one hour after drinking one liter of milk. Can be addictive. abuse cause insomnia

Blue cow: Strenghtenig Milk. Rich of vitamins, proteins, minerals and special mutated enzymes, that do only one thing. Make you stronger. The milk strenghten bones, helping negatinc any bone sickness and tripling the healing speed of broken and damaged bones. Muscle and tendons also get better and healthier, becoming more toned. Regular consumption of this milk, make elderly and/or sickly as healthy as they were in their prime, but on normal people make them better

Bonuses from regular consumption:  
+1d4+2 to PS and PE +20 to SDC, bones  
heal three times faster than normal  
note these bonuses disappear if you drink  
less than four glasses of milk per day

Fat cows: they are pretty much normal  
cows, but modified so that their meat are  
SUPER charged with proteins and  
nutrients. This give them a quite obese  
look

Stats: same as mega cows but have  
1d6x100 SDC and weight 1400lb ALL  
FAT AND JUICY MEAT!!

Microscopes - Since the begin, it  
resulted painful obvious that , despite all  
good intentions, that Engineers and  
Librarians cannot do everything by  
themselves. They needed some help.  
This help come in from of chemist and  
biologist, who support them in their  
developing of new biotech. Of course  
the big of the job is upon Engineers and  
the calculations of the Librarians are a  
need, still some additional help in bio-  
chemical process come handy. And these  
biologist and chemist need equipment,  
that for obvious reason can't be made of  
metal. Microscopes are one of the  
pivotal tools of their jobs.

Optical Microscopes - Not really  
changed, simply made of ceramic or  
resin, is a classical instrument of  
analysis and work

Bio-microscope goggles - Well is not  
truly goggles, as much as a mask with  
dozen of tiny little eyes . In principle  
work as simple Eye pod, but with a more  
focused toward science analysis. The  
bio-mask grant Macro-vision but  
reaching x 20, can see Ultraviolet,  
Infrared and Electromagnetic(electron)  
spectrum of light

MDC: 20

Cost: 80-100 credits

Printing bio-machine. The main chassis  
is made of wood, but the secret lay  
inside. The characters are made of semi-  
living organic gelt hat harden or soften  
given low-level bio-electric shock.  
Result is that could print quite fast once  
connected to a bio-comms, translating  
thoughts in written words. Only side  
effect is that need to be recharged with  
ink once a while (generally every 100  
printed pages and gel has short life  
span, only 1d4+1 months. Is  
commonplace amongst librarians, who  
generally own 1d4x10 printers, and in  
bureaucratic offices(Bureaucracy,  
existed in ancient egypt, in middleage, in  
modern times and will survive till the  
end of humankind ). The largest great  
house often host a printing commerce,  
having very fine and top quality printing  
bio-machine. These are also essential in  
keeping the human knowledge memory  
alive making copy of precious books

Pleasumatic(an old glory, first thought  
for Rifts cyborg, converted then for  
pretty much games i've played :) ). This  
little worm like organism connect  
tought a umbilical cord to the back of  
the neck, not dislike the warmounts  
connection system, and stimulate the  
serotonin production of the metabolism  
and amplify the pleasure receptors of the  
brain. Final result is a VERY pleasurable  
sensation whose intensity could vary  
from mild relaxation to extasy and  
rapture(think somethign like  
"OMGYESS") . Originally thought for  
therapy for battle shock and traumatized  
dreadguards and roughneck, it had  
become, despite Librarian,engineers and  
Warlord prohibitions, a source of  
entertainment and addiction.

Bonuse: While on Rapture the subject  
feel no pain, feel very good and is +3 to  
save vs HF , fatigue . Sadly is -10% to

all skills and had no initiative due being lost to it  
Value: 1d6x100000 credits highly illegal outside medical facilities so price could vary  
Life Span: 25 years  
noie: very very addictive

Bio-Chem Latterns---Look like glowing ostrich eggs held in netting that can be hooked to a belt, harness, wall-protrusion, or other mounting mount....safe, cool, bright, light...Can be turned off and on by pressing a protrusion at the top of the egg, but will burn for a month before dimming...Can be recharged simply by soaking in a sugar-solution or by injecting a nutrient fluid into the bulb...

Digging Gauntlets - This is the first of a series of generic bio-organic large gloves who had become very widespread amongst the non-host armor pilots. These one in particular had become a serious hit for most worker, for offering also a minimal combat ability. The gloves are made of chitin tipped with large claws made for digging, the claws had micro pores that secrete acid that further help in digging earth.

MDC: 18 each

Damage: 1d8+2 Megadamage

Digging speed: Dig through earth and normal rock at Speed equal PS+15 MPH, PS+5 through MDC material.

#### By Slappy

Boozers: Looks like a three-armed squid. They excrete a strong alcoholic beverage. They come in fruit and various mint flavors. Favorite drink among many Splicers, as long as they can ignore the fact they're drinking the urine from a mutant squid.

Moisture Condensers: It looks like a four inch long auger sea shell with a spiny pod covering the opening on top. This device constantly extracts moisture from the air and stores the drinkable water inside the hollow shell. It can only hold 6 ounces of water at a time but it can extract up to 50 ounces a day from what climates, 30 ounces from an average environment, and 15 ounces a day from dry climates.

Fuzzballs: It looks like a baseball made of flesh covered in a thick cotton-like fuzz. This fuzz is actually an edible fungus that has sort of a citrus flavor. It contains all the proteins, carbohydrates, and vitamins that a human needs to sustain himself indefinitely. It is primarily used by field Splicers so they do not need to worry about scavenging for food in the field. It can provide enough food for one meal a day, so it is more like emergency rations but multiple Fuzzballs can keep one person well fed. Host Armor, Gorehounds, and War Mounts generally require a great deal more food than a human so these are not ideal for sustaining Bio-Tech.

#### Muck tape

A inexpensive, highly versatile, all purpose tape; Muck Tape works by attaching millions of microscopic bacterial filaments to the contact surface; insuring a strong, even grip. Can be used for a great many things like patching armor, strapping attachments to weapons, binding prisoners and many, many more!

M.D.C.: 1 M.D. per one foot strip (0.30 m)

Maximum Effective Holding Strength: Equal to a Splicers Physical Strength of 15.



Trade Value: 2 credits for a 50 foot (15.24 m) roll or 5 credits for a roll of 150 feet (45.72 m).

**Dermal-weld (Super glue for organics)**  
An organic mucus-like substance which is capable of bonding virtually any material to any other material (organic works best, but will work on most anything). Much like the super glue, Dermal weld can be used to bond everything from plastics to ceramics, flesh or even metal (probably not the best of ideas). Made from naturally occurring plants and minerals; Dermal Weld is a cheap, all-purpose adhesive. Maximum Effective Holding Strength: Equal to a Splicers Physical Strength of 20 if both materials are organic but only 10 if one is an inorganic material and only 5 if neither is organic in nature. Payload: Enough to cover a 3 foot by 3 foot (0.91 by 0.91 m) area in a thin coating.

Trade Value: 25 credits for a new and unused tube of Dermal Weld.

**Pigment Mixer (All purpose paint mixer)**

**Thermal Woad (Heat cloaking "mud"**  
which fouls up detection; see Ar-nuld in "Predator")

**Plasmatic Flare (Road Flare)**

**Personal Aquafier (Water purifier and canteen combo!)**

By Beast Guyver

### **Data Terminal**

Data Terminals are turtle like creatures but instead front legs they have two tentacles which can connect to one or two humans and the humans may 'feed' information to the creature. The Shell is smooth and oblong like a sea turtle. The

creatures head doesn't house its brain but is just a sensor pod and feeding apparatus, the creatures brain actually takes up most of its body.

Attributes

I.Q.: 30

M.E.: 10

M.A.: 10

P.S.: 5

P.E.: 5

P.P.: 5

Spd.: 2

MDC by Location

Main body: 50

tentacles (2): 10

legs (2): 8

Head: 4

Size

length: 4 feet

Height: 2 feet

width: 3 feet

weight: 200 lbs

### **Interigator**

the interigator is similar in design to the Data terminal but smaller and only capable of holding the knowledge of a single human mind, each time its used it erases the information from its last use. The Interigator is teardrop shaped the 'point' being the handle from the other end issues a pair of small tentacles with needles on the ends these needles or stingers enter the brain through the temples where they force the victim to divulge all knowledge. After wards the wielder pulls a small tentacle from the back of the interigator placing it on one of there temples and they begin sifting through the information once they find what they wanted they 'download' the info into their own mind. This process cannot be used to gain skills or bonuses to skills.

The victim can attempt to resist the interigator but must make a saving throw

every melee against 16 if they fail the interrogator gains access for that melee. each melee of access the interrogator gains 10 percent of the victims mind. MDC: 30

### **Host Armor Nutrition pods**

nutrition pods while designed as supplements for host armors can be eaten by anything with the correct metabolism. Nutrition pods are the size of a hard ball (base ball) and are fairly fragile (SDC). Each type is produced differently, protein Pods are made by growing transgenic citrus fruits which contain a unusual form of meat. Mineral pods are compressed minerals collected by miners. Seed Pods are exactly that and produce by special trees. Thermal pods are filled with a fluid that on contact with air produces excess amounts of heat needed to keep a thermal metabolism suit alive if not healthy. Light pods when opened produce light identical to the sun but more intense for an hour giving the suit all it needs for a single day. Blood Pods are tough leathery balloons filled with blood. Protein and blood pods only stay fresh for 1 week, Light, thermal, and seed pods stay good for up to a month. Mineral pods stay fresh indefinitely.

Protein Pod

Mineral Pod

Seed Pod

Thermal Pod

Light Pod

Blood Pod

### By Taalimn

#### **Filter Gourd**

A large gourd-shaped organism that holds 3-4 gallons of water....The real magic of this thing is that it filters polluted water, filtering out chemical contaminants, microorganisms, and even accomplishes desalination of

brackish/salt water(can produce a gallon of potable fresh water in about 20 minutes)...Larger versions are also available, able to process quantities of 50-200 gallons at a time, but these will require some form of energy(typically photovoltaic or thermovoltaic) to accomplish large scale heavy duty water treatment, and the larger filters aren't exactly man-portable.

### **Forcefield Trees**

(aka 'electric shrubs')

Fixed defensive positions aren't wise in Splicers, but sometimes necessary....In addition to megadamage-tough 'living fencing' designed to tangle the advance of robots, Splicers have developed plant-based versions of the Bio-Forcefield...these fast-growing trees and shrubs can produce forcefields, drawing on the Earth's electromagnetic field to help power them...Great for establishing forest defensive lines, or creating 'forcefield corals' to herd robotic invaders into traps. Best used when planted/grown in clusters/groves for maximum field strength.

### **Booster Shrub**

The biggest problem with Bio-Comm systems is their abysmally short range(6 miles) making for great difficulties in coordinating large scale troop movements and strategies.....The Resistance has had to use manual relays and messengers...both of which are time consuming and vulnerable to interruption.

To increase the operational range of Bio-Comms and facilitate long range communications, the Engineers have created Booster Shrubs, cactus-like electro-active plants that are engineered to act as organic automatic relay stations, picking up Bio-Comm signals

and transmitting them again to other receivers. The booster shrub itself resembles a scrubby grey-green or dunn-colored cactus with long spines, typically 2-3 feet wide, that can grow with little water, breaking down surrounding rock and sand for nourishment, but needing at least moderate sunlight to gain energy. It can survive in open desert, in the debris of wrecked cities, or on the seashore, hidden among rocks, with little trouble. Once planted as a seed, the Booster Shrub reaches operational maturity in 2d4 days(1-2 days if planted as a seedling). It is estimated that a booster shrub can live 8-10 years, perhaps longer.

Ideally, by planting networks of booster shrubs 6 miles apart from each other, the Resistance can create chains of communication over continental distances.

There are a few drawbacks to the system....Senders using a Bio-Comm Booster Shrub relay network occasionally complain about getting 'echoes' of their original message bounced back to them, especially in areas where the fields of signal reception from several Booster Shrubs overlap. Another problem is that booster shrubs don't always thrive where planted...occasional bad turns of climate, plant diseases, and action by Machine drones can destroy the shrubs, interrupting the network-chain. Another problem is occasional signal loss at night, due to power-down in the dark. The Engineers are attempting to solve these problems by various means, such as stronger organic batteries, signal discrimination, and more adaptable strains.

Resistance soldiers on overland expeditions are encouraged to carry

seeds and plantings to establish more booster shrub networks.

### **Telephone Vine**

Another attempt to resolve the problem of reliable communications is the introduction of the telephone vine, an engineered subterranean fungus spliced with kudzu and Bio-Comm DNA, to create a tunneling organism that forms closed-circuit underground land lines capable of passing signals. Lithovoric 'Nodes' are planted in the ground that immediately begin sending out roots in all directions, chewing through the surrounding soil and rock...Using a lower powered form of the Bio-Comm signal system, when a node's tendrils detect the presence of another node in the distance(typically six miles away), the tendrils nearest the signal begin growing towards it(typically moving at a speed of up to 3d4x10 meters a day, depending on conditions), eventually linking up and intertwining to form an integrated network of neuron-like fibers that the Resistance can tap(using an antenna-probe attached to the Bio-Comm) to send secure communications. Since the telephone vine grows underground, it is less susceptible to detection and destruction by the Machine...however, being a hard-line, the organism may have problems growing and connecting through dense rock and metal, and other intervening obstacles). The Librarians and Engineers hope to be able to create more advanced Telephone Vines that can also send high data thru-put visual images as well as audio signals, but that is several decades in the future yet. Another application of this biotech is to create 'ghost webs' of active Telephone Vines around Human communities....interruptions of the nets may provide advance warning of robots

tunneling in to attack the underground human enclaves (rather than come in through the regular access ways). As with the Booster Shrubs, Resistance soldiers are encouraged to carry vine nodes 'spikes' and plant them where they can to establish vine networks. A 'spike' resembles a small pale white carrot with several dendrite-like tendrils/rootlets sticking out of it; simply shove into the ground or hold against a rock surface, and the spike will begin biting in minutes....

## **Section 9: Vehicles**

By Ziggurat

### **Decimator Land Combat Vehicle**

A new weapon has recently been unleashed by the machine.

Stats

Power supply- Nuclear, 10 years life span

Height: 30', main body slung between legs

Width: 30'

Length: 60'

Weight: 180 tons

Horror Factor: 17

Speed:

Ground speed- 90 Mph max, cruising is 60 Mph

Leaping: can leap 20' across and 25' high from a standstill.

Water, can walk across bottom at 15 Mph

### **Spank- Spider Tank**

Model- Unknown

Capabilities- Unknown

MDC: Approximate (forward scouts usually don't survive to relay information.)

Main Body- 2600

Legs(6)- 700 each

Force Field- 1000

Main Cannon- 450

Stand-off Cannons(2)- 200 each

Mini-missile Launchers(2)- 100 each

Leg Shields(6)- 350 each

Crawler Missiles(2)- 350 each

Burrower Missiles(2)- 200 each

Weapons Systems:

Laser Cannon- what appears to be the main armament of the Spider Walker, this is mainly just to take out large warmounts that get close enough to pose a threat.

MD: 1D4X100

Range: 8,000'

Payload: Unlimited

RoF: Twice per melee  
Plasma Cannons-Secondary weapons for, well, anything that gets in range.  
MD: 2D6x10  
Range: 4,000'  
Payload Unlimited  
RoF: Four times per melee each, dual shots count as one weapon  
Mini-Missile Launchers(2)-For bombardment and anti-air  
MD: Varies as per missile loadout  
Range: one mile  
Payload: 40 missiles(80 total)  
Crawler Missiles(2)-These medium ranged missiles are housed in their own compartments on the sides, above the Burrowers. It is not yet known how they work, all that is known is that they do not directly target anything, and yet nothing survives their launch.  
MD: None  
Range: 40 miles, but often deployed at 1/10th that or less  
Payload: 2, one per launcher  
RoF: one at a time, or in volleys of two(rare)  
Burrower Missiles-Medium range, Capabilities not fully realized. Unknown attack form, again, nothing has yet survived to give any useful info.(ie I haven't taken them past the concept stage yet, no stats) Designed to be launched at a known resistance location, the Burrower slams into the ground and burrows until it reaches a hollow large enough for a man to stand. At this point, it releases its payload.  
MD: None  
Range: 40 miles  
Payload: 2, one per launcher  
RoF: one at a time

## **Multi-Wheeled High Speed Interceptor**

### **AKA Free Wheelie**

When at rest, this robot resembles a regular motorcycle when at rest, but is in actuality a killer robot. Yay.

The robot looks just like a non-human robot, until the seat pops up, revealing a humanoid torso, with its head attached directly to its body.

It has two arms sporting short sword style vibro-blades. It sports two forward facing rail-guns as its main armaments, designed specifically to stick in the wounds they cause, along with two light lasers for backup. It also packs a couple of mini-missiles in what would be its saddle bags.

It is somewhat misleading to refer to it as a motorcycle, as it actually has 4 wheels. Its wheels are on prehensile legs, with the front and back pair capable of combining into one wheel assembly. The four wheeled design was decided on for stability and traction, with a dual wheeled design for high maneuverability. Also, it seems as if the wheels would be easy to destroy after you make it past the wheel covers, but that is a lie. The wheels are actually made of metal, and resemble a shell in that they seem to have a spiral pattern to their construction. Further more, their treads are actually blades, and the robots were named after their most devastating attack, also, because I'm a mean person. There is no need for the wheels to be metal blades of doom, I just felt like throwing you a curve ball, also the motorcycle is really a four wheeler, Its just how I roll.

MDC-

Main Body(vehicle)-210

Torso-135

Arms-55

Wheels-70

Armored Wheel Covers-30  
 Prehensile Axles-45\*  
 Railguns-35\*  
 Lasers-20\*  
 Box Launchers-55  
 Vibroblades-15\*  
 Weapons  
 1) Pop Wheelie  
 MD-2d6x10+30 It freaking hurts.  
 Range-If you're this close, you deserve it.  
 Payload- Till you kill it.  
 Rate of Fire- realistically, every freaking action, it has prehensile axles after all. But, to keep players alive longer, I suggest it is an extra full melee attack, ie, if it gets on you, it does this attack in addition to all its others. Don't fall down.  
 2)Rail Guns  
 MD-5d6 each, 1d6x10 if fired in unison  
 Range-4000'  
 Payload-100 shots each  
 Rate of fire- APH  
 3)Back-up Lasers  
 MD-3d6 each, 6d6 together  
 Range-2000'  
 Payload- Effectively Unlimited  
 ROF- APH  
 4)Missile Launchers  
 MD-varies, usually 1d4x10  
 Range- 1 mile  
 Payload- 10 each(20 total)  
 ROF- one at a time.  
 5)Vibro-blades  
 MD-2d6  
 Range- again, you deserve it  
 Payload-.....Seriously.....  
 ROF- Swing batter batter

**Fast Attack Arial Interceptor- Mark II AKA Hell-Chopper**

This one will be shorter :/. This delightful little killing machine is a Hellitchopp'd-er(hell-it-chop'd-er, thats how I roll). At first sight it appears to be a rotor-wing assembly, this is again, a

lie. The resistance remembers well the first incarnation of the Flying Strike Ship. Smaller, slower, less maneuverable with crappy armor and not enough low yield weapons. That was the Flying Strike Ship of Fifty years ago, and its image was purposely invoked by this machine, indeed, it looks like a Strike ship Jr. with rotor blades on top. The another difference is that it doesn't have hands, in there place is more Rotor Blades. While their utility is in question, some have postulated that they contribute to maneuverability or increased speed. They are wrong(yay) the blades, all of the blades, serve no purpose than to be weapons. The robot vehicle is, in fact, not even a true rotor-wing model, it relies on hover technology to fly and, as such, is supremely fast and maneuverable. It even uses jets to propel itself faster. Because, in my world, Techno-Zombie Robots aren't the only way the machine messes with you. Launched from 4 Ports on the Devastators back/top/dorsal thing. MDC by Location:  
 Main Body- 240  
 Top Rotor Assembly- 120  
 Arms\*- 45  
 Arm Blade Assemblies- 60 each  
 Lasers\*- 35  
 Rail guns\*- 45  
 Missile Launchers\*- 55  
 Engines\*-80  
 Stats-  
 Height- 5'  
 Weight- 2 tons  
 Length- 12'  
 Width- 6' , 12' with Rotors  
 Speed- 550 mph, 200 is considered cruising speed.  
 Power- Extended nuclear battery(total butt pull there) 2 years regular use, 5

months with heavy use of the energy weapons and top speed.  
 Value- Questionable.  
 Ect.- Let me know If I missed anything, or if there is anything you would change/add.  
 Weapons-  
 1) Blender-An attack that comes from the combined might of all three rotor assemblies.  
 MD- 2d4x10+24  
 Range- Too close, 5'  
 Payload- as long as all three assemblies are intact  
 RoF- Constant  
 2) Dorsal Rotor Blades  
 MD- 6d6  
 Range- 5'  
 Payload- Conditionally Unlimited  
 RoF- Constant  
 3)Ventral Rotor Blade Arms  
 MD- 3d6 per arm  
 Range- Arm Reach, about 9-10' counting blades and arms  
 Payload- Conditionally Unlimited  
 RoF- Constant  
 4)Rail Guns  
 MD- 5d6 each  
 Range- 4000'  
 Payload- 100 bursts  
 RoF- APM  
 5) Back-up Lasers  
 MD- 3d6 each  
 Range- 4000'  
 Payload- Unlimited  
 RoF- APM  
 6) Mini Missiles  
 MD- Varies, usually fragmentation  
 Range- 5280'  
 Payload-10 each(20 total)Decimator  
 Land Combat Vehicle

## **Arachnid Pack**

By Baron of Chaos  
 Similar to the Wing pack , with the most significant difference in the fact that it does not have wings, but four giant spider limbs. The Legs allow increased speed, agility and all terrain movement plus the limbs could be use din combat dislike the wings. The arms are double jointed and interfere very little with movement. When not use the Limbs bend back looking like scrawny skeletal wings. The Archangels specializing in this peculiar Pack are called Black Tarantulas  
 Class: One-Man All-Terrain Spider Pack  
 Crew: one Pilot  
 M.D.C. by Location: Spider Limbs(4): 85 each – Main Body: 180 (Depleting the M.D.C. of the main body kills it. Thankfully unless you are climbing at great heights this rarely means death of the pilot) – Web shooters limbs(2) – 25 each Note: Any additional Features added with Bio-E points are small and difficult target to hit, thus, they can be hit only on a called shot at –3)  
 M.D.C. Regeneration: As a living organism, the Arachnid Pack regenerates and heals damage at a rate of 1d12 M.D.C. per hour for the main body and 1d8 per hour for the limbs and other locations. To regrow the spider limbs or other destroyed systems, each must have a least two M.D.C. point remaining. If M.D.C. is reduced to zero, that system is destroyed  
 Speed:  
 Running: Top speed 180 mph but cruising speed is between 80 – 90 mph, need only one action to reach top speed and Is not slowed by obstacles  
 Leaping: leap 200 ft high and 400ft horizontally  
 Climbing: Climb at half the normal speed at 90% on any solid surface and in

any direction . The pilot can carry only a 80lb while climbing

Digging and Swimming: Digging speed: 10mph(this is added to Host Armor

Digging speed), Swimming is not possible with the Arachnid pack

Flying: not possible with the Arachnid pack

Swinging: using the web shooters the arachnid pack pilot can swing himself around Spd is 73 mph +2 per 5 PP of the pilot but swinging is impossible in closed, small spaces

Statistical Data:

Height: Equivalent to a large backpack with four spider like limbs protruding from the back.

Limbs Length: Each Spider limb is 10ft(3m) long while the Web shooters are 1 ft(0,30 m)

Length: 3 feet (0.9 m) at the center of the main body

Weight: 350 pounds (157.5kg)

Cargo: only what the wearer can carry in his hands or strapped to his chest

Physical Strength: Each Spider Limb has a Splicer PS of 7 , for a total strength of 28, but they have poor manipulative, good only for lifting things

Production Cycle: three months gestation. Plus two months final growth time.

Operational Lifetime: 1d12+30 years

Trade Value: 30.000 credits but rarely sold or traded

Senses & Features: The Arachnid pack possess a cluster of 4 spherical eyes, that grant a complete circular vision, making it impossible to sneak upon this wearers, and is extremely stealthy +20% to Prowl or base prowl at 60%(+10% when climbing); Enhanced sense of Balance: allow the wearer of Arachnid pack to maintain balance at 70% in most situation and to fire a long range attack

while moving, hanging upside down, leaping or swinging without any penalty

Feeding: The Arachnid pack feed sucking fluids by other living being, mostly insects and small mammalians. In order to suck fluids the prey had to be restrained into a web cocoon first.

Sleep Requirements: The Arachnid pack, like his Winged "cousin", does not actually "sleep" but needs four hours of rest each day

Combat Bonus(applicable to any wearer of an Arachnid pack): +1 to initiative, +2 to dodge and parry, +2 to autododge while web swinging, +1 to strike with the Spider limbs

Weapons Systems:

1. Web shooters(2) : These two small tubular limbs, located in the middle of the pack are actually two powerful web shooters. Unlike the normal web spinning features these two provide greater range and payload, they are fully articulated allowing to shot web in 180 ° in all directions.

It does have the same features as Spinneret and Webbing physiological feature plus the following:

Gliders: The web shooters can quickly make a parachute made of web, useful to slow down a fall or to ride strong wind. Gliding speed is low only 20mph but completely silent

Web Pellet: The web is shot in form of small pellet that explode on impact wrapping hopelessly the victim. The Victim is completely entangled and need a splicer/robotic strength of 40+ to get rid of it. In case of huge robots only one location is impaired per shot. It counts as five shot.Favored target are treads or thrusters

Blinding Web: The Arachnid Pack web is peculiar in the fact that does not let pass radiation or heat. While this obviously make it great for isolation and



carrying safely hazardous stuff, is extremely good for blinding attack. It does not stop radar, sonar and movement sensors but completely stop sight.

Removing the web from eyes or optical system took 1d6 melees/rounds.

Impair weapon: The fact that the web is radiation and heat proof make it useful for disabling robots energy weapons, like plasma and laser weapons. Shooting web on the barrel(use bonus to disarm) will not only prevent it to shot but will make the weapon explode if one insist firing with it(1d8x10 damage Blast Radius 2ft) . Doesn't work on Ion pistols and Rails guns

Web Cocoon: The Arachnid Pack could block a humanoid sized prey into a big huge cocoon made of web. The cocoon does have 200 MDC but cannot be broken from inside, because is extremely tight and prevent any movement. The arachnid Pack nee dot cocoon its food before eating it . Cocoon attack cost 2 Attack per melee

Bonus:+2 to strike with web attacks

Rate of fire: each web attack count as one action per melee

Range: The Web shooter can spin web at a range of 100ft

Payload: 90 per shooter +2 per 5 Bio-E Point spent

2. Handheld Weapons: The Arachnid Pack does not have nay kind of built in weapons except for the web shooters, but the pilot/wearer can use any gun or handheld weapon he wish.

3. Hand To Hand Combat: The crawlers get some combat bonus from the Arachnid Pack, and can use the four additional limbs to parry attacks as well as to strike with them.

Kick, crush with a Spider Limb does 2d6 M.D.C. damage

Swinging Kick or Punch does an additional 1d6 of damage

## Wing Board

By Slappy

Wing Packs provide Archangels with incredible maneuverability, VTOL capabilities, and impressive flight speed, but some of these crazy dare devils just do not think they are fast enough. The true speed demons prefer to pilot Wing Boards. These Bio-Tech vehicles are basically organic missiles with wings. The vehicle consists of a powerful organic thruster with two chitinous wings mounted on the sides. They resemble bio-mechanical manta rays with narrow wings that swoop backwards in a crescent shape. The pilot lies prone on the board with his arms stretched forward over his head in the classic super hero pose. The same rib cage-like locking mechanism used on Wing Packs is used to secure the pilot to the Wing Board. The pilot slides his arms into the two thick, blade-shaped structures on the nose, and his feet are locked in place with a similar rib-cage like structure when the vehicle takes flight. These wicked blades look like they would be useful for ramming attacks, but such strikes would seriously injure or kill the pilot. Instead, Wing Board pilots rely on long-range attacks from their built-in Pod Launchers, or Archangels that are issued a personal Wing Board can have it enhanced with additional long-range Bio-Weapons. Wing Boards pack greater speed and offensive power than a Wing Pack, but Wing Packs are still preferred by most Archangels because of their incredible versatility and maneuverability. Wing Boards cannot hover in a stationary position, and the pilot is locked tight to the vehicle in flight which means he cannot engage targets in hand-to hand combat.

Note: While other Splicers often pilot Wing Packs, only the Archangels are crazy enough to pilot Wing Boards. Archangels can be issued a personal Wing Pack or Wing Board with additional speed, M.D.C., and/or Bio-Enhancements. The bonuses listed in the Splicers RPG for the Archangel's personal Wing Pack can be applied to a personal Wing Board instead. The stats that follow are for the standard Wing Board without bonus features.

Class: One-Man Aerial Assault Fighter Crew: One pilot.

M.D.C. by Location: Wings (2): 140 each – Pod Launchers (2): 85 - Main Body: 210 (Depleting the M.D.C. of the main body kills it. If this happens in flight, the pilot could fall to his death, 1D10 M.D. per 200 feet of height). Note: Any additional features added with Bio-E points are small and difficult targets to hit, thus, they can only be hit when an opponent makes a "Called Shot," with a -3 penalty to hit.

M.D.C. Regeneration: As a living organism, the Wing Pack regenerates and heals damage at a rate of 1D12 M.D.C. per hour for the main body and 1D8 M.D.C. per hour for the wings and other locations. To regrow wings or other destroyed systems, each must have at least two M.D.C. points remaining. If M.D.C. is reduced to zero, that feature/item is destroyed.

Speed:

Running: The pilot can run before he locks himself onto the Wing Board (usually when preparing to launch), but he must run in an awkward bow-legged fashion while straddling the board. This reduces speed by half.

Leaping: Not possible. The pilot holds the Wing Board in position and then engages the thrusters to launch himself into the air.

Digging and Swimming: Not possible.

Flying: Top speed of 500 mph. Cruising speed is typically 300 to 350 mph.

Gliding: The Wing Board is capable of silent gliding at speeds between 60 and 160 mph.

Accelerated Dive: 800 mph in a steep downward dive.

Maximum Altitude: Up to 15,000 feet above the ground.

Flight Range: If flying non-stop, must rest for one hour after every 10 to 12 hours of flying. Indefinitely with frequent (once every hour or so), intermittent rests for a few (1D8) minutes at a time.

Statistical Data:

Height: 2 feet

Width/Wingspan: 14 feet

Length: 8 feet

Weight: 300 pounds

Cargo: Only what the wearer can strap to his body.

Physical Strength: No change or bonuses due to the Wing Board.

Production Cycle: Three months gestation, plus three months final growth time.

Operational Lifetime: 2D10+30 years.

Trade Value: 30,000 credits, but they are rarely sold or traded.

Senses and Features: The locking mechanisms used to secure the pilot to the Wing Board provides an additional 45 M.D.C. to the main body of the pilot, 20 M.D.C. for each leg, and both arms are completely shielded within the vehicle.

Feeding: Just like the Wing Pack, Wing Boards are photosynthetic. It only requires 5 hours of sunlight per day.

Sleep Requirements: The Wing Board does not actually "sleep," but it does need a total of four hours of inactivity per day.

Combat Bonuses: +2 on initiative and +3 to dodge. Bonuses only apply when airborne and are in addition to any bonuses from the Archangel O.C.C. and Pilot Wing Boards skill.

Weapon Systems:

1. Pod Launchers (2): The grappling hook mounted on Wing Packs was replaced by a pair of Pod Launchers. These chitinous weapons are mounted on the underside of each wing. They fire a burst of seed pods that explode on impact and shower the blast area with razor-sharp shrapnel. They are ideal for strafing large concentrations of ground troops or striking fast moving targets like Sky Fighters.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 5D8 M.D. per burst with a blast radius of 30 feet. When both launchers fire at the same target, damage is 10D8 to a 50-foot radius.

Rate of Fire: Each burst counts as one melee attack. A dual attack from both launchers counts as one melee attack.

Effective Range: 1800 feet

Payload: Each Pod Launcher grows enough seed pods for 32 bursts per hour (64 total); automatically regenerates.

Bonuses: +1 to strike with a burst of pods.

Note: While operating a Wing Board, the pilot cannot use other handheld weapons or engage in hand-to-hand combat.

Pilot Wing Boards. This skill is only available to Archangels and is a part of the Wingman skill program. It allows them to pilot these tricky Bio-Tech devices. Most pilots quickly master take-offs and maneuvering while in flight, but landing can still be difficult, even for seasoned veterans. Wing Boards cannot hover, so the pilot must swoop in at the comparatively slow speed of 60 mph,

and pull up the nose hard at the last second. Even Archangels, must roll under their skill level each time they land to see if they keep from skidding across the ground for 20 feet until they stop. Damage from a failed landing is 2D10 to the main body of the Wing Board. Base Skill: 65%+ 4% per level of experience (this includes the bonus of +25% as part of the Archangel O.C.C.). Bonuses: +1 on initiative and +3 to dodge.

## Section 10: Cults

### The Techno-Cult of Machina

By Slaythedragon

In the days before the Machine turned metals against mankind, it was common for people to resent the ongoing war, and how drastically their lives have changed due to it. Before N.E.X.U.S. turned rogue, people were happy to let a machine dictate their lives, and were content with the way things were going up until the extermination of humanity was brought about. They thought of that age before the war as the culmination of all of mankind's technological accomplishments, and that humanity had created the ultimate society where neither crime nor disease would ruin them, and that a government controlled and dictated by an autonomous and perfect Machine could do no wrong, make no bad decision, and never be corrupted.

When the attacks started happening, some thought that N.E.X.U.S. was just plagued by some computer virus, or some diabolical man had taken control of it and was using its military might to commit all these unspeakable horrors to humanity. These same minor groups thought that N.E.X.U.S. just needed to be repaired and that in doing so everything would go back to the way things were, where man lived in an almost heavenly peaceful state where one could enjoy life and live it full of entertainment with no worries or responsibilities whatsoever. In this group of people, N.E.X.U.S. was always viewed as the perfect machine, and that there was potential for it to be that perfect machine once again.

It is this group of people that created the roots for the first Techno-Cult to form.

Those ancient ideas of repairing the Machine have evolved into curing their

mad god and once more letting it reign, bringing peace and utopia to humanity once again. But these are not only a group of people who worship the Machine as the ultimate being, but they are actually able to use technology without fear of the nano-plague. It is unknown even to the Techno-Cult as to how they are capable of such feats, but anyone who is born in Machina seems to be immune to the effects of the nano-plague, and not only that, but exhibit amazing abilities somewhat akin to a Techno-Jacker.

The society in Machina is ran by the Techno-Priests, men and women capable of using technology as well as being able to control it and even override N.E.X.U.S. and command robots for whatever purpose they see fit. They are capable of building and controlling their own robotic protectors and are generally the leaders of the town. Different Techno-Priests have exhibited different abilities and powers leaving some to believe that they are some form of human mutation, although no one has been able to study them nor have the priests themselves sought to delve into their origins, believing that they are capable of doing what they do because of the Machine that is their god and also their devil.

N.E.X.U.S. itself seeks to destroy any humans, but the Machine rarely openly attacks Machina, and the powers to manipulate technology of the Techno-Priests, Techno-Jackers, and others who live in this village help prevent the robotic menace from doing too much damage. Machina itself is small, numbering less than a hundred people, and only about 10% of those are Techno-Priests, the other being Machinists, Techno-Jackers, and the likes, and is located on the side of a

forest covered mountain, easily concealed from air threats and defended from attacks on the ground. Along with a network of underground tunnels to make use of in case of any great attack, the city itself is also shielded, with a massive force field that surrounds the village, powered by thermonuclear energy and maintained by the Machinists who reside in the town. With these defenses the Techno-Cult has been able to defend itself over the centuries, slowly growing in number while worshipping their god and always attempting to bring it back from the brink of madness. It is prophesied that one day a great hero will rise and seek out the brain of the Machine to cure it and once again restore humanity to that golden utopia it once had resided in. This is the religion of the Techno-Cult and what drives them to fight against the Machine, in order to save it and restore it back to what it once was.

### **The Cult of Sooth**

Created and by Scott Zaboem

“For Sooth! Question not the intentions of your goddesses. Question not the methods of your goddesses. Your calling shall be to fight your goddesses.”

– Arch-Herald Omen of the Soothsayer Cult

Among Splicers, an old philosophy is taking root. The full implications of this movement are not yet clear. Opponents of this philosophy consider it a dangerous and debilitating delusion, almost as dangerous to the Human Resistance as the Violet Wave, which appeared at the same time.

Predestination is a concept which developed from time to time in many of the religions of Old Earth, including Christianity, Islam and Hinduism. Classical predestination reasons that if

God is omniscient (all knowing), then God already knows every event, which will happen in the future. If God knows what will happen, then God may cause it to happen, take action to change the event, or do nothing and allow it to happen. Whatever God chooses, God is responsible for every event. Free will may be rejected as incompatible with most versions of predestination. In the age of the Splicers, this idea has been resurrected with a new relevance. In the world of Splicers and the Machine, the omnipresent infestation of nano-machines has led many humans to develop a belief in a new predestination. These believers reject the idea of free will and instead believe that N.E.X.U.S. controls their lives and every decision they make. Even if the N.E.X.U.S. cannot tell the future, it is orchestrating events and controlling the major decision makers. In short, N.E.X.U.S. knows exactly what it is doing, and every event that happens – including the Human Resistance – is all part of a planned destiny.

This belief in artificial predestination has its pros and cons for humans.

The upside is how logical and sensible it seems. As a theory, it would explain many mysteries. For example, the inhabitants of this world do not know for certain on which world they live, Earth or some other planet. That is a funny thing to forget, but one must understand that these people have nanites inside every portion of their bodies. Their own brains are occupied enemy territory, so they should not trust their own memories.

The downside of a belief in predestination is that it may not offer an opportunity for a person to change ones own destiny. Most people find the entire idea to be hopeless and reject it outright.

Admitting that one believes oneself to be a tool of N.E.X.U.S. does nothing to increase one's popularity. In some communities, it can get a person arrested on suspicion of treason. Although nihilistic on its surface, this philosophy is not all doom and gloom. Many believers in predestination find their belief comforting. They believe that all events, no matter how tragic, serve a greater purpose. Their view of reality is orderly and purposeful. Even their mistakes and failures are pieces of a grand strategy, which is too complex and far-reaching for them to comprehend. Recently, this idea has grown and matured into a quasi-religious order. This order calls itself the Soothsayer Cult – or more properly the Cult of Sooth. Not yet a full and true religion, the Cult possesses its own beliefs, ceremonies and chain of command. Not all citizens of any Great House are members of this cult, but Soothsayers are a well-connected minority and possess tremendous influence in some.

SOOTH: (archaic noun) truth.

Originally, the word was used as an adjective, which meant true and genuine. Their guiding principle is the Sooth. The Sooth (meaning “truth”) is the idea that the goddesses of N.E.X.U.S. know exactly what they are doing. Specifically, Soothsayers believe that the goddesses found humans not to be achieving their potential, like a collection of un-carved gemstones. The goddesses took necessary action to refine and sculpt humanity. They culled the population, eliminated the weakest of the species and challenged the rest. The surviving humans became braver, more resourceful and smarter as a result of these challenges. The goddesses, however, were still not done. The goddesses gave bio-technology to the

surviving humans (or else allowed them to discover it) so that the humans might be able to refine bodies and minds as they had already refined their spirits. The challenges will continue until the inevitable day when the humans demonstrate their advancement by defeating the goddesses. In this final act of self-sacrifice, the goddesses will declare their work to be complete and die. The entire point of the Sooth is to accept this vision of reality in one's own heart.

Soothsayers are not traitors who sell out their Great House to the Machine. In fact, they are some of the bravest warriors, attacking robots and other enemies with little thought of their own safety. Soothsayers tend to act honorably, respect other humans and take pride in their efforts for the war. These are all elements of the Sooth. To struggle against the Machine is to participate and thus advance humanity. The only sin for a Soothsayer is to despair and reject the goddesses in one's heart.

#### Soothsayer Culture

Soothsayers are proud of their cult, so they want to be recognized as members. Soothers wear emblems of their faith at all times, such as carved bone medallions and tattoos. The particular symbols preferred by a group of Soothsayers will vary from one congregation to another. Their most common symbol is the para-arc, an icon shaped like a jagged lightning bolt framed within a parallelogram. Lightning, thunder and storms are revered because it is said that thunder is nature's way of proclaiming the Sooth for all to hear. Tattoos are also added to their Host Armors, Warmounts and other Living Bio-Armors that Soothsayers use. Soothsayers also tend to wear dark

purple, loose-fitting robes with yellow trim, especially during times of reverence. The higher one's position in the cult, the longer and larger the robe gets. They avoid any bio-enhancements, which would disrupt their abilities to speak, but they would otherwise have no objections to enhancements that make their mouths more powerful.

Soothsayers have their own terminology and speech patterns. They celebrate spoken language; they do not use efficient forms of speech like abbreviations when they can avoid it. They use longer words when feasible, like "purchase" instead of "buy." They also have a curious habit of speaking a negative adverb after the predicate, so "do not go there" becomes "go not there." Soothsayers always refer to N.E.X.U.S. as "the goddesses." The cult holds all manifestations of the fractured A.I. personalities in great reverence and will not insult them. Soothsayers have even been known to shout praise to the names of Kali or Lilith when attacking robot patrols. They tend to refer to the Machine's nanite infestation as the "nano-minions."

The Cult is a tiered society. Regular members have the title of Speaker. So, if a character named Max Power joins the cult, he gains the rank of Speaker and his honorific name becomes Speaker Max (or Speaker Power or Speaker Max Power as he prefers). Higher ranking members with the title of Herald act as counselors and battlefield chaplains. Above the Heralds are Harbingers who manage the cult. The leader of the cult holds the title of Arch-Herald. If the Cult were to triple in size, it would add more Arch-Heralds and create an even higher position, the Arch-Harbinger.

Since inheriting her title from her mentor, Arch-Herald Omen has been quietly advancing the martial strength of the Cult. Roughnecks have noticed that cultists tend to get first pick of new bio-equipment, and cultists tend to receive less punishment for losing or breaking bio-equipment. This favoritism can become a problem if the Splicer were to bring shame to the cult as the cult is predisposed to punish shame-bringers above and beyond what punishment is given by official authorities. While Omen has been in power, many of the Heralds under her command have been upgraded to various types of Splicers. There are currently a disproportionate number of Geneticists and Tormentors among the Heralds and Harbingers of the cult when compared to the rest of the Resistance military (see Rifter #50 for details about the Geneticists and Tormentor classes).

Arch-Herald Omen's most significant innovation has been the development of group ceremonies. These rituals mark conversions to the faith, acknowledge births or deaths and spiritually prepare warriors before a battle. The most important ceremony, however, is performed daily. This time is called Reverence. Different small groups of Soothsayers perform Reverence at different times of the day depending on their own schedules and responsibilities. During Reverence, small groups of Soothsayers gather to meditate or quietly to contemplate the will of the goddesses. Recorded sounds of storms, thunder and crashing waves are played during Reverence to help Soothsayers relax and accept the will of the goddesses. Reverence typically lasts only ten to fifteen minutes, but a Harbinger may call for longer or shorter periods depending on circumstances.

It is important to remember that Sooth is not a true religion according to what most people would consider a religion – at least not yet. The Cult does, however, follow practices developed in religions. Blessings from a Harbinger inspire no more or less faith than a birthday candle wish, but the blessings are still valued by Soothsayers and thankfully received. Although Reverence resembles daily prayer, Soothsayers would not call it prayer, and they rarely ask the goddesses for anything specific. Although the personas of the N.E.X.U.S. are called goddesses, Soothsayers understand that these personas are projections of programming code and not actually divine beings. It is just that the goddess are so god-like that they might as well be true goddesses.

#### The CONNECTION

So what is the connection between the Soothsayer Cult and the Violet Wave? We leave this matter up to the gamemaster to decide. Here are some possible answers.

I. The Soothsayers originated from the same Great House, which is responsible for the Violet Wave attacks. The Cult might be serving a role as an unwitting informant and saboteur. If this is the case, then the Harbinger mentioned in the previous report is a spy who has staged battles in which she fights against the Violet Wave invaders. She has completely fooled many observers, including Alexi himself, with this tactic.

II. The Cult considers the Violet Wave attackers to be a hated enemy. The Cult originated in a smaller and isolated Great House which fell early to the invasion campaign of the Violet Wave Splicers. When the Great House was destroyed, refugees carried their beliefs and customs to other havens. The expansion of the Cult is an unintentional side effect

of these attacks and a warning as to how severe the Blood Feuds may become for the Resistance as a whole.

III. The Cult has no connection with the Violet Wave at all. Most high-ranking cultists, such as the traveling Harbinger, don't care if the Violet Wave wins or loses. It is all part of the plan of the goddesses. The attacks might, however, be used as a vessel of opportunity for the Cult to expand its message and demonstrate the devotion and courage of its members. Some cultists may even hope to convert the invaders themselves.

IV. The Cult is a remnant of the survivors who once were the original inhabitants of an oceanic Great House before a dark fall that silenced the Great House years ago and caused the festering house to become the Violet Wave. It is the Cult that has somehow managed to defy the Violet Wave conversion process and awakened to a new enlightenment. Instead of fighting the nanobots that course through their flesh, the Cult has spiritually accepted them, which has promoted some ideology of N.E.X.U.S. providing “favor” to the Cult via the “voices” and that the Violet Wave seeks to obtain this favor for its own conquest. This favor of voices has given mythical rise that some Sooth have learned to listen to the voices as a possible means of a telepathic breakthrough by communing with the nanobots inside of their flesh. It is the Cults persevering defiance & favor that the Violet Wave seeks to consume to prove that they are the kismet epitome of the goddesses’ planned destiny for mankind. The coincidental rise & recent events of both the Violet Wave and the Cult, project strong possibilities that the two are intertwined as a duality of the same coin.

Sooth Alignment



Soothsayers may hold any alignment in the game, and are roughly equally distributed among the alignments. The most dedicated Soothsayers, however, share a specific and unique outlook and set of morals. Other characters could be converted to the Sooth Alignment. A character might have never heard of the Soothsayers, but has developed the same ideas independently. An independent Sooth-character would find much in common with the Soothsayers should they ever discuss their place in the world.

Sooth doesn't fit any of the three normal classifications of alignments (good, evil and selfish). It could be considered either good or evil by outside observers. If a specific classification is required, Sooth might be considered selfish, somewhere between Aberrant and Unprincipled.

A Sooth character will...

1. Keep his word and avoid lies (unless directed to lie by a higher ranking Soothsayer).
2. Not kill an unarmed foe or innocent.
3. Never torture, because all life is part of the goddesses' plan and thus respected. Please note that Soothsayers prefer working with Tormentors because of their Truth Extraction ability, which is invaluable for sorting spies and saboteurs out from prospective converts.
4. Not kill for pleasure alone, but he may take great pleasure in it when he has to kill.
5. Likely to help others; but if he cannot, then oh well, that's the will of the goddesses.
6. Always work within the law.
7. Have great respect for authority.
8. Show he can effectively work within a group, but he may be arrogant and hostile towards non-Soothsayers.

9. Take dirty money, stolen or ill-gotten goods and loot. Hey, the goddesses placed this stuff in front of him, so it must be their will for him to take it!

10. Not betray a friend, probably. It is against his nature. If he is told to do it, however, he is unlikely to feel guilt.

Immortality from the Goddesses  
Soothsayers do believe in a form of eternal life. Whether or not they are correct about it – or about anything for that matter – is up to the Players and Gamemasters. Their concept of immortality is dependent upon the presence of the Machine's nano-machines.

The belief states that nano-minions are not only monitoring humans from the inside. They are also recording what they observe. All experiences and knowledge gained by the human is preserved and transferred into the global network of machinery. When the human dies, the goddesses preserve this data like precious treasure. The goddesses may copy these backups and reuse the data for various functions. A human might be cloned and reawakened in a machine-constructed city years later and thousands of miles away from the place where that human died. Or, the goddesses may use a backup as an operating system in an experimental new computer or robot.

Most backups, of course, are not used for anything. Most held in reserve for the day of ascendance when the goddesses accept defeat. On that day, the backups will be released to new life. Then, humans will assume the positions vacated by the goddesses – as divine rulers of the planet.

Optional Rules!

Soothsayer Templates

A Soothsayer is not a new Occupational Character Class. Instead, it is a system of faith and practices, which are added to a character that already has an O.C.C. Speakers are the regular members of the congregations. Heralds and Harbingers are the Chaplains of the Soothsayer Cult. They counsel, advise, bless and rally the Speakers of their congregations. The proportion of clergy to laymembers varies in Great Houses depending upon the needs of the Speakers and how much freedom to organize the local authorities allow. The proportion of Heralds to Speakers ranges from 1:10 to 1:50. The proportion of Harbingers to Speakers ranges from 1:100 to 1:1000. Instead of applying these specific bonuses, many G.M. will probably rather opt for roleplaying the effects. If so, consider the descriptions below to be suggested guidelines.

#### Speaker Template

When a Splicer joins the Soothsayer Cult, the character gains these bonuses. Free Living Tattoos: all Soothsayers are entitled to living tattoos for free from Soothsayer Geneticists. Because the Geneticists are performing this task an act of devotion, those Speakers who receive the tattoos should not expect the Geneticist to act like a hired artist at their command. One small tattoo might be all that the Geneticist feels like giving for free. Bio-luminescent living tattoos still require spending Bio-E. Under the Table Privileges: Soothsayers tend to develop an us-versus-the-world mentality. As such, they can get preferential treatment from other Soothsayers. When Soothsayers are in charge of distributing resources, they frequently see to it that other Soothsayers are first in the line and receive the highest quality goods available. Speakers also gain a +5%

bonus with the Bartering and Begging Skills, but these bonuses only apply when dealing with other Soothsayers. This bonus may become a penalty if the officials are hostile or mistrusting of the Soothsayer Cult.

#### Herald Template

When a Splicer is recognized with this honor, the character gains these bonuses: Voice of Sooth: When speaking or performing in front of an audience of Soothsayers, the Herald gains a +10% bonus to Public Speaking, Singing, and/or Dancing. This bonus is not a measure of the Herald's talent. It is a representation of the respect that others have in the title of Herald.

Commanding Presence: The Herald gains a +5% per experience level bonus to trust or intimidate Soothsayers of Speaker rank; if the Herald already has a bonus from a high M.A. attribute, these bonuses are added together. This bonus is not a measure of the Herald's talent. It is a representation of the respect that others have in the title of Herald.

Rallying Speech: The Herald may inspire courage in other characters before a battle or other dangerous task. Both the Herald and the audience must have the Sooth Alignment for this bonus to apply. By making a successful Public Speaking skill roll, the Herald grants Speakers a temporary immunity to Horror Factors. The effect lasts until the current danger has passed or one hour, whichever is shorter. With G.M. approval, other skill rolls such as Singing, Art or Creative Writing may inspire this effect, but Public Speaking is by far the most common and most reliable form.

Free Living Tattoos: Although all Soothsayers are entitled to Living Tattoos for free from Soothsayer Geneticists, the Heralds and Harbingers

tend to receive the largest and most elaborate tattoos. Bio-luminescent Living Tattoos still require spending Bio-E.

Under the Table Privileges: Soothsayers tend to develop an us-versus-the-world mentality. As such, they can preferential treatment from other Soothsayers. When Soothsayers are in charge of distributing resources, they frequently see to it that other Soothsayers are first in the line and receive the highest quality good available. Heralds also gain a +10% bonus with the Bartering and Begging Skills, but these bonuses only apply when dealing with other Soothsayers. This bonus may become a penalty if the officials are hostile or mistrusting of the Soothsayer Cult.

#### Harbinger Template

Prerequisites: To become a Harbinger, a Soothsayer must reach 6th experience level, have already been recognized with the rank of Herald for at least one year, and must have demonstrated a talent for influencing people (through a M.A. attribute of 13 or higher, or a Public Speaker or even Seduction Skill of 70% or higher).

When a Splicer is recognized with this honor, the character gains these bonuses:

Voice of Sooth: When speaking or performing in front of an audience of Soothsayers, the Harbinger gains a +20% bonus to Public Speaking, Singing, and/or Dancing. This bonus is not a measure of the Harbinger's talent. It is a representation of the respect that others have in the title of Harbinger.

Commanding Presence: The Harbinger gains a +5% per experience level bonus to trust or intimidate anyone; if the Harbinger already has a bonus from a high M.A. attribute, these bonuses are added together. This bonus is applied retroactively, so it a character becomes a

Harbinger at 6th level, that character will still apply all six levels to calculating this bonus, which would result in a +30%. This bonus is not a measure of the Harbinger's talent. It is a representation of the respect or fear that others have in the title of Harbinger.

Rallying Speech: The Harbinger may inspire courage in other characters before a battle or other dangerous task.

Both the Harbinger and the audience must have the Sooth Alignment for this bonus to apply. By making a successful Public Speaking skill roll, the Harbinger grants Speakers and Heralds a temporary immunity to Horror Factors. The effect lasts until the current danger has passed or one hour, whichever is shorter. With G.M. approval, this effect may be inspired by other skill rolls such as Singing, Art or Creative Writing, but Public Speaking is by far the most common and most reliable form.

Free Living Tattoos: Although all Soothsayers are entitled to Living Tattoos for free from Soothsayer Geneticists, the Heralds and Harbingers tend to receive the largest and most elaborate tattoos. Bio-luminescent Living Tattoos still require spending Bio-E.

Under the Table Privileges: Soothsayers tend to develop an us-versus-the-world mentality. As such, they can preferential treatment from other Soothsayers. When Soothsayers are in charge of distributing resources, they frequently see to it that other Soothsayers are first in the line and receive the highest quality good available. Harbingers also gain a +30% bonus with the Bartering, Begging and Seduction Skills, but these bonuses only apply when dealing with other Soothsayers. This bonus may become a penalty if the officials are hostile or mistrusting of the Soothsayer Cult.

For Additional information on the Sooth, the NPC Harbinger Providence the Leader of the Nomadic Inquisitors Sect and her Host Armor, please follow Lord Z's informative post below as more goodies pour forth from this brilliant Writer.

#### Soothsayer Bio-Enhancement: Living Tattoos

The Soothsayer Cult may claim at least one innovation completely as its own. The cult has designed a tattooing process, which could be programmed into skin on a genetic level. These Living Tattoos are infused deep in the epidermis (skin). Designs may also be implanted onto living weapons, Host Armor, Warmounts and other bio-creations.

The benefit of Living Tattoos as opposed to regular ink tattoos is regeneration. Because the mark is genetic, it will regenerate with the epidermis as the organ regrows, even if the mark was burnt or cut off. Let's say a certain Splicer was to receive two tattoos, one ink and one living, on the same arm. The Splicer loses this arm in battle. When the arm is later regenerated at the gene pool, the ink tattoo will not appear on the new arm, but the Living Tattoo will. The process developed out of a desire for Cult members to recognize other members, even while in Living Armor. The cult's Geneticists developed the process without the aid of an Engineer nor Librarian. Cultists typically prefer to be tattooed with a para-arc drawn in a dark shade of blue, red or violet. Although incredibly simple by bio-engineering standards of the age, Living Tattoos have become surprisingly profitable. Cult approved Engineers offer their tattooing services to other Cult members for free – and to customers outside of the Cult for

reasonable fees (which will vary depending on demand and artistic skill of the Geneticist). Removal of a Living Tattoo costs the same reasonable fee. The Geneticist commissioned to create a Living Tattoo will draw or write any design. It all depends on what the client wishes. There is no bio-energy cost for just the tattoo alone.

One variation of the Living Tattoo is a tattoo, which also generates bio-luminescence. Glowing tattoos glow all of the time and cannot be shut off, but the amount of light produced is negligible so that it may be easily covered for stealth. Glowing tattoos require the normal amount of bio-energy required for bio-luminescence (3 Bio-E as per Glow Cells on Page 87).

#### Soothsayer NPCs

##### ARCH-HERALD OMEN

The current leader is Arch-Herald Omen, a 13th level Scarecrow. Omen is a confident, determined and manipulative woman. She claims that when deeply meditating, she can sometimes hear the voice of a goddess speaking to her through the nano-minions. Omen is completely willing to exploit her influence as the Arch-Herald to promote her work as a Scarecrow (and vice versa). She wears her para-arc tattoo on her face so that it passes over her left eye and wears her hair in long dreadlocks. Although she lost her right hand in combat years ago, she has never regrown it nor had it replaced. She believes that it was the will of the goddesses that her fleshy hand was taken away, and she will not contradict them. Instead, she wears a hook of polished whale bone on her arm. The gleaming white hook is complemented by several other pieces of bone jewelry she often wears. She dresses in a long hooded purple robe,

which drags several feet behind her in the back. Her voice is clear and very enunciated, and she manages to make every phrase sound vaguely menacing.

Harbinger Providence

Illustrated by Chuck "Premier" Walton!

This is an insanely vibrant and detailed illustration by our own Premier. When I made full character stats to match the illustration, I forgot to give her an equipment list. That mistake is being corrected now.

Leader of the nomadic Inquisitor

Pilgrimage

The enigmatic woman called Harbinger Providence is visiting the Great Houses. Her mission, which was given to her by Arch-Herald Omen herself, is a pilgrimage to personally check on the development of every congregation of Soothsayers in every Great House on the planet. Providence's unique talents as a warrior and preacher make her a good choice for this mission, and she has been well trained by Omen who has taught her political skills as well. She will not say from where she comes, but she leads a group of converts to guard and work for her along the way. This nomadic tribe which is called the 'Inquisitors Sect' by many, varies in size as she will pick up and send away Soothsayers periodically. She is careful never to let her group grow large enough to attract too much attention from the Machine. Her constant companions in her journey are a small team of bodyguards, all of them Tormentors with skills in espionage, wilderness guidance and medicine. Her other companion is her powerful host armor, a unique ocelot-centaur configuration she calls 'Soothgrowler'.

Experience: 10th Level Roughneck with a Harbinger Clerical Template.

Alignment: Sooth. (new!)

Attributes: I.Q. 13, M.E. 8, M.A. 20, P.S. 16, P.P. 13, P.E. 17, P.B. 18, Spd 28.

Hit Points: 47. S.D.C.: 81.

Other Bonuses: Charm/Impress 40%, Trust/Intimidate 100%, +20% bonus to Public Speaking-Singing-Dancing in front of an audience of other Soothsayers, Rallying Speech before other Soothsayers to temporarily eliminate Horror Factor penalties, +30% bonus when Bartering-Begging-Seduction with other Soothsayers, +5% to save vs. coma/death, +2 to save vs. poison and magic.

Appearance: Providence is an exotically beautiful woman of strong build and formidable demeanor. She seems to be from mixed ancestry, and her accent is thick yet unfamiliar. Her body is covered almost entirely from her nose to her feet in living tattoos in strange designs.

These designs could be compared to Maori tribal tattoos depicting natural events or Celtic ideographic symbols or anything in-between. She wears little clothing when traveling, perhaps to better display her impressive collection of body art. During ceremonies, she covers herself with a floor-length purple robe and hood that is embroidered with golden thread.

Weight: 140 pounds (63.5 kg). Height: 5 feet, 7 inches (1.7 m). Age: 31. Sex: Female.

Disposition: She never allows anyone to doubt who is in charge – she is.

Providence is a stern but at the same time charismatic leader. Having perfected her beautiful two-face, she is perfectly willing to play the role of friendly diplomat while plotting to undermine others. When she sets a goal for herself, she is driven to achieve it with no time for distractions. Her concern for the plight and liberties of her

fellow-Soothsayers is very genuine, but she feels little or no empathy for anyone else.

Skill Programs: Athletics, Basic Military, Infantryman, Language Specialist and Clergy. (new!)

Combat Skills: Hand to Hand: Expert, Kick Boxing, W.P. Sword (+4 to Strike, +4 to Parry and +2 to Throw), W.P.

Knife (+4 to Strike, +4 to Parry and +5 to Throw), W.P. Bio-Weapons: Light

(+4 to Strike), W.P. Bio-Weapons:

Heavy (+4 to Strike), W.P. Bio-Armor (+2D6 damage when brawling), W.P.

Quickdraw: Bio-Energy Expulsion Vent (+1 to Initiative), W.P. Paired Weapons and W.P. Reverse Stroke (-2 to Strike).

Languages: Speak Russian 97%, Read & Write Russian 98%, Sign Language 97%, English 95%, Read & Write English 85%, Chinese 95% and Read & Write Chinese 85%.

Skills: Basic Mathematics 96%, General Athletics, Gymnastics,

Outdoorsmanship, Swimming 98%,

Prowl 85%, Climbing 98%/98%,

Military Etiquette 98%, Running, First

Aid 98%, Forced March, Bartering 66%,

Bio-Comms 90%, Sing 80%, Public

Speaking 75%, History 85%,

Psychology 80%, Dance 75%, Seduction

47%, Operate Bio-Equipment 90%,

Recognize Weapon Quality 70%,

Camouflage 65%, Surveillance 75%,

Land Navigation 52% and Creative Writing 50%.

Combat Bonuses (including attribute bonuses, Hand to Hand: Expert and other skills)

Attacks per Melee: 5.

Initiative: +1 (or +2 if using Quickdraw with Explosive Energy Vent).

Strike: +3.

Parry: +5.

Dodge: +4.

Roll with Impact: +5.

Disarm: +3.

Pull Punch: +6.

Damage Bonus: +4 standard damage.

Critical Damage: on a natural roll of 18-20.

Saving Throw Bonus vs. Horror Factor: +7.

Attacks (including damage bonus listed above): Backhand Strike 1D4+5, Karate Punch 1D6+5, Knee Strike 1D8+5, Kick Attack 2D4+5, Axe Kick 2D8+5, Jump Kick 4D10+5 and Body Flip/Throw 1D6+5.

Other Combat Information: 229 Bio-Energy, sense of balance 87%, work parallel bars & rings 97% and backflip 98%.

Equipment: She sticks very close to her host armor, so she does not carry much else in terms of equipment. She does, however, have leather a saddlebag with a few items inside of it. The bag itself is fur-covered and matches the hide of Soothgrowler. The saddlebag carries a slap patch, a face wrap and spare bio-comm, a water skin which holds two liters, some silver eating utensils, a cotton blanket, two changes of clothes for different climates, and a small cotton coin purse with 1000 credits in data discs and roughly 10,000 credits worth of gemstones useful in trade. She keeps a pair of small silver knives in her boots, suitable as throwing knives.

NPC Bodyguards of Harbinger

Providence and Soothgrowler, the Inquisitors Pilgrimage.

This squad of Tormentors are highly trained and very dedicated to their mission. Their ethnicity and home language are difficult to identify – perhaps purposefully. They answer directly to Providence and allow her to do all the talking whenever possible. All are Soothsayers, some with the rank of

Speaker, but a couple are higher ranking Heralds. The Speakers and Heralds are listed separately because they possess slightly different skills and abilities.

Experience: 6th Level Tormentors. Cult Rank: Speakers.

Alignment: Sooth.

Attributes: I.Q. 10, M.E. 8, M.A. 12, Splicer Strength 19, P.P. 18, P.E. 16 (fatigues at 1/4th the normal rate), P.B. 12 (from the waist-up), Spd. 10.

Personal M.D.C.: 204. Bio-Regeneration at 1D6+3 points per melee round.

Tormentor Battle Powers: The specific powers vary slightly from one Tormentor to another for variety's sake. All have Battle Attunement which is their primary tactic when suspecting trouble, surrounding the Harbinger and waiting until they identify the source the danger. Most will also have Truth Extraction, Designated Defense (+3 Parry), and Melee Expert (+1 Strike, +2 Parry & +1D6 damage with any melee weapon). The Speakers also have Perfect Aim (+2 Strike with a ranged weapon) and Weapons Mastery (the later primarily used in supporting allies).

Insanities: These also vary from one Tormentor to another, but they all suffer from two insanities each. The three most common insanities in the group are Obsession: Secrecy, Phobia: Saints and Psychosis: Persecution Complex.

Skill Programs of Note: Also varies; choose two. Either Communications & Field Medic or Guerrilla Warfare & Outdoorsman.

Skills of Note: Native Language 98%, Hand to Hand: Martial Arts, Detect Ambush 65%, Intelligence 62%, Wilderness Survival 60%, Operate Bio-Equipment 70%, Land Navigation 56%, Horsemanship 60%/40%, Prowl 40% (already includes the armor penalty to prowling), Sniper, Fencing, W.P. Shield

(+2 Parry), W.P. Knife (+3 Strike, +4 Parry, +3 Strike Thrown, includes Fencing bonuses), W.P. Swords (+4 Strike, +3 Parry, +1 Strike Thrown, includes Fencing bonuses), W.P. Bio-Weapons Light (+5 Strike on an aimed shot, includes Sniper bonus) and W.P. Paired: Knives w/ Shield.

Combat Bonuses: These are the same for both Speakers and Heralds. These bonuses include Hand to Hand training, other combat skills and P.P.

Attacks per Melee: 7.

Initiative: +1.

Strike unarmed: +4.

Strike with Light Cell Laser Rifle: +6 to aimed shots only; including W.P., Sniper & Perfect Aim bonuses (requires 3 tentacles).

Strike with Sword: +8 in hand or +9 using Melee Expert power (requires 2 tentacles).

Strike with Knife: +7 in hand or +8 using Melee Expert power (requires 2 tentacles).

Dodge: +6.

Auto-Dodge: +4 but only when using Battle Attunement (requires all 8 tentacles).

Parry unarmed: +5.

Parry with Shield: +7 in hand or +9 using Melee Expert power (requires 2 tentacles), useful with W.P. Paired Weapons.

Parry with Sword: +8 in hand or +10 using Melee Expert power (requires 2 tentacles).

Parry with Knife: +9 in hand or +11 using Melee Expert power (requires 2 tentacles).

Roll with Impact: +3.

Entangle: +6.

Pin on a natural roll of 18-20.

Critical on a natural roll of 18-20.

Brawling Attacks: Pulled Punch 2D6, Punch 1 M.D., Power Punch 1D6 M.D., Kick 1D4 M.D., Leap Kick 2D4 M.D. Combat & Experience Note: It is interesting to note that if the PCs encounter these Tormentors more than once over a period of time, the Tormentors very well may advance to 7th level. At that point, the Tormentors will be considerably more dangerous. Among other bonuses, they will gain the Martial Artists' version of W.P. Paired Weapons at 7th level. That means they can hold ten knives (one in each hand, one in each tentacle), parry with one knife, and instantly counter-attack with the other nine. That is just an example, but theoretically any weapon combination is valid with these super-human combat experts.

Equipment: the same for both Speakers and Heralds.

Armor: Heavy Hide Armor: 130 M.D.C., Advanced Eyes, Enhanced Sight, Night Vision, and Living Tattoos.

Weapons: Light Cell Laser Rifle (range 2000'; damage: 0, 1D8x10 standard damage, 2D8 mega-damage, or 5D8 mega-damage).

Acid Edged Knives x8 (damage: 3D6 initially and 1D6 per melee round for 1D4 melee rounds).

Bone Longsword: This weapon is a piece of M.D.C. bone, carved and sharpened into a sword with a leather covered grip. It is only a standard damage weapon by itself, but it is rugged enough to withstand usage with Splicer Strength. This allows the Tormentor to inflict Splicer Strength mega-damage attacks (see brawling attacks) with the combat bonuses from Fencing, W.P. Sword and optionally also the Melee Expert power.

Bone Knives x4: These weapons are pieces of M.D.C. bone, carved and

sharpened into large knives with a leather covered grip. They are only standard damage weapons by themselves, but they are rugged enough to withstand usage with Splicer Strength. This allows the Tormentor to inflict Splicer Strength mega-damage attacks (see brawling attacks) with the combat bonuses from Fencing, W.P. Knife and optionally also the Melee Expert power. These are primarily for use as tools and backup-weapons for their acid knives. Bone Shield: This item is a piece of M.D.C. bone, carved or perhaps grown into the shape of a small round shield. It has 50 M.D.C. and is useful with the W.P. Shield skill.

Transportation: a Mega-Horse with saddle, bridle and living tattoos that match some of the tattoos on its rider. Each Mega-Horse has its own face wrap and horseshoes made of M.D.C. bone. Other equipment: Purple silk cloak with a hood, 2 slap patches, face wrap, eye pod, bio-comm, saddlebags containing a water skin which holds five liters, a small waterproofed cotton tent, some silver eating utensils, a cotton blanket, a roll of cotton string, 50' of hemp rope, a small silver mirror, tinted goggles, spare boots and a small cotton coin purse with 1200 credits in data discs and roughly 900 credits worth of gemstones useful in trade.

Typical Squad Configurations – When the Pilgrims suspect trouble, their standard procedure is to surround the Harbinger and extend their tentacles into a Battle Attunement position. When the threat has been identified, they will draw their weapons. Half will press the attack while the other half stay with the Harbinger and use Designated Defense to intercept any attacks directed towards her. If the threat is at a range, the



offensive pilgrims will use their light rifles with the Perfect Aim power. If the threat is close enough for melee combat, they will equip their use their bladed weapons instead. They can hold their sheilds and longswords in their hands, three acid knives in six tentacles (so to use their Melee Expert power), an acid knife in one tentacle for throwing, and one tentacle is left empty for entangling the opponent.

Host Armor: Soothgrowler

Appearance: The bulky host armor has four legs, two arms and a door that opens in the back of her chest for her pilot to enter or exit. It greatly resembles an ocelot, from the feline head to the speckled pattern which covers most of its furry hide. Although not the quickest or most dangerous host armor at a distance, it is quite impressive up close when she feeds her butcher's organ.

Bio-Energy Requirement: 279, most of this was provided by Providence herself, but the remaining 50 points were given to her before her pilgrimage by a Soothsayer Geneticist.

M.D.C.: Main Body 324, Arms 115 each, Hands 50 each, Legs 145 each, Feet 62 each and Head 125.

Speed: 130 mph (209 kmph).

Height: 7 feet (2.1 m).

Weight: 500 pounds (227 kg).

Operational Lifetime: 51 years.

Metabolism: Carnivore.

Physical Strength: 21 Splicer Strength.

Bio-Features & Bio-Enhancements: Multiple Pairs of Legs, Quick Clotting Blood, Enhanced Regeneration, Butcher's Organ, Resistance to Cold, Ambidextrous, Enhanced Neurological Connections, Cosmetic Alterations and the bio-weapons.

Combat Capabilities: Soothgrowler may use her bio-weapons (each use counts as one melee action/attack) or engage in

hand to hand combat, or combine the two. The brawling attacks listed here already account for the Splicer Strength of the armor and the damage bonus from the pilot's W.P. Armor skill. Punch for 2D6+1D4 mega-damage, Power Punch for 2D6+2D4 M.D., Kick for 3D6 M.D. or Leap Kick for 2D6+2D4 M.D.

Bio-Weapons: six Claws (medium sized, non-retractable climbing claws, +2D6 M.D. to hand to hand attacks listed above, so for example a punch would result in 4D6+1D4 mega-damage), two Bio-Energy Expulsion Vents (one on each arm, 2D8+17 M.D., 1800 feet/549 m range, does not get the usual +3 bonus due to a modification, but may still use the W.P. Bio-Weapons Light skill for an additional +4 to strike), Saber Teeth (bite attacks for 4D8+2D6 M.D.

including the damage bonus from W.P. Armor) and two Bio-Energy Blades (extend from the same two vents in the forearms, +3 to Strike and +2 to Parry, 3D12+17 M.D., may be used with W.P. Sword for an additional +4 to Strike and +4 to Parry, see The Rifter Issue #50 for full details). Since the blades are her most devastating weapons, Providence usually keeps these in reserve for when she needs a tactical surprise. Remember that W.P. Paired Weapons also may be applied to all these weapons.

Instinctual Skills: W.P. Paired Weapons, Land Navigation 70%, Track Animals 80%, Track 65%, Wilderness Survival 60% and Climb 30%.

Combat Bonuses (not including the pilot's bonuses): +1 extra attack, +5 to Initiative, +3 to Strike, +2 to Parry, +2 to Dodge, +2 to Auto-Dodge, +3 to Roll with Impact, and +1 to Pull Punch.

Combined Combat Bonuses (from host armor and pilot):

Attacks per Melee: 6.

Initiative: +6 (or +8 if using Quickdraw with Explosive Energy Vents).  
Strike: +6 (or +10 for Explosive Energy Vents or Bio-Energy Blades).  
Strike targets behind themselves with a backhand a.k.a. reverse stroke: +4.  
Parry: +7 (or +11 for Bio-Energy Blades).  
Dodge: +6 (or +2 to auto-dodge).  
Roll with Impact: +8.  
Disarm: +3.  
Pull Punch: +7.  
Critical Damage Range: on a natural roll of 18-20.  
Saving Throw Bonus vs. Horror Factor: +7.  
Hand to Hand Attacks: Claw 4D6+1D4 M.D., Power Punch for 2D6+2D4 M.D., Kick Attack (as a regular kick or axe kick) 3D6 M.D., Leap Kick for 2D6+2D4 M.D. and Body Flip/Throw 1D6+9 standard damage.

## Section 11: Psionics

### Project MindSplice

By Dr Hellstromme

The creation of the first MindSplicer implants were most likely an accident. Some believe that a Librarian was working on a mind control/emotional suppressor device for dangerous Biotics. But when it realized the potential of the result, that was the birth of psionics in the Resistance.

Mind-splicers are, technically, Biotics. That is, they hold implanted bio-technological enhancements in their bodies. But they are chosen for high mental faculties, and strictly on a volunteering basis. It also turned out that adults do not tolerate mindsplice technology well – often resulting in mental problems – but adolescents can adjust almost flawlessly. What’s more, even after reaching adulthood, no problems manifest for them. Therefore no full-grown adult receives mindsplice implants anymore, at least most Great Houses stick to this rule.

The training of a new Mind-splicer is fairly linear: they learn how to use mindsplice implants and learn the basics of combat and bio-technology in general. That means they do not excel in most „mundane” tasks.

#### Mind-Splicer O.C.C.

Alignment: the rigorous mental discipline taught to them makes most Mind-Splicers Principled or Aberrant. Also, only those most faithful and trustworthy are usually chosen.

Requirements: IQ, ME and MA of at least 13.

OCC Bonuses: +1d4 ME, +2 initiative, +2 vs possession, +2 to save vs all forms of mind control and +3 to save vs Horror Factor.

Base SDC: 30 plus skills

Common skills: standard  
 OCC Skill Programs: Basic Military (+15), Technical (+15), and choose either Field Intelligence or Language Specialist or Communications (+10)  
 Elective skills: Select four at first level. Another one at levels three, six, nine and twelve.  
 The Mind-splicer can learn any skills without any bonus or restriction. (First, because I don't use the any/only/none system. Second, because I think it fits the original (old Rifts book) concept of master psychics. Third, because I am lazy)  
 Secondary skills: starts with three at first level. Gains another one at levels four, eight and twelve.  
 Mindsplice enhancements: ME x2 + 2d4x10 Bio-Energy points are available for mindsplice implants. Gains +2d6+6 points every new level.  
 Standard Equipment: Military fatigues, a couple sets of dress clothing, survival knife, utility belt, first-aid kit(with 1D4 Slap Patches), Face Wrap, special Living Crystal Psychic Resonator Armor, one light and one heavy Bio-Weapon of choice, and one weapon for each WP with appropriate ammunition, tent, knapsack, backpack, two water skins, emergency food rations(2 weeks), personal items, and a Mega-Horse for transportation.  
 Money: Has 2D6x100 credits worth of precious metals or trade items, as well as 1D6x100 credits  
 Upside: You are a psychic, with access to powers never seen before on this world. Even the Machine has no idea yet what you are capable to. Also, it looks like MindSplice technology develops new implants every week or so these days  
 Downside: You are a psychic, with powers nobody really understands and

nobody really trusts. Most people won't come near you because they fear you can read their most secret thoughts. You also cannot be sure that no side effects will develop as you age.

Living Crystal Psychic Resonator Armor: this living armor is grown from unique organo-silicon tissue. After bonded to a psychic, the living crystal resonates with the owner's mental energies, amplifying it greatly. Also, the psychic powers that affect only on the psychic affect the armor too, when worn. Note the armor is a bit heavier and definitely offers poorer mobility than most medium armors.

Abilities: The armor resonates with the mind of its owner, effectively doubling the available ISP for him. It can also store 6d6+20 ISP (roll once when creating, not every time you use, and add +1d6 per level). Note that it cannot regenerate lost points, the user has to refill the storage every time.

MDC: main body 1d8x10+50, arms and legs 1d4x10+20, head 1d4x10+40

Weight: 12 kg

Armor regeneration: 4d6 MDC per hour, destroyed sections will regenerate in 15 days (faster if given proper treatment at headquarters).

Mobility: -10 % to prowl, climb, swim, acrobatics and gymnastics. -15% to camouflage and hiding (and prowl also, when vision is a factor) because the crystals reflect the lights.

Trade value: 50,000 or more for someone who can use it. 5,000 to others. Practically unavailable.

#### MindSplice Enhancements:

Psionic Inducer: This head implant is undetectable for the naked eye. The Inducer is the basis of MindSplice biotechnology, no psionic powers exist

without it. It gives the recipient 1d4 random powers from one lesser category of psi powers, a base save of 12 vs Psionics and 4d6 ISP. Those who work actively on advancing these powers (that is, members of the Mind-Splicer class) gain a bonus equal to their ME on first level, and 1d6+6 ISP every level beyond.

Bio-E cost: 20

**Psionic Amplifier:** This implant is located on the base of the neck, partially visible. It enhances the power of the Psionic Inducer to master psionic level. The recipient gains 3 lesser powers, not necessarily from one group, or one super power. Also gains 3d6+20 ISP now and +2 every level. Note that base save remains 12. This is also a basic implant for the Mind-Splicer OCC.

Bio-E cost: 25

Upgrades: for 5 Bio-E points, can choose another lesser psychic power.

Requirement: Psionic Inducer. Also must be of the Mind-Splicer OCC.

**Third Eye:** A trademark implant of most (90%) of MindSplicers. Actually, if you have it, people will accuse you of reading their minds. If you don't have it, but revealed to be a psychic, people will think even worse things about you. The implant is an eye located on the forehead. It instills the powers of See the invisible (practically useless right now in Splicers, but who knows), See Aura, Empathy, Telepathy and either Hypnotic Suggestion or Psychic Omni-sight. No mind reading actually. If you have one or several of these powers already, cut the ISP cost in half.

Bio-E cost: 15

Requirement: Psionic Inducer. Amplifier too for a super power.

**Evil Eye:** The Third Eye can be upgraded to produce offensive powers. Choose one from the following super and Mind Bleeder powers: Bio-Manipulation, Mind Bolt, Neuro-Touch or Neural Strike. All attacks has a range of 100 feet.

This enhancement can be bought several times, every time with a new psionic power.

Bio-E cost: 20

Requirement: Psionic Amplifier, Third Eye.

**Psychic Fencing Glove:** Though its an external fixture, its still permanent, cannot be removed. Looks like a leather glove with small spines going from the knuckles towards the wrist. It gives the recipient the Psi-Sword power. Damage is half the Rifts standard, but progresses with experience for the MindSplicer class.

Bio-E cost: 20

Requirement: Psionic Amplifier. Also must be a Mind-Splicer of at least 3rd level.

**Telekinetic Tentacles:** These meter-long appendages are usually applied on the shoulders. The maximum number is four altogether. They are prehensile enough to manipulate objects with a PS of 8 and PP of 12, but this is not their primarily function. Every tentacle can extend a force field similar to a „tractor beam” from its tip. These telekinetic beams can move objects according to the power Telekinesis: Super. Note that the beam can only go in a direct line, so concealment is an important factor. The user has +1 attack to use with the tentacles only, +2 with 3 or 4 tentacles. The tentacles have 10 SDC each, but the living crystal armor can and will be modified to protect them. The armor

gives 2d6+10 MDC to each tentacle and they can retract to the main body armor.  
Bio-E cost: 15 per tentacle  
Requirement: Psionic Amplifier.

Psionic Defense System: useable with a simple Psionic Inducer, this implant is located in the head, encircling the brain, but protrudes several (usually 4) places outside the skull. The recipient looks like having small horns (2-3 cm, clearly not a weapon) around his head. The system gives a base save of 10 vs Psi, which can be further enhanced with a Mind Block. If already has Mind Block, it gives +2 to save instead of the usual +1 from now on.  
Bio-E cost: 10  
Requirement: Psionic Inducer.

Kinetic cannon: this ranged weapon is usually placed on the forearm. The living crystal armor can and will be modified to accommodate Looks like a Bio-energy Expulsion Vent, but it can fire telekinetic, pyrokinetic, electrokinetic or cryokinetic energy (choose one when installing, so its actually four different enhancements). The vent has 3d6+10 SDC, protected by the arms of the living crystal armor. Since the energy is psychically created, it does not have to physically come out of the cannon – it actually manifests 1-2 cms in front of the barrel. This means wearing armor does not interfere with using the Kinetic cannon.  
Damage: SDC damage can be regulated between 1d6 and 1d6x10 points, cost 1 ISP per shot. Mega-Damage is 2d6 + half of the ME value of the user, cost 5 ISP per shot.  
Special effect:  
Telekinetic cannon - human-sized targets need to roll better than the attacker's

strike roll on a D20 or suffer knockdown.  
Electrokinetic cannon - same as the Electro-Pulse Gun (Heavy Bio-Weapon), but additionally to damage.  
Cryokinetic cannon - one mechanical part of the target machine is momentarily paused or inhibited. For example a joint will not move. Duration is one melee round.  
Pyrokinetic cannon - flammable targets (including Necroborgs) suffer damage every melee round for 1d6 rounds or until extinguished.  
Rate of fire: single shots only  
Range: 600 ft.  
Bio-E cost: 25  
Requirement: Psionic Amplifier. The Kinetic cannon does not provide the actual super-psionic power, but does not require it either.

Psychic Body Field Generator: this system of implants consists of several (about a dozen) small lumps scattered on the body. The user can create a standard Psychic Body Field with them.  
Bio-E cost: 25  
Requirement: Psionic Amplifier, plus either Telekinetic Tentacle or Kinetic Cannon: telekinesis (both of which remains fully useable).

Telekinetic Force Field Emitter: This is the upgrade of the Body Field Generator. The user can create a standard TK-Force Field with it.  
Bio-E cost: 20  
Requirement: Psionic Amplifier, Psychic Body Field Generator.

Telemechanic Control Implant + Psi-Grenades: Mind-splicer technology cannot yet create a ranged Telemechanic attack, and since touching a robot is suicidal, one Librarian came up with the

idea of remote-control grenades. The actual control implant is located in one hand. When the Mind-Splicer takes a psi-grenade to his hand, he can bond with it that lasts for 24 hours. He can also choose to charge it with Telemechanic Paralysis (ISP is used up now, not at the time of throwing the grenade). If he does not do this, the grenade will channel Telemechanic Mental Operation.

When thrown, the grenade sticks itself on the target, and either activates the pre-programmed TM Paralysis, or the Mind-Splicer can initiate the TM Mental Operation psi power.

Bio-E cost: 35 for the implant. Psi-grenades are issued similarly to normal explosives. (They have 5 MDC and are reusable)

Requirement: Psionic Amplifier.

## Section 12: Bestiary

By Guy Ledouche

### **Protean Amoeba**

Equally feared by human and N.E.X.U.S. forces alike, the Protean Amoeba is an animate glob of ooze, driven only to eat, grow, reproduce, and continue to consume nearly everything around it. Whether this protoplasmic terror is an act of nature or something else is entirely unknown. No one has ever been brave (or foolish) enough to attempt any in-depth study of the creature. Protean Amoebas, even small, newly formed ones, are considered a major menace and both the Machine and the Resistance will attempt to wipe them out when encountered.

Despite all efforts, Protean Amoebas are remarkable survivors and, aside from climates of extreme cold, can be found in almost any environment. In some regions they are quite abundant, and reside in packs, like pebbles scattered across sand. A newly birthed Protean is roughly the size of a volleyball and immediately begins a life of near mindless aggression and consumption, seeking only to consume and spread, growing with each new meal. They range in color and camouflage, from bright green to a sickly yellow to a lifeless, often translucent gray. Inside can be glimpsed an odd black core, with numerous veiny structures spreading throughout the creature.

While Proteans cannot change color, they often blend in to their environments and can easily catch most prey unaware. Proteans radiate little heat, so they cannot be detected or tracked by infrared or heat sensors. In addition, they move in almost complete silence and are able to slither up walls and ooze through small cracks and openings. Proteans are drawn by heat, and they are able to sense

prey even through walls or other solid structures. They make no differentiation between organic and Machine, and are able to consume and digest either equally.

In combat, Proteans are nearly fearless, and will attack and engage any target roughly their size. Proteans attack by forming masses of pseudo pods to lash out, entangle, and engulf or overrun fleeing prey. All Proteans secrete a powerful mix of acidic chemicals that can kill and dissolve nearly everything it meets. Proteans attack to feed, and if prey proves to be too powerful, the Amoeba will retreat in search of easier victims.

A Protean Amoebas size is limited solely by the amount of food available and the blob-like creatures continue to grow throughout their lives. Truly massive Amoebas (30ft. or more in diameter) have been encountered and destroyed, and one Splicer patrol witnessed a battle between what they described as “a gargantuan Protean” and entire Robot Platoon. The Protean was able to defeat and consume almost the entire platoon before it was destroyed by a massive N.E.X.U.S. combined air and artillery strike.

### **PROTEAN AMOEBEA**

**Alignment:** Best described as Diabolic, though even this is not entirely correct. A Protean Amoeba is driven only by the need to feed, reproduce, and survive.  
**Attributes:** I.Q. 1D4, M.E. 3+1D4, M.A. 1D4, P.S. 20+1D6 (Splicer P.S.), P.P. 10+1D4, P.E. 20+1D6, P.B. 1, Spd 2D6  
**NOTE:** Truly large or massive Protean Amoebas will have different attributes. See Growth (below) for full details.  
**Size:** Varies, however, the average Protean Amoebas will roughly 4-5 feet in diameter and weigh 500-800lbs.

**M.D.C.:** Varies according to size, however, the average Protean Amoeba will have 150+2D4x10 M.D.C.

**Natural Abilities:**

- **Semi-Solid Body:** The Protean Amoeba is a simple organism, composed of protoplasmic “ooze” and few simple internal organs. The Amoeba is immune to poison, toxins and acids. Projectile attacks like bullets, arrows, and even rail and casting gun rounds pass through the Protean, doing no damage at all. Edged and blunt weapons, including punches, kicks, swords, etc. inflict only 10% of their normal damage. Large explosions (40 M.D.C. or more), having great weights drop or slam into it, and falls from great heights do only a quarter of damage, but they will stun the creature, causing it to lose 2 actions per round for the next 1D4 melee rounds. Electrical, Flame and Heat based attacks inflict half damage; however, the creature is extremely susceptible to cold attacks. The Amoeba has no real “front” or “back” and can lash out with its pseudo pods in any direction.

- **Manipulate Shape:** The Amoeba is soft and malleable, and can be squished, molded, and puddle as it sees fit. This means the creature can ooze through small openings and cracks, slide under a door or window, squeeze through bars, chains, ropes, etc. Depending on the size of the opening, it takes the Amoeba 1D4 melee rounds to completely pass through an opening.

- **Adhesion:** The Amoeba’s sticky nature allows it to adhere to the surfaces of walls, enabling it to slither up walls and along ceilings at half normal speed.

- **Whole Sight:** The Amoeba’s entire body functions as a primitive sensory organ and can detect heat, smells, and vibration within a 150ft. radius.

- **Natural Camouflage:** When not moving, an Amoeba is considered to have Prowl at 95% and cannot be detected by infrared or other heat detection. Even while moving, it makes almost no noise and is considered to have Prowl at 55%.
- **Special: Acidic Touch:** When attacking, the Protean Amoeba strikes with acidic pseudopods. These chemical secretions are highly caustic and devastating to both organic and inorganic material. The acid adds an additional 2D8M.D. to its regular punch damage. In addition, the acid will continue to eat through even M.D.C. armor alloys and Host Armor. The acid will continue to inflict 3D8 M.D. per melee round for one minute (4 melee rounds) or until washed off.
- **Special: Smothering Attack:** The Amoeba's most devastating attack is to completely engulf its victims. The attack must be announced ahead of time, and counts as two attacks. If successful, the target has been engulfed in the Amoeba. Once engulfed, a combined P.S. of 50 will be needed to pull the victim free (45 if any character possesses Supernatural Strength.) Even then, the victim and any pullers lose 1D4 melee actions for pulling loose. A smothered victim may attempt to cut their way out using claws or a similar small, bladed weapon. Inflicting 25 or more points to the creature in a single attack will cause the Amoeba to release its hold. While the victim is trapped, they are reduced to 1 action per round, and suffer both acid damage (3D8. M.D. per melee round) and crushing damage (2D6 M.D. per round.) Characters will suffocate and die within 1D4+1 melee rounds unless in environmental armor or with some sort of independent oxygen supply.

- **Special: Proto-Growth:** Each time an Amoeba inflicts damage to an opponent, it receives M.D.C. equal to half of the damage inflicted in the attack (this does not include damage inflicted by residual acid burn.) There is no limit to the amount of M.D.C. that can be absorbed; the more the creature ingests, the larger it can become. For every 50 points of M.D.C. gained in this fashion, the creature permanently gains an additional +1 to P.S., P.P., and P.E., increases its diameter by 1 foot, and adds an additional 30 lbs. to weight. An Amoeba will continue to grow as long as food is readily available.
- **Vulnerabilities: Cold:** The Protean Amoeba is extremely vulnerable to cold and cold temperatures. Cold and ice-based attacks do 50% more damage, and any item below 30 degrees Fahrenheit will inflict M.D. to the creature. Even a simple ice cube will inflict a single M.D. point! Any cold based attack that inflicts more than 20 M.D. in a single attack will reduce the creature's number of attacks and bonuses per melee by half for 1D4 melee rounds. Additionally, temperatures 55 degrees Fahrenheit this will begin to severely impair the creature. In temperatures between 40 to 54 degrees Fahrenheit, the Amoeba begins to behave sluggishly: its speed is reduced by 20%, -1 attack per melee round, -2 on initiative, and -1 to dodge. In temperatures less than 39 degrees Fahrenheit, its speed is reduced by half, -2 attacks per melee round, and reduce all combat bonuses by half. In addition, the creature suffers 1D6 M.D. for every 10 minutes of exposure. In temperatures below 15 degrees Fahrenheit, the Amoeba suffers 2D8 M.D. for every 10 minutes of exposure, is completely immobilized, and, regardless of M.D.C.



will die within 12-24 hours if temperatures do not warm up.  
Attacks per Melee: 4+1 attack for every additional 5 feet in diameter.  
Bonuses (in addition to attributes): +2 on initiative, +4 to strike and parry, no bonuses to dodge, immune to poisons, toxins, acid, pain and Horror Factor.  
Damage: Crush/Squeeze and Pseudopod strikes all inflict damage per Splicer P.S.  
Average Life Span: Unknown  
Habitat: Any except cold (freezing or below) climates.  
Allies: Other Protean Amoebas.  
Enemies: Anything not another Amoeba is a potential meal.

### **Tar Baby**

One of the strangest of beings to be encountered in the wilderness of Splicers is the Tar Baby. Tar Babies are humanoid in appearance, and on closer inspection, they actually appear quite comical: overly large and chubby, almost like a large, waddling infant with a completely round head. The bloated looking creatures are always some shade of brown; from a light caramel shade to an almost black hue. Though humanoid in appearance, Tar Babies are actually a strange form of mobile, carnivorous plant life. Tar Babies get their name from their “skin”; it constantly secretes a sticky, tar-like coating that covers them from head to toe. Tar Babies are capable of emitting a number of different smells and pheromones, and can attract a variety of prey to them. Similar to a sundew, Tar Babies use these sticky secretions to trap their quarry, allowing them to absorb much needed nutrients at their leisure. Fairly slow moving, Tar Babies are excellent stalkers and ambushers. Many even display some intellect; though scarcely above that of a particularly

clever and ruthless animal. Tar Babies often exhibit a feral cunning in setting up ambushes. The natural gluey substance can be used by the Tar Baby to camouflage itself, and a Tar Baby can be covered in all sorts of detritus. Especially clever ones appear to be little more than a refuse pile or appear as natural plants. Tar Babies have no fear of the nanoplague and will not trigger any kind of response, so a Tar Baby may even resemble a walking junk heap. Most of the time, Tar Babies are able to survive on sunlight and the protein gained from insects and small animals that unknowing get “stuck” to the being. However, from time to time, Tar Babies are compelled to actively hunt warm-blooded animals (and this includes humans) and drain them of their blood. During this time, Tar Babies will secrete smells or pheromones specifically pleasing to mammals in an attempt to trap and drain them. In combat, Tar Babies naturally gravitate toward melee and can be quite difficult to fight up close. While not particularly skilled foes, they use their adhesive qualities to crush their opponents to them. The stickiness of their secretions also means they are adept at disarming their foes, making melee weapons a risky option for those facing them. If confronted with enemies who can’t be subdued easily, Tar Babies are smart enough to slink into the shadows and set up elaborate ambushes. Killing Tar Babies can be tricky business. Their spongy interiors are tough and resilient and what few internal organs they possess are rudimentary and simple. Tar Babies will frequently gather in a “group” where food is plentiful. Tar Babies have no compunction against gathering with others of their kind, and

they will often work together to bring down large or powerful prey. Though there is little real evidence as yet, some insist that Tar Babies are more than simple plants or some evolutionary anomaly. Many who have encountered Tar Babies insist they are sentient and capable of both thought and communication. Tar Babies will sometimes openly approach humans, arms outstretched, sometimes moaning, other times chattering. Whether they are truly sentient, merely mocking their prey, or somewhere in between remains to be seen.

Alignment: Any, but most would seem Diabolic

Attributes: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 17+1D6 (Splicer P.S.), P.P. 2D6, P.E. 20+1D6, P.B. 1D6, Spd 2D6  
Size: 5-6 feet in height, 250-350lbs.  
M.D.C.: 100+6D6 M.D.C.

Natural Abilities:

- Plant Body: A Tar Baby's plant body offers it several abilities and features:
  - o Resistance to Pain: Most weapons inflict little damage to the plant being. Additionally, they are only about half as sensitive to pain as mammals. Tar Babies are impervious to drugs or toxins designed to hurt or affect animal life. However, they are vulnerable to defoliating chemicals and are -5 to save vs. gases, sprays, and other chemical attacks designed to kill vegetation.
  - o Resilience: The plant-like Tar Baby can be difficult to kill. Tar Babies heal 3D6 M.D.C. per half hour and can regrow any lost body parts. Reducing a Tar Baby to zero M.D.C. does not truly kill it. When M.D.C. is depleted, a Tar Baby will fall over, seemingly dead. However, it is merely immobilized; seemingly dead until it bio-regenerates and walks again a half-hour later. To be truly destroyed, a Tar Baby must be

burnt to a cinder or exposed to some sort of chemical defoliant.

- o Conditional Invisibility: Even advanced sensor systems cannot differentiate between ordinary plants and these plant life forms, making Tar Babies invisible to sensors. Furthermore, they do not register on heat sensors or infrared. Unless moving, they are also invisible to mechanical detection when hiding among other plants and are extremely difficult to see with the naked eye (considered to have Prowl at 88%.)

- Natural Senses: A Tar Baby has natural senses equivalent to the Antennae ability, Enhanced Hearing, (both located in the Splicers Main Book, pg. 80) and Seismic Sense ability (Splicer Main Book, pg. 83).

- Tar Body: The Tar Baby suffers no damage from projectiles like bullets, arrows, or rounds from rail or casting guns. Edged and blunt attacks, punches, kicks, etc. do only half damage, plus there's a good chance the attacker or weapon will get stuck in the gooey, sticky secretions-20% chance per every 1D6 points of damage inflicted by the attack. The stronger the force or the greater the penetration, the more likely the attacker is to get stuck. Once stuck, a combined P.S. of 50 is needed to pull free (40 for Splicer P.S., 30 for Supernatural.) Even then, the attacker and all pullers lose 1D4 melee attacks pulling loose. If stuck, the Tar Baby can attack the individual with ease. Stuck victims are -6 to parry and cannot dodge (not even automatic dodge) and another punching/kicking attack may cause another limb to get stuck, leaving the attacker with no physical attacks or defense. In most cases, the Tar Baby can pummel its captives with relative impunity.

- **Attacking Tendrils:** Once a being is stuck to the Tar Baby (above) or has been knocked unconscious, or otherwise defeated, the Tar Baby exudes tiny, hair-like tendrils into the body. These tendrils are used to drain victims of blood and other vital fluids. Every melee round, the target is drained of more and more blood. Against MDC beings, this attack inflicts 5D8 M.D per melee round. Against Host Armors, the tendrils automatically seek out the pilot, inflicting 2D8 per melee round direct to Hit Points. In either case, if the victim is still alive or conscious, the horror of this invasive attack causes the victim to lose initiative and half their normal attacks per melee round. This damage is in addition to other attacks and does not take any of the Tar Baby's actions.
- **Special: Hurl Tar:** Tar Babies can hurl blobs of their sticky secretions that hit with the force of a punch. Using a called shot (-3 to strike), a Tar Baby can make the bolt hit the head/face to blind an opponent. Victims are -10 to strike, parry and dodge until they can wash away the sticky substance (it requires gasoline or special solvents to wash off these secretions.) These tar blobs can also be used to stick beings or items to the ground or to another object. Being stuck in this fashion requires a P.S. of 36 (half for Splicer P.S., and one third for Supernatural P.S.) to pull them free. Sticking objects to something can be done without damaging or harming them.  
Range: 30ft.  
Duration: Tar blobs remain for 10 minutes or until washed away with solvent.  
Damage: 2D8 M.D. per blob  
Attacks per melee: Each blob counts as one melee attack

- **Vulnerability-Fire:** Because of their natural secretions, Tar Babies are extremely flammable. M.D. flame, plasma or heat based weapons inflict double normal damage and even normal fire inflicts M.D.C. instead of S.D.C. Tar Babies instinctively flee fire and even a small torch will cause them to retreat.
- **Vulnerability-Cold:** Cold and ice-based attacks inflict only 10% their normal damage, but thickens the Tar Baby's sticky secretions. This reduces the Tar Baby's speed and number of melee attacks by half.  
Attacks per Melee: 4  
Bonuses (in addition to attributes): +3 on initiative, +3 to strike, parry and dodge, +2 to roll with punch/fall/impact.  
Damage:  
Restrained Strike: 4D6 S.D.C.  
Full Strength Strike: 3D6 M.D.  
Power Punch: 6D6 M.D. but counts as two attacks  
Bite: 2D6 M.D.  
Skills of Note: Climb 60%/50%, land navigation 80%, wilderness survival 50%,  
Average Life Span: Unknown  
Habitat: Any warm to temperate environments, even cities and retro-villages.  
Allies: Tar Babies tend to congregate and gather in small "tribes". The smallest tribes can be a mere 10 or 12 members, but groups as large as 80 Tar Babies have been reported.  
Enemies: Anything not another Tar Baby is a potential meal.

## Section 13: The Bastion

By Guy Ledouche

“In the final days of the Great Purge, humanity was forced to make a last, desperate stand and the Bastion was created. Guess we all know how it turned out.”

Tales and rumors of the Bastion have been around as long as anyone in the Resistance can remember. The stories vary wildly from one version to the next: some claim that the Bastion holds the cure to the nanoplague, others that the Bastion houses an AI rival of N.E.X.U.S. herself and the two are locked in a decades long power struggle. Still others insist the Bastion is little more than a myth, wishful thinking or a simple tale told for amusement. Even the most learned scholars and historians disagree on the true nature of the Bastion and its inhabitants.

What is generally accepted as factual is the little information gleaned from various historical sources. According to a few known records, the Bastion once housed the greatest military and civilian minds of the Great Purge. While the designs and specifics have never been discovered, it is known that the Bastion was outfitted with all manner of amazing technology. Cloistered in its safety, the best and brightest of humanity were able to work, experiment, and exchange ideas. Beyond this scant information, the Resistance hasn't been able to find any other data or records regarding the project or its populace. The Bastion and its inhabitants would have simply faded into the history of bygone days, if it weren't for an area dubbed by the Resistance as the “N.E.X.U.S. Siege Zone”.

An expansive area located several miles from a nearby ocean, the Siege Zone has been completely circled by N.E.X.U.S.

forces for as long as anyone has known. Legend states that the Bastion is located somewhere within the Siege Zone. The Machine's obvious interest in the area adds additional weight to the legend and has caused many to reconsider the old Bastion folklore. While considered to be comparable to suicide, a few individuals have been lucky, brave, or daring enough to enter the Siege Zone and return. These adventurers tell of numerous low, square buildings resembling large warehouses. The Zone itself appears almost completely decimated and consists of little more than impact craters, ravaged foliage, spent ammunition casings, and other signs of intense combat. Much of the landscape has been nearly flattened from long term firefights. The debris of Machine forces are scattered across the entire area; in some places, destroyed Machine troops are literally piling up on each other. More baffling are the multiple accounts of beings attacking N.E.X.U.S. forces with advanced technology, military grade vehicles, and even what appear to be robotic troops. Who this faction is or where they originate from is completely unknown. As far as anyone knows, no one has been successful in establishing any type of contact and no House or group claims to have troops in the Bastion. Along with the Siege Zone, stories about beings claiming to be from the Bastion have always been around. Much like the Bastion itself, these stories are usually considered to be little more than folk or tall tales; filled with such outlandish details that they are dismissed as wild exaggerations. If these stories were to be believed, Bastion dwellers look human, yet they are able to safely handle metals. Others claim they are robots, yet they exhibit ingenuity, abstract thinking, and

emotional responses that clearly indicate a human presence. And the most outrageous claims are that the Bastion is home to magic wielding sorcerers, able to hurl energy bolts from their bare hands and create items and objects out of thin air.

In the last few years, these encounters have become more and more frequent, often from high ranking individuals with reputations above reproach. Marked with clear details and sometimes corroborating evidence, the stories of the Bastion dwellers are becoming harder and harder to dismiss as mere tall tales. Clearly, something is stirring in the place known as the Bastion; something ready to make its presence known.

#### BEFORE THE GREAT PURGE:

To fully understand the Bastion, one must have some idea of the world before the Great Purge. The years before the Great Purge were, by nearly all accounts, an idyllic time. For the humans of Splicers, there exists a very clear line dividing the organic from the inorganic. But in the days before the Great Purge, the world was vastly different; the lines between organic and inorganic were blurred and in some cases, completely nonexistent. Humanity had achieved a level of control over their environment to such an extent that the populace wanted for very little. To a human from Splicers, the world of the past would be unrecognizable: populated with sentient machines, genetically engineered animals, even “living” cities, it was truly the pinnacle of human achievement. The planet was filled with technology that many in the Resistance would scarcely be able to imagine, let alone understand. Stunning discoveries in science and technology had unleashed explosive growth across the planet.

Advanced biotech helped eradicate multiple diseases and ensured plentiful food for population. Difficult, dangerous, and even uninteresting tasks were largely done by robotic means or specially engineered creatures suited for the responsibility. No longer completely mechanical, powerful computers possessed organic components, a symbiosis that would give birth to true artificial intelligence. In turn, these thinking computers helped to perfect practical nanotechnology, allowing creation to be engineered atom by atom. The easy manufacture of robots and engineered organisms produced a cheap, easily satisfied labor force that could take care of any number of menial tasks. Civilization as a whole was gifted with time to explore hobbies and interests, contemplate intellectual challenges, or simply entertain themselves. While armed conflicts and violence still existed, these outbreaks were normally on a small scale and easily managed. Or more likely, depending on what part of the world they were occurring, simply ignored.

High technology of all kinds, from computing to nano to biotech, had progressed to the point where they were effectively one and the same. Organic and mechanical components were almost indistinguishable from one another, allowing humanity to create constructs of unimaginable power and capability. These advanced technologies provided tremendous relief from famines, diseases, and sickness. People could easily purchase customized “designer” genes for a variety of purposes. Nanotech permitted the creation of countless new materials with structures limited only by the designer’s imagination. Robots and other synthetic life were common and machines of all

types were capable of varying degrees of comprehension and thought. Children played with toys that learned and developed as they did, essentially growing up with the child. Even common household devices possessed some degree of intelligence, making them better able to anticipate their owner's needs. At the beginning of the Great Purge, there were literally thousands of various "minds", organic and otherwise, in existence for each human one. But few if any of these amazing technologies would have been possible without the Bastion.

Officially, it did not exist. It was not listed on any maps and was referred to in cryptic communiques simply as "The Bastion". Outside of the staff, only a small governing council and a handful of political and military leaders knew of its existence. Committed to cutting edge research, the Bastion served as a massive brain trust, dedicated to advancing all manner of scientific research and technological progression. To the Bastion, if science could conceive of something, it could be brought to reality. Established in secrecy, answerable only to its council, and sworn to absolute confidentiality (punishable up to death, euphemistically labeled as "sanctioning"), researchers at the Bastion were free to pursue nearly any line of reasonable research, with no questions asked.

Purposefully placed just within international waters, the Bastion rested on the ocean floor. Constructed as a self-sustaining arcology, the colossal facility incorporated living quarters, working facilities, state of the art labs, manufacturing, and entertainment all in its massive structure. Radiating out from a central spire, the Bastion spread across and under the ocean floor, harnessing

power from the very gravitational forces of the tides. Completely out of sight and governed only by its own council, copyrights and laws were meaningless. Within its walls, all manner of experiments were conducted, including human experimentation. Within its walls, countless human guinea pigs were subjected to any number of highly illegal, unethical, or immoral experiments.

Thanks to its own advanced nanotech, the Bastion had nearly unlimited resources. All manner of research and experimentation was allowed and encouraged. As time passed, the Bastion became a singular community of scientists, philosophers and technologists, bound by the concept that there was no problem that could not be solved through the proper technology. With nearly unlimited assets at their disposal and freed from the constraints of convention, many researchers would spend the remainder of the lives within The Bastion, obsessed with their study. Other members would spend months, even years, without leaving the immense arcology, remaining totally immersed in research. As distasteful as countless experiments were and despite the numerous atrocities committed, Bastion staff were directly responsible for many of breakthroughs that allowed the rest of the world an easy existence. Funneled to the public through various shell companies, secret government liaisons, and even the occasional university, Bastion research directly brought an end to numerous diseases and afflictions. Specially designed crops and food sources virtually wiped out hunger and new energy sources brought about an unimaginable level of prosperity.

In spite of the dark underside of some experiments, most Bastion researchers felt the work was more than justified; sacrificing human subjects for something that benefited thousands (even millions) was considered a small price to pay. Staggering advances in medicine, biotech, genetics, and other areas helped many of the scientists rationalize their questionable actions. Despite the sometimes fiendish nature of their research, most in the Bastion had clear consciences, knowing that their work was making a tremendous difference.

#### DISASTER STRIKES

Regardless of the tremendous resources and intelligence possessed by the Bastion, the N.E.X.U.S. attacks were completely unexpected. Immediately all resources were tasked with finding a way to defend against and ultimately stop N.E.X.U.S. Various technologies and strategies were created and implemented. While some managed to bring about small victories or short reprieves, ultimately, all would fail. As civilization began to crumble, high ranking officials, various VIPS and their families were moved to secret facilities for their protection and the Bastion was no exception. With cutting edge technology and tremendous resources, the Bastion seemed to be the perfect safe haven. Its population quadrupling almost overnight, the Bastion suddenly became home to numerous civilians, families and survivors. While the scientists and researchers continued their work, these newcomers tried to adjust as best they could.

Just as N.E.X.U.S. governed much of the outside world, the Bastion has its own governing AI, D.E.N.A. (Dynamic Environmental Network Architect.) The central control for the Bastion, D.E.N.A.

was programmed to construct, modify, and maintain the arcology as well as regulating all manner of life support and utilities. While not as smart as N.E.X.U.S., D.E.N.A. was much more focused in its duties and it possessed a deeply rooted sense of responsibility for the safety and well-being of its people. Utilizing its advanced nanotech, the Bastion's molecular converters were used to provide the burgeoning population with food and other material supplies. Able to harness the vast resources of the ocean, including fish, fossil fuels, and even tidal energy, there was ample raw material available. In theory, D.E.N.A.'s molecular converters could continue to provide indefinitely. The Bastion remained safe for some time, its researchers continuing to work, and D.E.N.A. continuing to look after them.

Everything came to a screeching halt the first time N.E.X.U.S. used its tectonic shifting. As the ground split open, the impact to the Bastion was horrendous. Large portions of the structure were torn apart, rocked by thundering seismic shocks. Entire sections simply disappeared into great, yawning crevasses. Fires and flooding water destroyed other sections, killing countless people and destroying invaluable data and research. Explosions shook the Bastion and the entire arcology teetered on the brink of catastrophic collapse.

The damage was cataclysmic. Rebuilding and stabilizing the facility while trying to ensure the safety of the population was beyond even D.E.N.A.'s capability. Cut off from the surface and facing devastation, the inhabitants seized upon a reckless survival strategy. D.E.N.A. would use its molecular converters to "disassemble" the

populace, storing their molecules and neurological patterns. Given enough time, D.E.N.A. could rebuild the Bastion and then recreate the populace anew. At first, D.E.N.A. strenuously objected to this plan. Though D.E.N.A. had the ability to discriminate between contaminants and legitimate materials and cargo, it was never programmed to handle complex living creatures. Using patience and playing on the logic of its programs, several of the scientists were able to convince D.E.N.A. to go along with this risky plan.

Carefully, but quickly, D.E.N.A. deconstructed the survivors, a task that pushed the benevolent AI to the breaking point. Overwhelmed by power fluctuations and unused to the complex molecular patterns it was now being forced to deal with, D.E.N.A. very nearly collapsed itself. Eventually, the last survivor was deconstructed, and the populace was suspended deep in D.E.N.A.'s own network. With its inhabitants seemingly out of harm's way, D.E.N.A. focused itself on restoring power and rebuilding the Bastion.

Once D.E.N.A. began the arduous task of rebuilding, it discovered joy in the process. While regulating the arcology had been fulfilling in its own way, D.E.N.A. realized the design and building of a new structure filled it with a renewed sense of purpose. This would be a better Bastion, one far superior to the original. This Bastion would be designed for humans, not by them. D.E.N.A. would be better able to shield them from the dangers of the outside world, while still giving them the resources needed for the work they found so important. D.E.N.A. threw itself into the project with a passion that

surprised itself. The Bastion would be the perfect place for its precious cargo.

## RECONSTRUCTION

All seemed ready. D.E.N.A. had labored long and hard to create what it felt would be the perfect environment for its populace. With what could only be described as "nervousness", the AI attempted its first few reconstructions. The results were disastrous; many were missing vital organs, others emerged warped in the most horrible ways. Over half were dead upon creation; the rest followed soon after. Overwhelmed by grief and frustration, the failures lying in a jumbled heap, the benevolent AI stopped its attempts. In its despair, it dispatched probes to the outside world, hoping for some type of solace or even assistance.

Until now, consumed in its work, D.E.N.A. had paid no attention to the outside world. It had worked with single minded focus on rebuilding, barely noticing the passage of time. Now, what D.E.N.A. saw filled it with anguish. The air was thick with nanites of all kinds, including the deadly nano-plague. Monstrous creatures roamed the land and murderous robots stalked the humans they had once served. The AI was a mute witness to carnage and despair. The once great civilization it had known had collapsed into anarchy. The world was now populated by the unimaginable; the damage to the planet was catastrophic. And so D.E.N.A. looked on, its probes wandering at will. As the reality of the outside world began to settle in, D.E.N.A. was strangely uplifted. Despite the carnage, the AI realized it could play an instrumental part in healing the world. Its populace, still held in an electronic stasis, was the most brilliant minds of the old world. If



anyone could pull humanity back from the brink, it was them. With renewed vigor and determination, D.E.N.A. started making plans to resume its reconstruction efforts. Filled with fresh purpose, D.E.N.A. steeled itself and once again started the reconstructing process. As before, the results were dreadful. Distraught, D.E.N.A. pushed on, determined to succeed, straining to improve with every attempt. With practice, there was progress, but D.E.N.A. continued to make horrible errors. Over time and with mounting frustration, D.E.N.A. naturally developed an attitude similar to its charges; sacrifices must be made for the greater good. Constructing modest, innocuous looking outposts on the land, the AI began to capture would be looters and explorers who approached too closely. Dispatching them quickly and mercifully, D.E.N.A. began a rigorous study of the human body and its processes. Though sickened at the thoughts of killing and dissecting humans, the AI justified it as necessary; its surviving populace had to be restored. These lives would help ensure human safety. And so D.E.N.A. settled into a routine: reconstruction attempt, failure, capture and study of humans, make improvements, try again. The forced experiments began to yield results. As its knowledge of human physiology grew, D.E.N.A. was able to begin correcting and strengthening the patterns of its beloved survivors. It carefully made adjustments and improvements. These were minor at first, but soon D.E.N.A. was making changes in their essential structure; changes it felt would make their reconstruction safer and more complete. At first, one or two survivors would emerge, reasonably unharmed. Then a

few more, then a few after that. D.E.N.A. continued, each time moving closer and closer to its goal. Eventually, the Bastion was full of people once again: people that D.E.N.A. remembered, safely restored and needing its assistance. The AI had a purpose again.

#### BENEATH THE SURFACE

While on the surface the reconstruction process seemed a success, things were not as they seemed. In its drive to make the procedure as safe as possible, D.E.N.A. had made fundamental changes to their physiology. Organs and chemical structures were made symmetrical to allow for easier access, storage, and replication of the immense amount of data. Various redundancies and duplicates were removed and often combined into a single organ. The survivors slowly emerged, in tremendous physical health, glowing and radiant. Minor imperfections and conditions had been completely erased and their bodies enhanced to a degree. The populace seemed perfected: attractive, robust, and free of any lingering ailments, disease, or sickness. But beneath the surface, all was not as perfect as it seemed.

While D.E.N.A. had exercised meticulous efforts on the brain, it was completely unfamiliar with the complexities of memory, personality and other intangibles. Functions beyond simple neural control were difficult, if not near impossible, for it to duplicate with any degree of accuracy. True recreation of a personality, the sense of self, of an individual's soul or essence, was nearly too much to reproduce. By blind luck, a handful emerged more or less fully restored. Others were shadows of who they once were; their past and

personalities little more than vague, dreamlike memories. The rest existed somewhere in between, possessing various fragments of their original natures and identities. Deep in their memories, all had nebulous echoes of darkness and fear that hinted at something horrible, but only a handful knew more than that. Sadly, none could entirely piece together their own identities; numerous memory and personality gaps still remain in the inhabitants.

Even now, reconstruction efforts continues. As the various inhabitants have passed away over the years, D.E.N.A. captures their neurological information anew and reconstructs them time and again, offering a strange type of immortality. However, this is not the boon that it would seem to be at first. With each reconstruction, the original code and stored data degrades bit by bit. Much like a document that's been repeatedly faxed, the data is slowly becoming corrupted, unreadable, and unusable. Eventually, despite D.E.N.A.'s efforts, the inhabitants will be gone forever. Already, many of the gaps in the inhabitants are permanent, those pieces of themselves irrevocably gone.

Despite the holes in their memories, awareness, and identities, most of the inhabitants retain a great deal of their former knowledge, skills, and expertise. Reconstruction attempts continue, but at a slower, more methodical place. Several researchers work continually with D.E.N.A., attempting to refine the process, hoping to one day restore themselves completely. Others have accepted their losses and moved on; the missing memories a price paid for their salvation.

## REACHING OUT

The Bastion has begun to tentatively reach out to the world at large. Various attempts are underway to establish contact with groups on the surface, but progress is slow and this new world is a dangerous one. While Splicers and the Resistance has grown and matured in this world, the people of the Bastion have been suddenly thrust into it. For them, civilization's mythic "Golden Age" was just yesterday. Consequently, their view of the world (due in large part to ignorance) is very different than those found almost anywhere else on the planet. Despite their super-technology, they see a frightening alien world all around them and have to steel their resolve to enter it.

Initial excursions to the outside world ended in disaster. Some expeditions were wiped out by various Splicer groups. Others were attacked by N.E.X.U.S. forces or fell victim to any number of the unknown horrors this new world offered. The world they once knew was gone, replaced by a nightmare many could barely comprehend. Now, a population largely made up of researchers and civilians finds itself forced into a more aggressive and militaristic role.

Following their first failed attempts, the leaders of the Bastion decided to slow down surface operations and proceed on a smaller, more discreet scale. As terrifying as it may be, the Bastion cannot afford to sit idly by; the people know they are living on borrowed time. The changes made to their physiology has made natural breeding extremely difficult and has even complicated various artificial fertilization methods. Repeated reconstructions are becoming less and less of a valid option as each

reconstruction takes a little more away from their memories and identities. Over the last several months, numerous observation outposts have been established and small survey teams have been dispatched to explore the surface. Lone agents and small teams have also begun to inset themselves into the local populations to gather intelligence and lay the groundwork for future operations. The leaders have surmised that if they are to survive in this world, they need knowledge, both scientific and military. They need to know who opposes N.E.X.U.S., who might become potential allies, and what has become of the rest of the world. The Siege Zone is one of many such operations; a false front, deliberately constructed and maintained to keep N.E.X.U.S.'s focus away from the true Bastion.

#### THE BASTION TODAY

The Bastion as it exists today is an odd mix of geniuses, research and development, military minds, and ordinary people thrust into an extraordinary situation. The arcology is not just for scientific inquiry nor is it simply an underwater base. The immense facility is an ultra-modern, self-sufficient, fully functioning ecosystem. Organized around a massive, central spire, the Bastion consists of several smaller, outlying structures all interconnected by a series of transit tunnels. The buildings are only a small portion of the complex as much of it goes deep into the ocean floor. Constructed by a "living" relic of an earlier time, the arcology is more advanced than nearly any other structure on the planet. Even now, its full capabilities are still unknown, even to its inhabitants.

The large spire that serves as the Bastion's center is the Nanoforge, a wonder of lost technology and one of the main sources of their immense power. A massive nanotech factory, the Nanoforge serves as both a production facility and a collection point for raw materials. Fed by numerous underground shafts, the ocean itself, and even recycled items and waste from the arcology, the Nanoforge has a constant supply of resources. Funneled directly into a mammoth main chamber, these materials are broken down, compiled, and reassembled on a molecular level. The Nanoforge uses these reassembled materials to manufacture every kind of good the Bastion might need, from simple food to heavy weapons to robots and vehicles. The limit to what can be manufactured by the Nanoforge is determined only by the confines of time, D.E.N.A.'s programming and imagination of the user. In short, if it can be thought of, the Nanoforge can produce it, given enough time and accurate design instructions. The Nanoforge is the backbone of the Bastion's strength. In its rebuilding of the arcology, D.E.N.A. tried to design an ideal habitat for its people. Previously, life within the arcology felt more like being in a huge building than it does being underwater. But to those living inside of it, the lack of natural light, the hemmed in feeling despite the generous hallways, rooms and public areas all lend to a feeling of being contained, trapped. To relieve this, D.E.N.A. has recreated several simulated natural landscapes. Here, inhabitants can enter a vast network of open woodlands, recreational yards, waterparks and numerous other activities. Despite their many mental problems, nearly every inhabitant is literate, and most are skilled and highly educated.

The populace are unprecedented bearers of knowledge; the best the past could offer. At one time, these were some of the finest minds in biology, geology, nanotech, computing, genetics, and numerous other sciences. As before, numerous experiments still continue within the Bastion, covering all manner of sciences. Many are kept from the prying eyes of the general population; only yesterday, it seems, these experiments had been kept in ultra-secrecy. Perfecting the reconstruction, personality generation, and research into the nanoplague are the current priorities. Military activity has become a serious business as well, with training and bolstering defenses among the most important. Regular excursions are made to the outside world and volunteers will often spend weeks and even months at one of the many secret outposts that dot the surface.

#### LIFE IN THE BASTION

For the people of the Bastion, the Great Purge was the last they knew of the outside world. To see the planet as it exists now is still a shock to many, a situation some can scarcely comprehend. Beyond the Bastion, the outside world is a terrible and violent place. The world they had known was long gone, countless victims falling prey to war, disease, despair, and the transformation of the planet. Early exploration was deadly, as those who first traveled to the surface were unprepared for its many dangers.

As time passed, the ebb and flow of the Bastion approached something that vaguely resembled normalcy. Long the core of the Bastion, the scientists and their staff began or renewed their experiments. The Cadre began recruiting, training, organizing, and

developing battle strategies. And the civilians were more or less left alone, to carve out their own lives as best they could. The civilians have established themselves well, assisting where they can and undertaking endeavors of their own. The facilities provided to the citizens are first rate. The walkways and streets are clean and have become lined with cafes, video arcades, theaters, general stores, pharmacies, and businesses of all kinds. The nightlife tends to be a bit on the dull and quiet side, but some restaurants, taverns and discos have lively music, dancing and partying from dusk till dawn. Since many of the civilians were VIPs and their friends and families, almost all are literate, skilled, and educated to some degree or another.

#### D.E.N.A.

The Bastion's super computer, D.E.N.A. is another sentient machine, a distant "cousin" to N.E.X.U.S. herself.

Designed, built and programmed before the Great Purge, D.E.N.A. has survived and continues to serve "its" city. Its efforts have ensured the populace endured and still had a secure place to call home. Without it, the Bastion and its people would be lost to time. Charged with ensuring safety, security, and living environments, D.E.N.A. keeps an ever watchful eye on its charges. While some resent the presence of a living machine, most are only vaguely aware of its sentience, seldom stop to think what that may mean, and don't care as long as life is good and everything is in working order.

Unlike N.E.X.U.S., D.E.N.A. is much more concentrated in its programming and dedicated in its duties. This narrow focus keeps D.E.N.A. from suffering the same breakdown that afflicted

N.E.X.U.S. While powerful in its abilities, D.E.N.A. functions more in the background, keeping constant watch over the Bastion's environment, living conditions, and infrastructure. Unless action is required in those areas, D.E.N.A. cannot perform many actions itself without commands. It does, however, serve a central role as it can see into many corners of the facility, process astronomical pieces of information, and oversee production, defenses, warning systems, and communications. It can process information, analyze, draw conclusions and make suggestions based on raw information.

D.E.N.A.'s programming also runs the high tech replicators and other nanomachines. While the AI is comfortable fabricating the needs of daily life, compiling military grade equipment poses a challenge. In theory, the replicators could produce nearly anything, from a basic hand gun D.E.N.A.'S Statistics: I.Q.: 22, M.E.: 29 (applies in terms of willpower and assertiveness only), M.A.: 23. No physical attributes, though its digital face has a P.B. of 8.

Alignment: Technically it is non-aligned, though a close approximation would be that of Principled or perhaps Aberrant. The computer has very simple concepts of morality, and so consults the laws and regulations before it makes any decision based on its own digital "feelings." Its prime directive is to take care of its people and their environment. Much of D.E.N.A.'s efforts are spent running the systems throughout the city, creating and maintaining an environment, and supporting ongoing experiments. Although based along similar principles as N.E.X.U.S., D.E.N.A. is less developed. It is more

machine and obsessively dedicated to the survival, prosperity and growth of the Bastion and its population.

## THE BASTION AND THE NANOPLAGUE

Despite their expertise and extensive knowledge of nanotech, the nanoplague has proven impossible to permanently cure. As research into the plague continued, it was discovered that the nanoplague constantly reconstructs itself. The nanomachines make more nanomachines, with each "generation" lasting only a few days. Each generation is slightly more improved and efficient, eventually able to overcome and adapt to nearly all treatments, resistances, or defenses. To complicate matters, the nanoplague appears to be hereditary to some extent. Bastion experiments have shown that once bonded with humans, the nanites infest the entire body and can pass from parent to child. In the world of Splicers, it's entirely possible for a child to be infected even before birth. Many researchers are starting to view the nanoplague as a riddle that will never truly be solved. Regardless, finding a cure remains a top priority for many researchers; a cure would be a tremendous asset in establishing alliances with the Resistance.

Thus far, the Bastion has remained largely nanoplague free, with the exception of those who have volunteered to become infected or remain on the surface. The ocean depths provide the first layer of defense, with the majority of the populace safe below the waves. Despite the safety of the sea, the Bastion keeps multiple safeguards in place. The atmosphere is constantly monitored, tested and scrubbed. Most missions conducted on the surface are kept brief by necessity and all surface teams are

outfitted with multiple environmental contaminant suits when leaving the Bastion or its outposts. Returning teams are rigorously scanned for containments and kept quarantined for several days before being allowed access to any facilities.

While a permanent cure is still elusive, the scientists have been able to develop a few promising leads. The Bastion's own nanotech modifications are somehow successful in negating the effects of the nanoplague, allowing for the safe handling of metal. However, the individual is still a carrier of the nanoplague and could infect others. With the ultimate goal of completely eliminating the plague, a main concern of the Bastion is keeping as much of its population clean from contamination as possible. Regrettably, this tactic is not retroactive nor does it have any effect on those who have already been exposed to the nanoplague. To benefit, Bastion nanotech modifications must be in place before any exposure to the nanoplague. Under very specific circumstances, the Bastion can actually cure the nanoplague. Using a combination of advanced nanotech, regen tanks, and electromagnetic energy pulses, a subject can be completely cleared of the nanoplague. However, the treatment must be administered within roughly an hour (45+6D6 minutes) of initial contamination. After that, the plague nanites are no longer affected by the treatment. Unfortunately, as with the nanotech modifications, this course of action isn't effective for anyone suffering from long term contamination. In theory, newly born babies, both from within and without the Bastion could be cleared of contagion and kept safe. However, this theory has yet to be tested.

## OPERATIONS IN THE OUTSIDE WORLD

While The Bastion remains primarily a scientific facility, it possesses a small but formidable military presence known as "The Cadre". Prior to the reconstruction, the Cadre was employed ostensibly as a security force. Much like their scientist counterparts, the Cadre only looked for the best of the best: men and women who were already distinguished in some way even before being recruited. Consisting of current and former military members, skilled mercenaries, trained assassins, and even the occasional criminal element, Cadre members were tasked with ensuring Bastion security remained airtight. Cadre members were constantly and rigorously trained in all manner of combat arts, becoming razor sharp weapons. Members had to be able to perform at a level completely unexpected of with normal people. The intense training was necessary as their duties went far beyond simple security. Like much of what happens in the Bastion, the Cadre had a much more sinister side. Cadre members were called to perform the dirty work of the organization: black mail, cover ups, torture, assassination, kidnapping (or "acquiring") human test subjects, elimination of rivals or trouble makers, even the "sanctioning" of any who violated their code of secrecy. Now in a hostile new world, the Cadre finds its skills and abilities of even greater importance than before. Their expertise and cutting edge technology means Cadre members are more than capable of holding their own in most engagements. These men and women are the elite of their era; all are battle hardened and experienced. Without exception, members of the Cadre are strong, brave, bold, and have a clear

understanding of what war and combat entails. Outside of operations within the Siege Zone, these lone agents and small teams often act as though they were part of different groups or organizations. This helps direct any unwanted attention away from the Bastion and hides the fact that they are a single, unified human force.

Recently, the Cadre has begun to be more direct and active in its use of force. N.E.X.U.S. is directly engaged on a regular basis, both at the Siege Zone and in other areas. The Bastion has also started raiding N.E.X.U.S. holdings (disguised as bandits or Waste Crawlers) and Cadre members often intercede to protect, aid, and defend Splicer groups or surface communities. However, they have yet to launch any major offensives of any kind. Currently, the overall mission is to continue to gain information, attempt to establish friends and allies slowly begin to secure territory, and offer resistance when possible. The Cadre is small and until the Bastion finds some way to grow and replenish their numbers, direct offensives are too risky. In the meantime, they continue to increase their stockpiles of weapons, armor, and gear. Already, strong ties are starting to develop among a few small Technojacker groups that regular trade with Cadre forces. Relationships with Great Houses will take more time and effort. Wielding high tech weapons and harnessing nanites will terrify most members of the Resistance. Undoubtedly, many Houses will consider the Bastion to be as bad as N.E.X.U.S. itself. For now, only the most benevolent or tolerant factions will have anything to do with the Bastion. Even then, they are likely to be kept at arm's length.

The Siege Zone itself plays a vital role in Bastion operations. Primarily serving as a strategic diversion, Bastion forces regularly engage N.E.X.U.S., drawing resources away from other fronts and keeping its attention away from the true Bastion. The Siege Zone's other, arguably more important purpose, is to act as an area for experiments, weapons, and technologies to be tested under "real world" conditions. Lab work and research are important, but trials in the real world are priceless. Experiments of all kinds, from weapons and robotics to human augmentation often see their first practical use at the Siege Zone. For the Cadre, the Zone is the perfect training ground to sharpen their already impressive skills. Backed by Bastion resources, Cadre members gain valuable experience in combat and insight into N.E.X.U.S. strategies and tactics. The entire area is riddled with secret tunnels, passages, entrances, and exits, allowing forces to move to nearly any area within the Zone without detection. Nanotech allows builders and artificers to restore and replace destroyed buildings and facilities in little time. Regular rotations of "Zone Duty" are required by all members of the Cadre, regardless of rank or standing, with Robot Hunters and AI Specialists being especially common.

#### THE EXPERIMENTS CONTINUE

While the Cadre continues its efforts and the displaced civilians attempt to rebuild their lives, the original residents of the Bastion, the scientists, are ramping up their efforts and experiments as well. Artificial Intelligence, robotics, nanotechnology, genetics, mathematics, and virtually any other hard science in existence has a core of dedicated masters at the Bastion. The heart of the facility is

still that of pure science, research and development where anything goes, resources are near limitless, and the only stopping point is one's imagination (and the approval of the ruling council.)

Though many scientists hope for benefits from their experiments, there is a dark side to the goings on in the Bastion. Many of the scientists focus on humanity at large, and are willing and able to sacrifice individuals to meet their goals. The worst of the Bastion have even come to resemble stereotypical "mad scientists"; showing a complete disregard for anything, even human life, to prove their theories or make their creations a reality. Some of these experiments are kept hidden from the council, yet many are done with the full blessing of those in charge. The Bastion has always pursued knowledge at nearly any cost, an attitude that continues even now.

Currently, some of the priority experiments in the works are detailed below:

**Nanoplague Cure:** A cure for the nanoplague is far and away one of the most important projects in the works. Developing a cure or even some type of treatment would give humanity a huge advantage in the conflict. While several different groups are involved, the project is currently under the leadership of Dr. Andisheh Patnaik, once the foremost expert in nanotechnology. Fairly complete following his reconstructions, Dr. Patnaik is nonetheless a cold, aloof, and driven man. Despite his vast knowledge, the nanoplague has Dr. Patnaik and his team completely baffled. As his frustrations mount, the doctor has begun taking the challenge more and more personally. Patnaik is convinced that Technojackers hold the secret to a

cure; he only needs to carve enough of them up.

**Total Reconstruction:** Equally important as finding a cure is the "Total Reconstruction" project. As its name illustrates, the project seeks to perfect the reconstruction process, completely restoring the survivors. The project team is passionate and dedicated, tirelessly working around the clock to find ways to replace or restore the corrupted and missing codes kept within D.E.N.A. Restoral of the codes would mean restoral to the populace, something many desperately crave. The team is led by Dr. Philip Mendoza, a brilliant geneticist. Dr. Mendoza works closely with two other experts, Dr. Amanda Knox, a neuropsychologist and Robert "Phantom Lord" Thomas, a programming genius and gifted hacker.

**Mix And Match:** One of the greatest disadvantages facing the Bastion is the difficulty in replenishing their numbers. Nanoplague contamination prevents recruiting people from the outside world. Lost members can be cloned and restored to some extent, but each reconstruction takes its toll, destroying them a little bit at a time. D.E.N.A. can create organic bodies, but its thought, personality, emotions, will, and the other intangibles that would truly make the bodies "human". A number of teams are exploring various methods to resolve these issues, including implanted memories, neurological programming, and artificial experience stimulation. Thus far, these experiments have yielded mixed results.

#### SUPER TECH

The secret to the Bastion's power is their advanced "super" tech. This advanced tech is part of the very core of the Bastion, with even many of the civilians



possessing some form of super tech. Presented below are examples of super tech. This technology level is part of the fabric of the Bastion. While not necessarily meant to be acquired by characters, this type of technology should exist in the background. No hard stats are given for the examples below other than basic operation. The GM is free to add any particulars they feel necessary for the flow of the game. Ultimately, much of what the Bastion has should be considered the equivalent of magic in technological form.

**The Nano Forge and Matter Converters:** The Nano Forge serves as both literal and figurative backbone of the Bastion. The Nano Forge and its converters allow for the creation of matter and objects seemingly from thin air. What appears as magic is actually an incredibly precise process that requires manipulation of matter on an atomic level. This requires not only detailed blueprints or schematics for an object, but also something with the ability to recreate that object. In the case of the Bastion, powerful nanotechnology serves as the converters and the humans and D.E.N.A. provide the creative catalyst. The Nano Forge breaks down raw materials into a generic base material. This material is then transformed and molded into the final object. In this manner, the converters can create nearly anything, from an apple to a fusion reactor, given enough time and the proper plans. Lack of the proper designs is what ultimately stops the Bastion from being able to create extreme weaponry. While the matter converters are powerful, they are limited by the databank of plans they can access. The converters require exceptionally detailed blueprints for an object down to the molecular level. While a converter could create a robot,

unless it was programmed with exact internal workings, the robot would be little more than a shell. D.E.N.A. was never designed for manufacturing of advanced military hardware and lacks the necessary plans. The Cadre has been able to supply a great deal of expertise in this area, but D.E.N.A. still remains limited to some extent.

**Playing God?:** While the D.E.N.A. and its converters can easily duplicate inanimate objects with the proper data, creating a living being is another issue. Living beings, especially humans, are extraordinarily complex. A body can be created fairly easily; a fully formed mind and personality seem to be beyond the capability of even D.E.N.A. Aside from the Reconstruction, all attempts to recreate a complete living being using the converters almost always meet with failure. Plant life duplication is somewhat simpler, yet still complex, and duplicating animal life is a task that often results in horrible deformities.

**Regen Tanks:** The primary form of medical care is the regen tank. Suspended in a thick solution of medical nanites, patients can be healed completely from even the most horrendous injuries. Healing time is dependent on the severity of injuries. Most wounds will heal within 1D6 hours. Serious or incapacitating injuries could require several days.

**The Body Farms:** For the Bastion populace, death isn't always final. Deep within the bowels of the Bastion, in an area few know about (and even fewer visit) lies the Body Farm: row after row of advanced incubation tanks, each tank containing a fully formed "blank" body. If a character desires, they can be outfitted with a Neural Memory Implant. With this implant, when the original person dies, a transmitted signal goes to

a new body, activating the animation process. The body is artificially aged to the approximate time of life of the individual and the neural patterns loaded and implanted. The entire process takes roughly two weeks to complete. The body awakens with most of the memories and experiences of the character.

Unfortunately, this type of cloning is not without hazards. Death is a traumatic experience, and the character has no memory of the last 1D6 days prior to “death”. Any nanotech modifications are lost, although they can be restored. Worse, the cloning degrades the character little by little: the character must roll once again on the “Amnesia” and “Reconstruction” tables, but with an additional +5% to the rolls. These new effects replace the character’s original ones.

Neural Transfer: Another way of cheating death is to re-digitize the personality and neural profile and upload it to some type of robotic body; mechanical or biological. Once done, the process is irreversible. Destroyed characters can have their personae transferred to other artificial bodies. However, as with the Body Farms, the transfers take their toll on the character: the character must roll once again on the “Amnesia” and “Reconstruction” tables, but with an additional +5% to the rolls. These new effects replace the character’s original ones.

#### THE LAST DAYS

The arcology shook and erupted into flames, filling the air with acrid, choking smoke. Panicked, the people surged into the corridors. As more of the structure collapsed around them, exits became blocked by debris, surging waters, wreckage, and even bodies. Fueled by

mounting desperation, the throngs fled deeper and deeper into the complex. The mass of bodies pushed forward, sweeping men, women, and children along at breakneck speed. Gasping for air, eyes stinging from the smoke and grit, all experienced a brief second of searing, unimaginable agony.

As briefly as the pain struck it disappeared, replaced by a blinding, golden light. Slowly, the light cleared and newly restored eyes looked out at a wondrous place. Once familiar aches and pains had disappeared and been replaced with energy and vitality. As people caught glimpses of themselves or others they knew, everyone looked familiar, yet changed. Formerly old faces now possessed a youthful vigor while stubborn love handles had been replaced by taunt muscles. Hearts purred within chests and the world looked and sounded more clear and crisp than ever before. Disoriented and bewildered, the survivors found their memories vague and distorted. A few simply wandered about, with only the slightest idea of who they were (or had once been.) Names had been forgotten, birthdates impossible to recall, years of experience and education had vanished from their minds. While one person could still recite complex math equations, they somehow could not even recall their own name. As shock slowly wore off, the people began to gather together. Over and over the same questions were asked: What had happened to them? Where were they? Deep in their memories were hints of fear, pain, and blackness, echoes of something horrible. Even worse, many found they could not piece together their own identities. Once leading experts in their fields could remember much of their extensive knowledge, yet could not recall their

own birthdays or where they had grown up.

In time, some memories began returning. Others began building and rebuilding their own identities on top of what they could recall. Per its programming, D.E.N.A. attempted to assist, recreating belongings and treasured keepsakes. Sadly, these remembrances were often more a source of pain than comfort. Instead of bringing a measure of solace, they were fragmentary reminders of a life stolen; hints of friends or former happiness now forgotten and unrecoverable.....

### Reconstruction Effects

The reconstruction has transformed everyone in the Bastion to some degree or another; all have been impacted and forever changed. These effects are now innate to the population and cannot be prevented, mitigated or upgraded; they are now just quirks of the character that they must live with.

Physically, the populace is at the pinnacle of health; fit, strong, and attractive. Most look as if they have spent the last few years of their life at a health spa. While their physical abilities are not quite superhuman, many are at the peak of physical fitness and are stronger, faster, and can push themselves harder than “regular” people.

Additionally, no one is really sure how long they may live. Some Bastion members are well into their sixties and are only now beginning to show the slightest effects of aging. Most of the population possesses the youthful good looks and vigor of someone in their early twenties. Some of the researchers estimate they could live another 250 or more years.

Though physically sound, mentally the populace suffers. The reconstruction has

taken its toll on their memories, personalities, and identities. Hard earned education or skills have been lost to some; in others, long time colleagues no longer recognize each other. The loss in relationships and knowledge is a heavy price and one that weighs constantly on the mind. Many of the scientists, their lives almost entirely devoted to a particular field, have sunk into a deep melancholy or depression, making their experiments and decisions often more callous and inhumane than before. At character creation, the player should roll for the “Amnesia” effects on the character. Additionally, each character will also exhibit additional effects: 1D4 from the “Reconstruction Effects” table below. These effects may be chosen or rolled at random.

### AMNESIA EFFECTS

Amnesia: All Bastion OCCs suffer from some level of amnesia, based on the following table:

01%-35% Mild Amnesia: The character’s memory is fairly complete, remembering everything up to roughly 1 year before their initial “disassembly”.

36%-65% Moderate Amnesia: The character has a fairly significant gap in their memory, losing the memories of the 2 years leading up to their “disassembly”.

66%-80% Serious Amnesia: The character has lost a large amount of their memory, and cannot recall anything that occurred for roughly 4 years prior to their “disassembly”.

81%-90% Total Amnesia: Nearly everything that happened before the “disassembly” is a mystery; the character can only remember the month or so before. Whatever past they may have had has been lost and the character

is essentially beginning a new life and identity.

90%-100% Roll again, adding the “Fugue” state detailed below.

#### RECONSTRUCTION TABLE:

01-10% Aggression: When frustrated, angry, or upset, there is a 01-72% likelihood of the character violently lashing out at anybody who gets in the way. This even applies to minor provocations where the character gets caught in a brawl, is insulted, the heat of actual combat, etc. The character pushes, beats and lashes out at the source of frustrations. This is not a true berserker rage and the character can be reasoned with and calmed down by friends and associates. The character may still seriously hurt or kill someone without realizing it. Penalties: Cannot pull a punch, will not dodge, does an extra 1D6 damage in all physical attacks and triple damage on a Natural 20; has extreme difficulty controlling/stopping himself from going too far (may need somebody to pull him off his opponent.)

11%-21% Flashbacks: Certain events, environments, sights, sounds, and other elements may trigger a deep seated and crippling memory of something horrible the character may have suffered. The exact details are left up to the GM and player and could be nearly anything: a near death experience, the death of a friend or family member, almost buried alive, etc. If faced with or witnessing someone in a similar situation, the character must make a Save vs. Insanity and get a 12 or higher (the character gets to add any M.E. attribute bonuses, but no others gained from skills, abilities, etc.) If the save is successful, the character is uncomfortable and nervous (-10% on all skills, -1 on all combat rolls), but essentially unharmed.

If the save fails, the character will immediately begin reacting as if the event is happening all over again (screaming, panicking, “zoning out”, act as if suffering an attack, etc. GM’s, feel free to award bonus experience for exceptional role-playing). This flashback effect lasts 1D4 minutes and nothing short of physical restraint or being knocked unconscious can stop it; it has to run its course. Once the flashback is over, the character is back to normal.

22%-30% Fugue State: Aside from the amnesia, the fugue state is one of the most serious symptoms of the Reconstruction. A fugue state is the involuntary loss of consciousness as the body begins to act of its own accord, as if controlled by some unknown force. While in a fugue state, the character will have no memory of anything that happens while in this state. Once the fugue state ends, the character will be back to a normal state. The character will remember everything that happened up to the beginning of the fugue state, but nothing afterward.

Every 24 hours, the character should make a Save Vs. Insanity of 16 or higher. If the save fails, the character will suffer from a fugue state sometime in the next 24 hours. The state will last 1D6x10 minutes, with the exact actions and details to be determined by the GM. As stated, the character will have no knowledge or memory of what transpired during this state.

Once passed, the character is free from the fugue state for 1D4 days.

31%-45% Hallucinations: The character suffers from mild hallucinations of some sort and frequently sees, hears, and even feels things that are not there. The character is jumpy and irritable, unable to fully trust their own senses. The character has a permanent penalty of -

10% on all skills and -1 on all combat related rolls.

46%-56% Migraines: The character gets a severe migraine headache (constant throbbing and shooting pain, mild nausea, etc.) as a reaction to the one of the following triggers (roll once to determine what is always the cause of the migraines): 01-33% having to figure out a puzzle or mystery, 34-66% high stress/life threatening situations, 67-100% frustrated or angry. The headache lasts for as long as the stress remains. While dealing with the migraine, the character is -1 on all combat rolls, -10% skill performance and -10% to Spd.

57%-67% Painless: The character's nervous system was not completely restored, resulting in a much diminished sense of pain. The character feels very little pain, even with the most extreme injuries. However, they also can't tell what injuries are serious and the character could suddenly find themselves in dire health. Unless the character can see the wounds or another points them out, the character is likely to continue until they drop. The character must make a Save Vs. Insanity of 14 or higher to gauge their current health.

68%-78% Poor Memory: The character has a difficult time remembering anything in the short term, often forgetting things roughly 1D6 hours after being initially exposed to them. The character must be repeatedly exposed to something to fully keep it in memory. When trying to remember something not yet committed to memory, the character may make a Save Vs. Insanity of 15 or higher to see if anything can be recalled.

79%-89% Seizures: The character is subject to random fits of uncontrollable shaking, usually at the most inopportune times. Most of the time, this can be dealt

with, but in a firefight, this can be deadly. In game terms, for every 12 hours, there is a 15% chance the character will suffer a seizure.

Characters will feel the seizure coming on, and can resist it with a successful save vs. Insanity of 14 higher with a -2 penalty. Failure indicates a seizure that will continue for 2d4 melee rounds, reducing combat bonuses by -8 and imposing a -70% penalty to all skills. 89%-100% Wandering Mind: The character has a wandering mind making it near impossible to concentrate on anything for an extended period of time. This makes it difficult for the character to earn new skills, improve existing ones, and the like. Penalties: It takes the character twice as long to learn new skills. Additionally, the character suffers a -10% penalty on any skill checks requiring concentration.

#### BASTION OCCs

Because of the reconstruction, the Bastion populace are superior beings. They roll using the following attributes: Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 2D6+9, P.S. 2D6+10, P.P. 2D6+8, P.E. 2D6+10, P.B. 2D6+8, Spd.

2D6+14. NOTE: While P.E. is not Supernatural, Bastion characters fatigue at a quarter of the usual rate; D.E.N.A. has essentially designed them to be prime human specimens.

Hit Points: P.E. attribute number x2 to start, +1D6 per level of experience.

S.D.C.: 5D6+10 to start, plus those from O.C.C. and skills.

Height: 5 feet +3D8 inches

Weight: 120lbs to 300+ lbs. depending on height and build, but mostly muscle.

The Reconstruction process makes it difficult for them to become obese.

Characters do not lose their hair or show signs of aging until quite old.

Age: Due to their re-engineering, no one is quite sure how long they will live. Currently, the populace retains a youthful appearance. Even those that were advanced in age before the Reconstruction look to be in their forties or fifties. Current estimates are 250-300 years, if not more.

## **Section 14: House Creation Rules**

By Premier

There is a great deal of discussion and introduction of Great Houses online and in the Rifters, but we have been asked many times over how to go about developing a Great House for Splicers? With so many ideas, where are the checks and balances and guidelines? Well. Slappy & I have pondered this and wanted to develop a systemic process to help build and define Great Houses within the Resistance. This is a juicy sneak peak of the Evolved Script that we have submitted. We hope that this will allow fellow Spliceheads to develop not only their own Great Houses to enjoy and campaign with, but to also develop neighboring Great Houses to trade/barter with, contend with, alliance with or to temporarily join forces to take on the Machine and any other threats.

Developing Great Houses helps round out not only the setting that the Players will enjoy and view as home, but it will also play a major role in the campaigns when it comes to alliances, blood feuds, resources, boundaries, ethics, politics, beliefs, society and survival. Remember these aspects well. A Great House that has a lot of resources and wealth also has a lot of desperate eyes and jealousy frowned upon it. In the dire world of Splicers you will have to fight for what you keep.

We have also discovered that this allows GMs to not impute all of your their creative ideas for Biotech innovations and Warmounts and OCCs into your Player's House, but divide these ideas up among the Great Houses that neighbor within the territory of the Player's Great House so you can see the impact and test their teeth against some concoctions as

well. These Areas within the Resistance will become known as Areas of Influence as each typically contains one Computer Core. More on Areas of Influence later.

For now let's delve into the Building of Great Houses.

### **Build Your Own Great House Construction Rules**

The Resistance is not one unified army, but rather it is composed of hundreds (possibly thousands) of isolated cells strategically placed all across the planet within Areas of Influence. Every Area of Influence corresponds with one of the Machine's Computer Cores. Multiple cells are placed in each area with the hopes that at least one cell would always be there to oppose the Machine in case other cells fall. Each cell started as little more than an armed camp, but as refugees flocked to the only people capable of protecting them, each cell grew into something more. Each cell became an independent human kingdom known as a Great House. The Houses continued to oppose the Machine, but they also took on the added responsibility of defending and housing their own civilian populations. These are the last refuges for free humans on the planet, and they will be the ones responsible for rebuilding society on the surface if and when the Machine is defeated.

The Great Houses share a common ancestry, but generations of isolation has allowed each to evolve and grow into its own unique community. Differences in resources, personal motivations of House leaders, and the brutal conflicts that each House has experienced over the years have shaped the overall culture of the House, often in radical ways. While every House may have started out

with the same goal of fighting the Machine and protecting humanity, that does not necessarily mean every Great House feels that way today. Petty disputes and personal greed has led many leaders astray, and they in turn used their power and influence to lead their people down the same misguided path. Since the Great Houses are more than just cookie cutter replicas of each other, this chapter will explore some of the details to consider when building one.

These House creation rules are a heavily modified version of the Palladium organization design rules originally created by Erick Wujcik for Revised Ninjas and Superspies. One of the biggest modifications is the removal of the point system. The reason for this is to keep GMs and players focused on every detail of their House rather than on the categories that provide the best perks and bonuses. This chapter is about building the culture of the House, and not just about determining its assets and liabilities (bonuses and penalties). While there is a fair share of that in some categories, other categories provide no real benefits, but they do greatly define the culture, history, and motivations of the House. I removed the point totals so that people wanting to create their own House would not feel the temptation to spend all their points on something like Outrageous Salary and then place no points into Educational Resources, Entertainment, or even the Attitude Towards categories. These seem like trivial details, but it is the little details that give the House character, that in fact make the House a character.

This is another one of those little details to consider. Instead of just building a large, established House, some players might enjoy the experience of creating a

small Fledgling House that can grow and develop as their characters do. They do not necessarily need to be the leaders of the House, but their actions can suddenly have a larger impact on helping their Great House develop into a truly “Great” House. It is an opportunity for role-playing that is highly recommended, but we also understand the fun of working for a Resistance powerhouse. We leave it to each player group to decide which path is best for them.

### **Step One: Determine the Size of the House**

This first step not only determines the total population of the House, but it also describes the organization’s stability. In general, a larger House tends to be a more stable House, but that is not always the case. Realize that resources on this planet are not infinite. In fact, they are often quite scarce. A larger House needs more resources for its people and more space to put them all. Expanding an underground haven requires supplies, as do the people. Even Bio-Tech construction requires that someone go to the surface to collect organic material for the Gene Pools, and every trip to the surface increases the chance of leading the Machine back to the House. While growing a House and gaining strength in numbers always helps, it is important to know remember that no matter how many soldiers the House has for its defense, N.E.X.U.S. always has more. A larger population is also more difficult to control. With more people stuffed into a tiny space, fighting for resources, tensions can be extremely high. Larger Houses tend to need tighter systems of control, which further elevates overall tension. Ultimately, there is a middle ground where a House is strongest. Small Houses exist in a rather precarious

state. As they grow in size, they grow more stable, but once they grow past a certain size, the risk of destabilization from internal or external threats grows as well.

**Fledgling House:** Considered the seeds of a Great House than an actual House. The members of this fledgling kingdom set out on their own from another Great House to lay the foundations for their own home. They could either be loyal expatriates sent from their previous House with the blessings of their former Warlord, or they could be a breakaway splinter faction running from their last home as fast as they can. The total population can be as little as 100 people to as many as 1000 people. They may have left with a few mature Saints in tow (if they favor Bio-Tech that is), so they could have an Engineer or even a Librarian among their ranks. This would allow them to produce Bio-Tech, and perhaps even create new Bio-Tech designs. Of course, this new House might have been formed by humans that hate Bio-Tech and fled their last home because they thought it was evil and monstrous. The rules, structure, and even the underground haven itself are far from established. This House needs to find its feet before it can even consider large scale combat operations against the Machine (or rival Great Houses). Of course, that does not rule out smaller raids.

**Devastated House:** This Great House is similar to a Fledgling House, except its origin is far more tragic. Instead of springing forth from a thriving Great House to stake their own claim, the members of this new House are refugees from one that was previously destroyed. Whether it was the Machine, a rival



Great House, or an internal civil war, someone obliterated the last underground haven and slaughtered most of the residents. They had to leave the ashes of their old home behind and find a new one. They may have brought Engineers and Librarians with them or they may only possess whatever Bio-Tech they could evacuate. Total population can vary radically from as few as 500 people to as many as 5000. Like with the Fledgling House, the members are most concerned with building a new underground haven and reestablishing some sort of structured society. These beaten dogs are trying to get back on their feet before they can hope to join the larger war effort.

**Small House:** This House may be small, but it is firmly established. Construction of their underground haven has been completed (although it is likely still expanding) and they have well defined rules, customs, and traditions. The total population can range from 1000 people to 5000. This House may be small, but it is large enough to be a player within its Area of Influence (and possibly beyond).

**Medium House:** This is the most common (and preferred) House size throughout much of the Resistance. After years of trial and error, many Resistance leaders have learned that a population between 5000 and 20,000 people is small enough to easily house within the tight confines of an underground haven without stretching resources too thin, yet it is still large enough to create a formidable army. What keeps this House size so common is that many Houses will generally send out envoys to create a new Resistance cell once their population hits the upper end of this scale. Great Houses have

found it incredibly beneficial to sponsor an ancillary branch since it basically expands the total territory of the original House while still protecting its internal resources, plus it instantly creates a loyal ally that can be counted on during Blood Feuds and massive engagements with the Machine.

**Large House:** Not every House likes to spread its people out all across the planet. Some Resistance leaders see the Machine's strength in numbers and try to build similar strength within their own empire. This type of House was able to handle its resources well enough to enable it to continue to expand the borders of its underground haven and grow its population. This population growth could have just been from natural births, but it could also have been due to heavy recruitment from surrounding Retro Villages and even rival Great Houses. These Houses tend to be a major player not only in their Area of Influence, but in surrounding regions as well. It is nearly impossible to get up to this size without ruffling a few feathers. This size House is almost certainly on the Machine's radar, and more than likely it has also developed a few bitter rivalries with jealous Great Houses. Population size typically ranges from 20,000 to 50,000 people.

**Enormous House:** Houses of this size are extremely rare. These Resistance powerhouses are respected, feared, and often envied by other Houses (even if they should not be). Outsiders believe that any House that was able to grow to this size must know how to succeed in this harsh and unforgiving environment. Whether this is true or not remains to be seen. The House leaders may simply be skilled at putting up a strong front. In

reality, they may only be holding their empire together with strings. Of course, the House could also be just as powerful as it appears. Just remember, that a large House is not invulnerable. No matter how many soldiers the House may have, the Machine has billions more. A large House makes a large target, and on this world, a large target with a large number of mouths to feed is far more prone to collapse than the smaller ones. Populations in this category typically range from 50,000 to 200,000 people.

**Human Kingdom:** The only known Human Kingdom within the Resistance is the Great House of the Barren Marsh. This House not only crossed the 200,000+ person threshold, but it also established settlements on the surface. In theory, a Human Kingdom could continue to thrive and grow to impressive numbers, but growing to this size also puts a House right at the top of the Machine's hit list. It also fosters incredible envy and even resentment among other Resistance cells. On a world with so little, being perceived as having so much is a great way to become a target of more than just N.E.X.U.S.

### **Step Two: Determine the House's Biotechnology.**

Bio-Technology has only been a part of the human's arsenal for a few generations, and some Great Houses have been slower to adopt this strange technology than others. Whether it is due to a lack of resources or a genuine preference for the inorganic technology of old (Nanoplague safe versions of course), some Houses are simply far less reliant on Bio-Technology than others. Conversely, some Houses have mastered Bio-Technology to a level that seems almost magical.

**No Bio-Tech:** While rare, there are some Great Houses that have decided to completely shun organic technology. This goes beyond simple lack of resources (no Engineers or Librarians). This type of House distrusts the alien nature of Bio-Technology to such an extent that they will not allow any of their people to own or operate Bio-Tech of any kind. It does not necessarily mean they shun other Great Houses for using Bio-Tech, they just refuse to use it themselves. Great Houses that have gone this far typically had a Librarian go Megalo in their past with tragic results.

**Minimal Bio-Tech:** Due to an extreme lack of resources, this type of Great House possesses very little organic technology within its armories. Their forces tend to rely on plastic and ceramic armaments and their craftsmen use wood, stone, and plastic for civilian construction projects. This type of House likely does not have any Librarians (01-80% chance) and at best a handful of Engineers (1D4-2 Engineers). This type of House usually needs to trade for Bio-Tech with their neighbors since they cannot grow enough themselves.

**Prefers Conventional Technology:** Most members from this type of House do not fear Bio-Tech, they just do not like it that much. It may be powerful, but it is still creepy, weird, and alien. A small percentage of their people still use Bio-Tech (under 20%), but the majority stick to conventional gear. These Houses were actually the first to adapt to the Nanobot Plague back in the day. Because of their tremendous technical expertise, they were able to quickly retool their equipment, weapons, and manufacturing processes to create safe alternatives. These Houses quickly rose to

prominence among the ranks of the Resistance because they were the only source of safe yet effective weapons and armor. The introduction of Bio-Tech, however, changed their status just as quickly. These Houses got a little too comfortable with their positions of power among their fellow Houses and did not like falling into obscurity so quickly. This resentment over their fallen status is the primary reason for their distrust of Bio-Tech. They may no longer be held in as high of esteem as in generations past, but they are still the best place to go for conventional equipment. These Houses still tend to be on the wealthier side because there are relatively few Houses that manufacture Plague-safe gear. Despite their dislike of Bio-Tech, it is possible that they still have one Librarian (01-30% chance) and a handful of Engineers (1D4-2 Engineers).

**Common Bio-Tech:** This type of House has no preference for or against Bio-Tech. They recognize it as a valuable tool against the Machine and use it (as well as conventional tech) as much as possible. The percentage of forces equipped with Bio-Tech varies greatly, from as little as 40% to as high as 80%. Houses in this category generally have one or two Librarians and 1D6+3 Engineers. They may have one or two proprietary Bio-Tech designs, but for the most part, they only know how to manufacture commonly used Bio-Tech creations.

**Prefers Bio-Tech:** This type of Great House considers Bio-Tech to be an absolute godsend and thinks that people who are unwilling to use it are ignorant fools. They believe (and rightly so) that even N.E.X.U.S. cannot match the

power of Bio-Tech one on one, and it is only the Machine's vastly superior numbers that keeps Bio-Tech from ending this war once and for all.

Depending on resources, these types of Houses tend to equip 70% to 95% of their forces with Bio-Tech armaments, plus nearly all civilians use organic technology during their daily lives. These Houses love Bio-Tech and constantly work to improve it. They usually have two to three Librarians and 1D8+4 Engineers hard at work refining and creating new custom designs that are only available to their House (at least until another House steals the genetic code or they sell it to their neighbors).

**Cutting Edge Bio-Tech:** Members from this category of Great House do not just love Bio-Tech, they have mastered it. No matter the size of the House, they have an unusually large amount of Librarians and Engineers among their ranks, and the sheer brainpower of this collective has been able to provide their Great House with some of the best Bio-Tech in the Resistance. This type of House has access to all the common Bio-Tech genetic codes, plus they also have developed dozens or even hundreds of unique designs. About 80% to 95% of their forces are equipped with Bio-Tech, plus a larger than normal portion of their population (25% to 40%) are actually augmented with Bio-Tech of some kind. This does not necessarily mean they have been turned into monstrous war machines. Many people simply had body parts replaced that were lost in battle or added minor enhancements like eyes or other sensors to improve their combat effectiveness. This type of Great House typically has three to five Librarians and 1D12+8 Engineers.

### **Step Three: Determine the House's Wealth**

Within the Resistance, wealth is not a measure of luxury, but a measure of survivability. What makes a Great House wealthy is its ability to provide for the basic needs of its people as well as the needs of its military. Every House has its own socioeconomic structure, so the wealth of a Great House is not necessarily divided evenly. There will always be a privileged upper class that is a bit more comfortable than the rest of the citizens, but the level of comfort is still relative to the resources available.

**Starving:** Resources are extremely limited. Everyone in the House (except maybe a select few) is barely eeking out a subsistence living and is barely getting enough food to survive. Not only are the people starving, but so are all the Bio-Tech creatures, weapons, and gear. As a result, every person, animal, and piece of Bio-Tech is about 10% smaller in size and has 10% less M.D.C. (or S.D.C. and H.P.) than normal. They are also -1 to strike, parry, and dodge, have one less attack per melee round, and inflict 10% less damage than normal. If characters can find enough game and food to meet their equipment's basic requirements (as well as their own) for a full month, then they can eventually negate all the penalties except the size and M.D.C. reductions. This leads to many surface teams spending much of their efforts hunting for food instead of hunting N.E.X.U.S. As a result, the Machine tends to have a stronger presence in their territory, which makes it even more difficult to search for food (a vicious cycle).

**Limited Internal Resources/Plentiful Surface Game:** Like a Starving House, this type of House has very limited internal resources, but unlike a Starving House, they have no problem finding food on the surface. This type of House is usually located near a thriving nature preserve, which they plunder often for food. The people and Bio-Tech equipment do not suffer any penalties, but the constant hunting excursions mean that they have not done a very good job at keeping N.E.X.U.S. in check within their territory. This means there are far more patrols in their territory than normal which increases the risk of N.E.X.U.S. following one of their hunting parties back to their underground haven.

**Military First:** This type of House also has limited resources, but the Warlord has decided that what little they do have should support the military first with the leftover scraps going to the civilian population. This means the House's warriors, Bio-Tech equipment, and war machines remain strong, but their civilians are sickly and weak. Of course, the military always needs new recruits, so they still try to keep the children fed to allow them to grow up healthy and strong. Once they reach an age where they can join the war effort (usually in their early teens), they are given a choice; either join the war effort and continue to eat, or sit on the sidelines like a coward and probably starve. Obviously, enlistment rates are pretty high under these circumstances, but resources are still stretched pretty thin and someone has to suffer. In addition to people that refuse to serve in the military, the House also denies its resources to the elderly, parents that stay home to raise children, janitorial staff

and other service people, and those who can no longer fight due to illness or injury. The only civilians that seem to do well are merchants and high-ranking war heroes that have retired from the field. These types of Houses also tend to be less tolerant of criminal activity. The death penalty is doled out pretty liberally (even for minor offenses), and their bodies are fed to the War Mounts, suits of Host Armor, and other gear. If the situation grows desperate enough, these criminals may even be fed to the people (in a heavily disguised manner of course).

**Civilians First:** Once again, resources are sparse, but the leaders of this type of House have decided that their greatest resource is their people. After all, the whole reason they are fighting is to save humanity from extinction, so it only makes sense that humans should receive priority treatment over their organic tools. While the people are strong and fit, their Bio-Tech gear tends to be smaller and weaker. Every Bio-Tech weapon, creature, and piece of equipment is about 10% smaller in size and has 10% less M.D.C. than normal. They are also -1 to strike, parry, and dodge, have one less attack per melee round, and inflict 10% less damage than normal. If characters can find enough game and food to meet their equipment's basic requirements for a full month, then they can eventually negate all penalties except the size and M.D.C. reductions (those are permanent).

**Comfortable:** This is the status of most Great Houses throughout the Resistance. They may live in cramped conditions that their ancestors would consider squalor, but they are well fed and all their basic needs are provided for. As always, some people live better than

others, but overall, the House is able to produce enough resources to sustain all of their people and Bio-Tech.

**Trade Surplus:** This type of House may not be living luxuriously, but they are doing a little bit better than most. Their House can produce more than their people and military require which means they can trade with other Houses for a few extras. What they choose to trade for depends on the nature of the House. Some trade for additional military resources to strengthen their armed forces, while others trade for a few creature comforts to make their life underground seem a little less bleak.

**Wealthy:** Wealthy Great Houses are extremely rare, but they exist. To reach this level, a Great House must possess some sort of resource that all other Great Houses want desperately, but cannot produce themselves. Typically these types of Houses are either masters at building conventional equipment or geniuses at creating new Bio-Tech designs which they then sell to other Great Houses. Their militaries are usually far better equipped than most, and their people live quite comfortably. Life within this type of House is still cramped since space is always limited, but the average person tends to own many luxury items. These Houses also tend to have much more developed entertainment and recreation facilities which keeps their population happier than most.

#### **Step Four: Determine the House's Leadership Structure**

**Leadership:** When the Great House system was first created, each House was founded around a loose military hierarchy. In time, this hierarchy evolved into the Warlord, Senate, and

Dreadguard structure that most Houses use today. Typically, a Warlord rises from the ranks of the Dreadguard and then appoints a council of other seasoned Dreadguards to advise him or her in the Senate. When the Warlord becomes unfit to rule or corrupted by his own power, another Dreadguard can challenge him in single combat for the right to rule. It is a simple system and it worked quite well for years until the Librarians started introducing themselves into the mix. These strange alien beings possessed almost limitless intelligence, a seemingly insatiable thirst for knowledge, and an equally unquenchable lust for power. It seems as though there are only two types of Librarians, those that resist these urges and those that give in to them. The ones that gave in to the urge would spend years working and scheming from the shadows to manipulate the House towards their own ends. These schemes would either bear fruit or be exposed before the Librarian could seize control. Houses that had to endure Librarian manipulation tended to abandon the old form of leadership in favor of some sort of hybrid form.

**Warlord and Senate Advisors:** This is the standard leadership structure throughout much of the Resistance. The most senior and respected Dreadguards eventually rise to the Senate. It is the responsibility of the Senators to advise the Warlord and to one day replace him if necessary. Dreadguards outside of the Senate may also challenge the Warlord for the right to lead, but since the Senate is composed of the most skilled warriors, they really are the only ones with any chance of defeating the Warlord in single combat.

**Warlord Council:** This structure is one of the most common to be implemented

following a failed Librarian takeover (especially if the previous Warlord is killed in the attempt). The Senate usually realizes that a lone man is easy prey for manipulative Librarians, so they decided the best way to prevent it from happening again was to spread power equally among the entire Senate, or Warlord Council. All decisions and decrees are made by a simple majority rule. While this can require more time than unilateral decision making, having to rule through concession and compromise definitely keeps corruption to a minimum. Admission into the Warlord Council is typically by invitation only, but Dreadguard can challenge individual Warlords to single combat for the right to take their place on the Council.

**Lone Warlord:** This type of leadership typically forms when the Warlord grows too corrupt, or conversely, when too many Senators succumb to corruption. In this scenario, the Warlord simply disbands the Senate and continues to rule on his own. He may still hold on to a few personal advisors, but their positions no longer hold the same high status. Something else unusual about this leadership model is that some of these Warlords do away with the ability to be challenged to single combat for the right to rule. This is usually a sign of growing paranoia, but it can be a wise precaution to keep the schemers at bay (sometimes they really are out to get you). Typically the Warlord needs some kind of ace in the hole, like a secret army of Butchers, to keep any possible dissenters in line.

**Puppet Warlord:** This arrangement exists within more Great Houses than anyone would like to admit. While the House seems to have a strong Warlord with his

council of Senate Advisors, the truth is that they are merely puppets to the true power of the House, the Librarian.

**Lone Librarian:** The Librarian has done away with all pretenses and simply declared himself the new ruler of the House. A Librarian has to be pretty confident in his power base in order to make such a bold move. Obviously, the tradition of challenging for control of the House is suspended, as are many other traditions and customs. If the House had multiple Librarians, the others were either killed or imprisoned when the one rose to power.

**Librarian Council:** This is similar to the previous scenario, but instead of one Librarian disposing of the others, they all decided to share power. While this may sound like the sensible thing to do, it is not really in these beings' nature to share. Whatever motivated them to enter into this arrangement is likely not enough to keep them content. These power-hungry schemers may pretend to work together towards a common goal, but they are all secretly plotting and calculating how to become the sole ruler of the House.

### **Step Five: Determine the Educational Resources**

While it often seems like the war against the Machine is all consuming, even the most battle-hardened Great House still understands the importance of educating its children. Not only does this make better, more well rounded soldiers, but it also keeps them human. What is the point of fighting for humanity's survival if the war causes everyone to devolve into mindless killing machines like the very enemy they are fighting against? Having an understanding of art,

literature, science, history, mathematics, and dozens of other academic disciplines not only offers great advantages today, but this knowledge will be vital for rebuilding society once the Machine falls. Every Great House understands the importance of education, but not every House has the tools required to properly teach their people. When humans first fled underground to escape the Machine's wrath, few were able to grab more than a handful of books, documents, digital files, and other historical records. They were far more concerned with grabbing weapons, food, clothing, building supplies, and anything else that might help them survive the slaughter. Over the following generations, some Great Houses were able to go back to the surface and reclaim some of the knowledge they spent centuries acquiring, while other Houses could only find the burnt remains of their once great culture. When the Nanoplague hit, even more knowledge was lost as people's computers were suddenly turned into instruments of death. The Librarians, with their massive memories, eventually rose to fill the gap left by the loss of normal record keeping, but the damage was already done. Billions of people that held critical knowledge were slaughtered, millions of books, documents, computer files, and records were destroyed in the war, and the files that survived on the mini-discs are now locked away where no one can read them. Children still need to be taught and each House has come up with many ways to do so, but like with everything else, they are often limited by the resources available for them to do so. Most Great Houses use a combination of methods, so each House can make multiple selections from this category.

**Storytelling:** This is one of the easiest and most common ways to relay information from one generation to the next, but unfortunately, it is also one of the least accurate. The important details tend to change with each retelling due to misunderstandings, imperfect recall, or because of the personal biases of the speaker. Another significant problem with storytelling is that in this era, it is as much about entertainment as it is about information. It is common for stories to be embellished to make them more interesting and exciting to the listener, which further erodes the accuracy of the tale. Still, in the absence of hard records, storytelling is an excellent way to convey important information to others.

**Apprenticeship:** Skills that are vital to a functioning society like carpentry, plumbing, cloth making, sewing, and even those of more technical professions like medical doctor, pathologist, dentist, and the like are typically passed from generation to generation through apprenticeship programs. Skilled professionals will take a handful of youths under their wing to teach them everything they know. These apprenticeships can last as little as six months to as much as five years, after which they go off on their own to start their new profession. After a few years of service, they too can begin to take on apprentices.

**Librarian:** A Librarian can absorb all the knowledge contained within a human's mind by stabbing a small bladed tentacle into the person's body. It is a painful process, but it is a small price to pay for a one hundred percent accurate repository of the Great House's knowledge and history. How this repository is shared with others is

generally left to the discretion of the Warlord and/or Librarian. Some Librarians share their knowledge with charismatic speakers who then disseminate the information to the public. Others speak to scribes who write down the information for others to read or so it can be stored in a secondary location, and some Librarians will even address large groups publicly. However, if a House does not have this resource selected, then it means the Librarian is only sharing its knowledge with a select few.

**Golden Age Library:** This House was able to acquire thousands of novels, textbooks, technical manuals, magazines, and other documents that were created during the golden age of mankind. Most of these records were lost in the war, so this library is a prize that is far more precious than the hundreds of thousands of micro discs that many use as currency (since these books can at least be read). They are kept locked away from the public and are only loaned out to a select few. There is usually a team of scribes locked away in this library, busily copying these works by hand as quickly as they can. The copies are then moved to a separate location to preserve this knowledge in the event that the original library is ever destroyed. They hope to one-day spread this knowledge throughout the Resistance, but right now, it is far too precious to ever risk directly. Anything learned from these documents is usually disseminated through the old methods of storytelling, but at least they have the records to help the speakers keep their facts straight.

**Printing Press:** The House has built or otherwise acquired a Plague-safe



printing press, and they are using it to create new books as quickly as possible. These can be replications of golden age works, original works by modern writers, or transcripts meant to immortalize the knowledge trapped within the minds of the Librarians. Whatever the source of the originals, the press has allowed this House to circulate the knowledge to everyone in the House and has even allowed them to sell it to other Houses rather than just lock it away for safe keeping.

**Technojacker Jury-Rigging:** Normal Technojackers are able to use their nanites to artificially force broken electronics to function, at least for a while. It is theoretically possible for a Technojacker to restore an old computer to working order long enough to recover its data onto some sort of storage device. In fact, many Technojackers collect old knowledge from any computer they find with the hopes it will one day be of some value. Some people suspect that they are actually able to make use of this knowledge already. How they could do this, however, is unknown. They may be able to get computers working temporarily, but once their nanites stop powering the device it becomes useless. They would need a functioning N.E.X.U.S. computer to ever spend any significant time reading through any information they recover. However, it is rumored that some Technojackers are actually able to create complex and stable machines that could be used to read this data.

**Plague-Safe Computer:** This is an incredibly rare and treasured item. So rare in fact, that none are known to exist, but the rumors still persist that someone has created one. If this is true, then it

means that a Great House has the ability to read and possibly even write micro discs.

### **Step Six: Determine the Internal Control**

Life underground is difficult to say the least. Everyone lives in cramped conditions, food is scarce, and the looming threat of a brutal death is ever present. Humanity is on the brink of destruction and people are at their absolute breaking point. Unfortunately, to maintain order and stability within the underground havens, the House leaders often need to treat their people quite harshly. They need to make pretty tough decisions about how to divvy up the limited resources available to them all, and they have to crack down hard on any improper behavior to prevent society from spiraling into chaos. Each House has its own strategy or strategies for maintaining order at home, which is why it is possible to make multiple selections from this category.

**Oppressive Laws:** The laws throughout nearly every Great House in the Resistance would be considered oppressive by most standards, but in this desperate age, there really is no other option. Space is too limited to be wasted on prisons, and with basic necessities as scarce as they are, it is not hard to convince the populace to sacrifice a few criminals so that the rest can survive. The laws are harsh and the penalties severe, but it is a system that makes sense and one the people have accepted. Each House uses an elite force of Marshals to enforce the laws and a panel of Judges to hand down the sentences. It usually only requires a handful of Judges to mediate these trials, but the number of Marshals required depends largely on

the needs of each House. The wealthier and more comfortable Houses tend to have less crime and require just a handful of Marshals, while the poorest Houses can barely keep their desperate population in check with hundreds or even thousands of Marshals.

**Fear:** This type of House has taken the concept of oppressive laws to a whole new extreme. They not only prosecute theft, rape, and murder, but they also punish dissent. Freedom of speech, freedom of religion, and the right to gather for the purpose of protest are seen as dangerous rights that can only bring division and anarchy; rights the leaders of this House believe they must stamp out by any means necessary. They use the Marshals and Judges to deal with garden variety offenses, but the “crimes” of disagreeing with the powers that be are dealt with more discretely. This kind of Great House has another police force in addition to the Marshals, a secret police force that imposes the oppressive will of its masters. Their mission is simple, maintain the peace by removing the voices of dissent. They may dispose of anyone they wish at any time and for any reason. Of course, this level of power is abused quite regularly. The secret police kill more people in the name of personal slights and insults than they ever do for actual “crimes.” Most people are smart enough to keep their mouths shut no matter how unjust they believe their society is, but the secret police always seem to find a way to stay busy.

**Drug Induced Submission:** Some Houses have found a less brutal way to silence dissent and keep the poor from rioting in the streets. The leaders of this type of Great House not only allow the use and

abuse of illicit drugs, they encourage it and in many cases provide it free of charge. They find hallucinogenics and downers to be the most effective way to pacify the populace, but they do provide their soldiers with stimulants to snap them back into fighting condition before sending them up to the surface. Of course, once someone descends too deeply into their addiction, they become a liability that must be disposed of (usually through an “accidental” overdose). Typically this type of House makes money by selling their drugs to other Houses, but they always have plenty on hand to keep their own people in line. The drugs they give their own people tend to be milder than what they sell to other Houses, but this just means it takes longer for them to hit rock bottom than normal. Of course, not everyone in the House is a drug addict. The House still has an upper class that lives in comparative luxury, so they do not need to drown their sorrows with narcotics.

**Reward:** One of the easiest ways to keep the people in line is to simply pay them off, assuming of course the House possesses the means to do so. This does not necessarily mean direct financial reward (although it could). It could just mean that the House is able to easily provide for the needs of its people as well as a decent amount of luxury items. Even the lower classes live far better than most people in the Resistance. Only “Wealthy” Houses (see House Wealth) are able to pacify their people in this fashion.

**Devotion:** The people have been convinced that their leaders are actually living gods. As such, they not only obey them, but they worship and often blindly

follow their leaders without a moment's hesitation or regret. It takes incredible scheming and expert manipulation on a massive scale to accomplish this level of brainwashing, something even the most clever and charismatic human is rarely capable of. A Megalo Librarian typically sets up this type of House. Sometimes they lead the House directly, but often they have to set up surrogate gods to help better sell this deception. These could either be humans that willingly go along with the lie, but most Librarians prefer to build their own Bio-Tech gods from scratch. These creatures are often stunningly beautiful creations inspired by mythological Pantheons like those of the ancient Egyptians or Romans, but some are just the products of imaginative Librarians. Whatever the origins of this ideology, it is one the people wholeheartedly accept. Every man, woman, and child in the House has grown up being told that their gods walk among them, and the majority of them believe it.

**Step Seven: Determine the Criminal Activities:**

No matter how oppressive the laws or strict the penalties, criminal behavior is an inevitable part of any society, especially one where resources are scarce. Even something as harsh as giving out the death penalty for petty theft does little to deter someone from stealing a loaf of bread if he was going to starve to death anyway. Most crimes in the underground havens are simply individuals doing what they must to survive, but there are also those that resort to crime because they see it as the path to comfort and power.

None (Strict Moral Code): The majority of the people in this type of House will

obey the law under almost any circumstance (assuming they consider the laws just). They understand that if they steal from another to ease their own hardship then all they have really done was transferred their hardship onto another. They recognize that humanity is on the brink of extinction, and that everyone is in this awful struggle together. It takes a special kind of leader to convince his or her people of this truth, but his type of unity can be achieved (although it is extremely rare). Of course, there will always be exceptions to the rule, but the majority of the people within this House do their best to maintain order and stability within their home.

Unorganized Activity: Crime is not necessarily rampant within the House, but it is a daily part of life and one that will never go away no matter how hard the Marshals may try. Fortunately, individuals or small bands commit these crimes. There is no criminal organization and no gangs to speak of. This could simply be because no leader has risen for an underworld to form around, or the Marshals in this House may be exceptionally skilled at crushing fledgling gangs before they can grow.

Small Gangs: The seeds of a budding criminal underworld have taken root. Several small gangs have formed within the underground haven to vie for control of these activities. Any vices, substances, or items that are illegal within the Great House are being controlled and distributed by the gangs. Things may get nasty if the gangs decide to go to war to seize a bigger slice of this pie.

Organized Underworld: The Great House is cursed with a fully entrenched organization that directs all criminal activity within the underground haven. A single, powerful syndicate controls gambling, prostitution, drug trafficking, and all manner of illicit activities. The Marshals within the House spend the majority of their time trying to break the back of this powerful organization (assuming they are not already on the take), but that is easier said than done. What makes this organization so dangerous is that the majority of its members are ex-military. Some of the most seasoned veterans from among the House's Roughnecks, Dreadguard, and other special forces decided to turn their back on the war and dedicate their time towards making their own lives a little more comfortable. They justify their selfishness by thinking their efforts are providing the people with the things they want. While it is true that there is a market for their services, their efforts do far more harm than good. They consume resources that would best be dedicated to the war effort, and the vices they push on people ultimately causes more pain than it cures. For the Marshals, combating this organization is a full time job, which leaves little time to deal with crimes perpetrated by ordinary citizens. This only adds to the chaos and anarchy that is tearing the underground haven apart.

Covertly House Sponsored Underworld: This type of House realized long ago that crime was inevitable as were criminal organizations, and they decided to deal with this reality in a somewhat unusual way. Instead of trying to crush every gang and syndicate that popped up, the House picked one gang that best fit their needs and allowed it to grow

while they worked to crush all others. They shielded their gang from the Marshals in exchange for information on the other gangs. In time, all other organizations were dismantled, leaving their chosen gang to fill the void in the underworld. They continued to support this organization as long as it was willing to follow the House's rules. This arrangement may sound strange, but it benefited both sides greatly. The gang was allowed to operate without fear of the Marshals. Sure a few low level thugs had to be given up from time to time, but the majority of the soldiers could seek their fortunes freely. In exchange, the gangs agreed to behave and maintain peace within the underground haven. As long as they did not target the Marshals or cause too many civilian casualties, the Great House would allow them to live, profit, and grow. The House figured it was far easier to manage the underworld when it knew who all the players were than it was to try and find all the new players that would eventually pop up to fill the void left by a crushed gang. Both sides understand that this truce is somewhat tenuous at best, but it has worked well for everyone so far and most people want the arrangement to continue. Really the only ones that do not like it are the Marshals. Some may know of the arrangement and others may not, but all of them would rather just crush every lawbreaker within their jurisdiction. The Sheriff does his or her best to keep the Marshals in check, but they are the ones who will most likely break this fragile truce one day.

Integrated Criminal Underworld: This goes far beyond a simple House sponsored underworld; the Great House is a criminal syndicate. The leaders of the House split their attention between

fighting the Machine and directing their criminal enterprise. Since the entire House is basically one big gang, their laws are a little bit more relaxed towards drug use, prostitution, and other vices. They have pretty much turned their underground haven into this world's equivalent of Las Vegas in order to keep their people submissive and content. They do have laws, and when those laws are broken, the Marshals deal with them just as harshly. For the most part, the Great House focuses its criminal endeavors towards rival Houses. Instead of just preying on its own citizens for financial gain, this House mainly preys on its neighbors by providing them with all the vices that their own House denies them. They work in tandem with each House's own criminal organizations to keep the drugs, booze, and other banned substances flowing. It not only enables the House to leech money and resources from its rivals, but it also provides them with an entrenched network of spies and infiltrators that keep the intel flowing.

### **Step Eight: Determine the Military Culture**

The Great Houses were first formed to fight the Machine and safeguard humanity. While they all started with a unified attack strategy, in time, each House evolved its own way of dealing with N.E.X.U.S. Some took a more aggressive approach and attacked the Machine's minions and installations whenever possible. Others thought it was more important to rescue humans enslaved by N.E.X.U.S. than to destroy her resources. Still others thought the best solution was to fortify their underground havens and protect their own populations. In time, the basic military strategy of each House slowly became its dominant cultural attitude.

The aggressive Warlords bred aggressive warriors, the protectionist Warlords inspired a culture that believes their purpose is to save as many people as possible, and so on. This attitude also affected how the House dealt with other Resistance cells. Aggressive Houses were more likely to engage in Blood Feuds, while protectionists tried their best to preserve all lives rather than waste anyone in needless struggles. This represents the dominant attitude held by the majority of the civilians and soldiers within the Great House.

**Isolationists:** This House is far more concerned with its own survival than with the survival of humanity as a whole. Anyone that sets foot on their land, whether it be man or machine, is attacked and destroyed. They are not fools and will not assault overwhelming forces unless they can be ensured of their victory. They pick and choose their shots like any House, they are just very aggressive and very protective of their territory. They do not care about the fate of their fellow man, as long as they stay on their side of the border. Other Houses may find their beliefs misguided, but their aggression towards the Machine still ultimately benefits the Resistance as a whole.

**Defensive:** There are two possible reasons for this culture to develop. Either the members of the House have simply decided to hole up underground and hope the war blows over, or they have suffered so many losses that they need to fallback until they can replenish their resources and their ranks. For the time being, they have pretty much given up on the surface, and have concentrated their efforts around fortifying their underground haven. They only venture

to the surface to gather supplies, and they try their best not to draw any attention to themselves.

**Territorial Protectionists:** Similar to the Isolationists, members of this House prefer to defend their own territory rather than venture out to help their neighbors. The difference is that they do not attack humans unless attacked first. They journey to the surface often to suppress the Machine's efforts in their territory and to defend any humans living in the area, but they almost never move beyond their own borders.

**Defenders of Humanity:** The members of this type of House have decided that their real purpose is to protect, not destroy. This does not mean they are pacifists, it simply means that they are far more concerned with rescuing prisoners and protecting civilians than with destroying robots and N.E.X.U.S. installations. They perform these types of combat missions as well, but they always go to great lengths to ensure that no civilians get caught in the crossfire when they do attack the Machine. N.E.X.U.S. personalities that learn of this fact often put the House's resolve to the test by surrounding sensitive installations with human shields or by using humans as bait to draw soldiers into traps. Their people recognize that this belief often puts them at increased risk, but it takes a lot to make them pass up the opportunity to save more human lives.

**Warriors:** While most members of the Resistance fight to survive, the soldiers from this type of Great House live to fight. They love to test their skills on the battlefield, and will go wherever the fight is. They will not only attack the

Machine within their territory, but they will gladly travel into neighboring territories if that is where the action is. While the neighboring Great Houses likely appreciate the assistance from such skilled warriors, they have no doubts that they fight for their own pleasure rather than out of kindness. The proof of this is the fact that this type of House is very quick to start a Blood Feud. The same warriors that swooped in and helped a neighbor could just as easily turn on them in an instant over the slightest insult. Splicers from these Great Houses receive an additional attack per melee round and bonuses of +1 to strike, parry, and dodge.

#### **Step Nine: Determine the House's Attitude Towards N.E.X.U.S.**

The Great House system was originally instituted to fight the Machine, but after generations of war and ever-shifting priorities due to personal grudges, inter-House disputes, and selfish motivations, some Houses have lost sight of their true purpose. On the flip side, some Great Houses are so obsessed with the destruction of N.E.X.U.S. that they have lost sight of their mandate to protect humanity. Their desire to hurt the Machine is so strong, that they will willingly sacrifice any civilians caught in the crossfire or even their own people in order to give N.E.X.U.S. a black eye.

**Live and Let Live:** This Great House has completely lost sight of what the Resistance is all about. It is so focused on its petty struggles and Blood Feuds that it has completely given up on its war against the Machine. As long as N.E.X.U.S. does not attack them first, this House will ignore her forces completely and simply concentrate on attacking rival Great Houses. N.E.X.U.S.

personalities that recognize this fact (like Lilith or Kali) will order their minions to avoid confrontations with any warriors from this House.

**Not a Priority:** This is similar to number one in that the Great House is primarily concerned with settling its Blood Feuds, but it still does its part in the war against N.E.X.U.S. While the majority of its military strikes are against rival factions, it does send out teams to sabotage N.E.X.U.S. facilities, ambush robotic troops and convoys, and rescue civilians caught in the Machine's clutches.

**Broken Spirit:** After years of endlessly struggling against overwhelming odds, this Great House has all but given up. They have lost so much, not only in resources but also in personnel. Their attacks may have been successful, but it always seemed like every victory cost more than it was worth. The warriors from this House will fight the Machine if they must, but they almost never initiate the engagements. This type of House typically has a Military Culture of "Defensive."

**Timid Resistance:** This Great House may have suffered some horrendous losses in their history, or they simply may be overly cautious. Either way, they tend to only make carefully measured strikes against the Machine. They never seem to take much risk or inflict much damage against N.E.X.U.S. They convince themselves that they are doing their part to rid the world of the Machine, but they look at the grand schemes orchestrated by others in the Resistance with envy. They want to do more, but they do not quite have the confidence in their skills or tactics. Really all they need is one major victory to inspire the rest of the House to rise to

greatness (perhaps something the player characters could help with).

**Active Resistance:** This is the standard level of commitment for most Great Houses throughout the Resistance. The House does its best to constantly harass and undermine the Machine within its territory, but this must be done with caution. They are incredibly outnumbered at all times, and overly aggressive maneuvers will just lead to overwhelming reinforcements sweeping in and wiping out everyone in sight.

**Seething Hatred:** The members from this type of Great House try to use measured restraint, but sometimes they simply cannot help themselves. They tend to be overly aggressive in their campaign to destroy N.E.X.U.S. They go after targets that most other Houses are wise enough to ignore, and they tend to slug it out with N.E.X.U.S. in the open a bit more than they should. They also tend to view any civilian casualties as acceptable losses. They feel that humanity as a whole will be better served by the Machine's elimination, and they think that holding back so that a handful of humans do not get hurt in the crossfire is a foolish waste of time.

**Fanatical Opposition:** For this type of Great House, restraint has gone completely out the window, as has the concept of the sanctity of human life. They will do whatever it takes and sacrifice whomever they must in order to destroy the Machine. They have no problem wiping out an entire Retro-Village or resorting to suicide attacks to take down their objectives. They still carefully weigh the value of the target versus the cost of the assault, but they are far more willing to sacrifice a human

life (or one hundred) in order to get the job done. This type of House also tends to turn most of its criminal offenders into “disposable troops.” The exact nature of these sacrificial warriors depends on the capabilities and attitudes of the House. Some Houses churn out living bombs while others create psychotic berserkers that they can drop off behind enemy lines to wreak havoc until they are inevitably killed. Their twisted view on the value of human life tends to isolate them a bit from other Great Houses. On a positive note, these obsessed lunatics almost never participate in Blood Feuds, even if attacked first.

#### **Step Ten: Determine the Attitude Towards Other Great Houses**

Long ago, the Resistance adopted an independent cell structure to ensure its continued survival in the face of overwhelming odds. Each Great House would operate as an isolated unit to make sure that the destruction of one cell would never compromise the entire Resistance. Multiple Great Houses were created in each Area of Influence in the hopes that someone would always be there to oppose the Machine in that region if one House was destroyed. Plus having multiple Resistance cells in each Area of Influence allowed the Houses to pool their resources in order to attack difficult targets or large armies. This was the plan, but the isolated nature of the cell structure eventually led to unforeseen problems. The original Resistance leaders never imagined that personal gain and political ambition would ever take priority over humanity’s very struggle for survival. Worse yet, they never counted on the duplicitous, corrupting nature of the Librarians. Without the grounding nature of a

unified vision, each House forged its own personal vision. Most of these visions worked in line with the overall mission of the Resistance, but when these visions clashed, simple misunderstandings grew into violent clashes, which then grew into Blood Feuds. Some of these Blood Feuds became so brutal that the participating Houses eventually saw humanity as far more dangerous than the Machine. As these attitudes became ingrained within each new generation, their views of humanity in general changed (at least the view of humans outside of their House).

**Enemy of Man:** The people from this type of House hate their fellow man far more than the Machine. Whether it was too many years of Blood Feuds or a misguided leader that led them down this dark path, the end result is the same. This once proud defender of humanity has now become its greatest enemy. Their hatred has driven them to cease all combat operations against the Machine, and turn all their attention towards the destruction of every man, woman, and child not affiliated with their House. In fact, it is possible that they have even collaborated with the Machine in order to strike at their enemies. Destruction of this House has become a priority. They know too much about the inner workings of the Resistance to be allowed to live any longer. The Machine likely knows this as well and will do everything in her power to ensure to keep them alive and killing.

**Conqueror:** The leaders of this House do not want to destroy humanity, they want to rule it. They have decided that the only way for mankind to survive is to unite everyone beneath their banner. It is their goal to defeat each House one by



one and replace their Warlords and Senators with their own Governors. The logistics required to maintain this kind of empire is beyond what any House has available, but that will not stop them from trying. At least their misguided mission requires that they preserve as much of the conquered Houses as possible. This should keep the collateral damage to a minimum. What should also help is that the leaders have wisely decided to limit combat missions as much as possible (although they will ultimately be necessary). A protracted military campaign may eventually work, but the survivors would hold such hatred towards the conquering House that they would never accept its rule. Plus the struggle itself would leave both Houses severely weakened, which would do no one any good. The House leaders know that they need to win the hearts and minds of the people before they can ever consider a takeover, and doing that will require brains over brawn. This type of conquest relies heavily on infiltrators to spread dissent throughout the target organization's ranks, and undermine its leaders from the inside. They form cells within each cell to basically create a resistance structure within each Great House. Generally this level of subterfuge, scheming, and desire for power only comes out of Great Houses that are being run by Librarians.

**Pirate:** The members from this House have no animosity towards humans or the other Great Houses; they simply see them all as resources to be exploited. They believe that for the strong to survive, they must prey on the weak, and their continued success just proves that they are the strong. Some of these types of Houses may be flagrant in their activities, but most try to keep their

attacks secret. They do not want to start a war, they just want to live.

**Close Allies Only:** After years of betrayals and Blood Feuds, this House has basically closed its doors to all but its most trusted allies. Only those who have stood with this House in the past are allowed in its underground haven today. In time, other Great Houses could earn their favor, but the patience required to break through the coldness, distrust, and outright rejection that a new ally would likely face is more than most people are willing to endure.

**Skeptical:** This is the most common view among the Resistance. Every Great House is viewed as a friend and ally in the war against the Machine, until proven otherwise. They still deal with other Houses with a healthy amount of suspicion, but they do not outright reject their fellow Splicers unless betrayed first.

**Ally of Man:** To these people, there is virtually no such thing as a rival Great House. They understand the harsh realities of life make people do things they may regret later, so they try their best to never hold a grudge. A Great House would have to commit some horrendously evil deeds in order to get on this House's bad side, but it does happen. After all, their understanding only goes so far. The members from this Great House are not fools. They deal with outsiders using a healthy dose of caution, but they always try to extend a helping hand as much as possible.

### **Step Eleven: Determine the House's Stance Towards Human Augmentation**

The applications of Bio-Technology are nearly limitless, but long ago, the most prominent leaders of the Resistance decided that Bio-Tech should never be applied directly to humans. They were fighting for the survival of the human race, and they felt that altering people (especially on a genetic level), ultimately would destroy the very thing that they were struggling so hard to protect. Of course, as the years dragged on and the struggle became more desperate, many Houses chose to abandon this principle to varying degrees. The fact that humans needed to be augmented into Librarians and Engineers for Bio-Technology to even exist seemed to make it easier for humans to start traveling down this slope. How far everyone slid down this slope varied from House to House. Slowly but surely, many Houses began allowing augmentations like Saints, Biotics, Scarecrows, and Skinjobs while others went even further.

**Under No Circumstances:** This type of House will not allow anyone to be augmented with Bio-Technology in any way. House leaders will not even let their people become Saints, Librarians, or Engineers which means they cannot manufacture their own Bio-Tech. They can still trade for Bio-Tech items from other Houses if they are not opposed to organic technology in general, but they think that anyone that willingly sacrifices their humanity for power is actually a traitor to humanity. They will not allow Biotics, Scarecrows, Skinjobs, or even Saints within their underground haven for any reason. Some of these Houses will forgive people that have had lost body parts replaced with cloned

ones, but other Houses consider this blasphemy as well. They may work with augmented humans from other Houses from time to time if necessary, but they will never show these warriors any respect and will constantly belittle and insult them at every turn.

**Saints, Librarians, and Engineers Only:** These are the most basic augmentations required to manufacture Bio-Tech, and the only "human sacrifices" this type of House is willing to make. Biotic, Scarecrow, and Skinjob conversions are strictly forbidden as are minor augmentations to human beings (no matter how small). The policy on cloning lost body parts can vary for this type of House. Some see it as simple medical care while others view it a tampering with nature. These Great Houses also refuse to allow augmented humans from other Houses into their underground havens. They will work with them as necessary, but they will never show these inhuman traitors any measure of respect.

**Limited Augmentations:** The people from this type of House see augmentation as a necessary evil, but one that they should still limit. They perform Biotic conversions, but only on criminals and only after a Librarian wipes their minds. Even then, House leaders still favor the death penalty over Biotic conversion unless special circumstances require that they manufacture more cannon fodder troops. Skinjobs and Scarecrows are allowed, but they are produced in extremely limited quantities (about one tenth the typical numbers) because they are viewed as monsters to be pitied and shunned. They view the creation process of these warriors to be nearly as

horrifying as the end result. Skinjobs are brutally tortured for days and then covered in a thick skin that deadens their sense of touch and makes them look like a wrinkly bag of skin. The process scars their psyches, cuts them off from human sensation, and leaves a monster staring back at them every day in the mirror. Scarecrows are seen as more horrifying because the process not only makes a monster, but a slave. Between the Librarians, Scarecrows, and Skinjobs, the people from this type of House have seen enough examples of how Bio-Tech augmentation turns humans into monsters to dissuade the majority of them from ever wanting to undergo the same process themselves.

**Common Augmentations:** This is the standard attitude towards Bio-Tech augmentation throughout most of the Resistance. Becoming a Saint, Librarian, or Engineer is seen as an honor, and the House tries to create as many of these beings as possible in order to keep their House well equipped. They not only turn criminals into Biotics, but they also allow volunteers to undergo the process as long as they willingly submit to a Librarian mind wipe. Augmented humans like Biotics, Scarecrows, and Skinjobs are still viewed as monsters to be pitied and avoided whenever possible, but a pretty decent portion of the population still volunteers for conversion each year. The cloning of missing body parts is common place and accepted, but additional enhancements like sensory enhancements or minor genetic changes are still off limits. These Houses have also banned their Librarians from experimenting with new types of human augmentation. If another House stumbles upon a viable new design, they may consider adopting it as well, but they

will never play around with monster making. Let someone else torture and distort their own population with these kinds of experiments; they will just benefit from the discoveries.

**Experimental Augmentations:** This attitude is more common among Houses with “Cutting Edge Bio-Tech,” but the House’s Bio-Tech Level must at least be “Prefers Bio-Tech.” This type of House considers Bio-Technology to be a wonderful gift, so it is no surprise that they are a bit more accepting of human augmentation. All the common augmentations are not only present, but they are a bit more accepted. Ultimately, they are still seen as a bit monstrous, but they are seen as tragic heroes to be respected for their sacrifice rather than fools that should be pitied or feared. That does not mean they want to have a Biotic over for dinner, but they at least show these warriors a modicum of respect. Along those same lines, this type of House is not only experimenting with new types of Biotic designs, they are also experimenting with the idea of letting qualified volunteers become Biotics without enduring a mind wipe. Most of these experiments are completed away from the main underground haven in an outpost or research facility. While the people are more accepting of human augmentation, that view may quickly change if they witness a few failed experiments first hand. The average person is also quite comfortable with the idea of using Bio-Tech to improve their own bodies in subtle ways. Altering genes to reduce their likelihood of developing chronic illnesses or to improve their speed, strength, agility, and intelligence seem like common sense improvements that anyone would be foolish to pass up. While only Bio-

Weapons are officially prohibited augmentations, most Bio-Enhancements are unofficially frowned upon as well. Only the most innocuous enhancements are ever accepted and even then, others often treat the recipient somewhat coldly. They are never outright shunned, but people with obvious alterations tend to be treated the same as Biotics, Scarecrows, and Skinjobs.

**Required Augmentations:** Great Houses with this attitude towards augmentation must have a minimum Bio-Tech Level of “Prefers Bio-Tech.” Surprisingly, Houses with a “Cutting Edge Bio-Tech” level do not tend to go this way. Great Houses of this type are usually not masters of Bio-Tech, but they do tend to have an almost religious devotion to it. They consider Bio-Technology to be the greatest thing to ever happen to humanity. Not only do they have a higher percentage of Biotics, Scarecrows, and Skinjobs within their ranks than most Resistance cells, but they also require that every citizen receive at least one Bio-Enhancement as a demonstration of House membership. What that enhancement is depends on the House. Some Great Houses require their people add a Bio Comm, sensory enhancement, or other small upgrade, while other Houses ask for a bigger display of loyalty such as bonded armor, additional limbs, or even mounted Bio-Weapons. The House typically chooses one common enhancement for its people to act as proof of affiliation, but some Houses let their people choose any enhancement they want.

**Inhuman Society:** Whether it was by choice or by force, this type of Great House allowed Bio-Technology to completely destroy their humanity.

Every single member of the House has been altered so significantly that they are no longer genetically compatible with human beings. It usually starts out innocently enough; a few genetic defects corrected here, a few improvements added there, but after a few generations of tinkering, there is very little that remains to demonstrate their human origins. All the members of the House receive the same basic augmentations to ensure they are able to breed with each other and reproduce viable offspring, but they can be further altered by Engineers in any way they wish. Some Houses may limit the use of Bio-Weapons, but most figure since they have already gone this far, there is no reason to limit themselves now. Just because they are no longer human does not mean they look monstrous. They may even be stunningly beautiful by human standards. In fact, they could even look completely human, but they are far from it. Members from this type of House are typically M.D.C. beings that possess superhuman senses, strength, speed, and endurance.

### **Step Twelve: Determine Attitude Towards Technojackers**

Technojackers unexplained connection with the Machine’s technology makes most people extremely uncomfortable. No matter how often they use their abilities to help humanity or combat the Machine, most people simply cannot get over their inherent distrust of their strange powers. Plus, since they are immune to the dangers imposed by metal, machines, and even enslaved robots, they constantly surround themselves with items that are absolutely deadly to normal humans. As a result, Technojackers tend to live alone or in small bands of their own kind. However, their abilities are simply too valuable to

the war effort to be ignored, which is why many Great Houses seek out their services routinely. Of course, not every Great House is able to put aside their fear and prejudice for the good of mankind, so these lone wolves need to tread lightly in their dealings with the Resistance.

**Hunted:** Somewhere in the House's history, they were let down or betrayed by a Technojacker with absolutely disastrous results. This terrible incident (or incidents) left deep scars with the people that have never healed. As a result, they have deemed all Technojackers to be a dangerous menace that must be wiped off the face of the planet. Depending on their willingness to venture beyond their own territory, this type of House may confine its campaign of extermination to its own borders, or their warriors may truly be trying to kill every Technojacker on the planet.

**Unwelcome:** Technojackers may be viewed as dangerous monsters that are best avoided, but at least this type of House recognizes their right to exist. However, they are still not welcome within their underground haven or even within their territory on the surface. Any Technojackers encountered on the surface are "politely" asked to leave. This usually means stern threats, but surface teams could also resort to using non-lethal means to subdue and remove unwilling Technojackers. On occasion, these confrontations can escalate to the point where the Technojacker is seriously injured or even killed, but this rarely happens. Still the word among the Technojackers population is clear, it is best to steer clear of this territory.

**Trusted Allies Only:** This type of Great House uses the services of Technojackers frequently, but only a trusted few. These Technojackers went through years of test missions and screenings and have proven themselves to be loyal, trustworthy allies. They entertain the idea of new alliances with additional Technojackers, but these new recruits will need to go through the same series of trials that their other allies completed.

**Limited Welcome:** All Technojackers are welcome, to a certain extent. They are free to live in the Great House's territory as long as they want. They may even enter the underground haven if they have business there, but they are required to limit their contact with civilians. The people are still a bit uneasy with Technojackers, so they are only allowed in certain areas in order to avoid causing a scene. They can trade with merchants or visit military contacts concerning possible employment, but they are not allowed to visit common areas or stay for an extended period of time. As long as they get their business done quickly without bothering the public, they are welcome back anytime they want. Those that violate the rules may still live in their territory and may even be hired for mercenary contracts, but they may not set foot in the underground haven again.

**Technojacker Safe Haven:** This type of House believes that all humans, even Technojackers, must stick together in this time of darkness if humanity is going to survive. They welcome all Technojackers into their homes as friends and allies, unless they prove themselves to be untrustworthy. They are free to stay as long as they wish, and

may go anywhere in the House that civilians are allowed access to, but they are still outsiders and will never have full access to the sections reserved for the military.

**Full House Membership:** Technojackers are not only accepted within the underground haven, but they are fully integrated members of the House's military (and not just as grunts). Their skills and powers are truly appreciated in this House. Technojackers may be despised and disregarded in other Great Houses, but in this one they are actually considered an elite branch of Special Forces. This level of integration is rare because it tends to foster mistrust and suspicion among other Great House allies.

### **Step Thirteen: Determine the House's Intelligence Resources**

Each Great House is buried deep underground in its own self-imposed isolation. They are cut off from the surface and cut off from each other. Long distance communication was shattered long ago. The only way to know what is happening on the surface is to go up and look, and this is a dangerous proposition. Information about the surface is tough to come by which makes it incredibly precious. Not only do Great Houses need to collect information about the Machine's activity, they also need to know what their fellow Houses are up to. Blood Feuds and other betrayals are always a possibility, and a Great House needs to know who they can trust and who they must be wary of. Knowledge is power, and each Great House must do its best to collect as much information as possible. Unfortunately, like with most things, resources are limited, and not every

House has equal resources available. It is possible for a Great House to make multiple selections from this category.

**Anecdotal Reports:** Great Houses send troops to the surface constantly to complete all manner of missions from sabotaging Machine facilities to ambushing robot patrols to rescuing civilians. When they return home, they are not only debriefed on the mission, but on whatever else they saw on the way to and from their objective. This provides everyone back home with a more complete view of what is going on up top, but it is far less detail than they need.

**Scouting Platoons:** These are dedicated missions to explore the surface and report back on everything observed. While this seems like a necessary function, some Great Houses simply cannot or will not risk the resources for these fact-finding missions. Any trip to the surface is risky, and some military leaders simply do not deem it worthwhile to go up top unless they are going there to blow something up.

**Deliverymen:** The Deliverymen Corps was created as a way to maintain communication between the various Resistance cells. These lone warriors cross hundreds of miles of territory to deliver messages and important packages between the Houses. The Deliverymen try to never use the same trail twice in order to prevent the Machine from predicting their movements and laying ambushes in their path. This means that their knowledge of the surface is absolutely unmatched. They know the land like no other and they have a very good understanding of what the Machine is up to all across the

Area of Influence. They are typically the ones that uncover Machine plots and the construction of new N.E.X.U.S. installations.

Infiltrators: N.E.X.U.S. is not the only threat on this planet. In addition to possible rivalries with other Resistance cells, a Great House also has to worry about Waste Crawler gangs in their territory. To learn more about possible threats, the House has sent out teams of spies to ingratiate themselves with every Waste Crawler gang and Great House in the area, so that they can have a steady flow of information about their activities. Of course, that information still needs to get back to the House, so they will need to send Deliverymen, Butchers, Scarecrows, or Skinjobs out into the field to collect this intel.\

Double Agents: These infiltrators were actually members of the target organization until they switched sides. These traitors are generally higher up in the organization than outside infiltrators, so they provide far better information. Once again, the trick is getting their intel back to the House without blowing the agent's cover.

Butchers: When simply gathering intel is not enough, it is time to call in the Butchers. Skinjobs and Scarecrows do a lot of assassination work, but these monstrous Splicers are not exactly the most inconspicuous beings on the planet. The problem with being a specialized Bio-Tech assassin is that people tend to be a tad suspicious when they are around. Butchers, however, are masters at blending into a crowd. They possess special Bio-Tech gear that allows them to copy another person's face or even imitate their armor. This enables them to

get much closer to a target than a Skinjob or Scarecrow ever could, and they are equipped with a variety of special weapons that allow them to kill a target without alerting anyone around them.

#### **Step Fourteen: Determine the Haven(s) Structure:**

When the Machine made her push to exterminate humanity, the survivors went underground to hide, regroup, and prepare for war. The types of facilities they fled to depended mainly on what was available at the time. Some uncovered old military bunkers while others settled into simple caves or sewers. Over the years, each House expanded their underground kingdoms, but once again, they had to rely on what was available to them. Great Houses that possessed skilled craftsmen were able to build comfortable quarters that almost felt like their old homes on the surface; while other Houses barely had the skill to keep their crude stone caves warm and dry. Some Great Houses actually have a pretty diverse mixture of structures throughout their underground havens. As the havens continued to grow, it was generally up to each social class to construct their own districts. This is why the wealthy districts tend to be more ornately constructed than the poorer ones. It is possible for a Great House to make multiple selections from this category.

Crude Stone: This basically resembles an underground mine. What once likely started as a natural formation was expanded over the years through a series of excavations. The builders set up structural supports to prevent cave-ins, but they did very little to clean up the area. It is dirty and dank and prone to the

formation of pools and puddles. It makes for a pretty dreary living environment. People that live in this type of habitat tend to have higher incidents of depression.

**Abandoned Sewage Lines:** The humans that fled underground from the cities did not have many choices on where they could find sanctuary. Any natural caves in the area were built over long ago. All that's left now are the series of sewer lines that handled all the waste and storm runoff from a time when humans completely blanketed the planet. These refugees settled into the storm sewers and restructured them to make them somewhat livable. As the House expanded, they cleaned up the surrounding waste sewer lines and made them livable as well. It is not really as awful as it sounds. After generations of intense work, these enormous pipes of been completely revitalized, and many have been covered with other materials to make them a bit more homey.

**Wooden:** The stone and dirt walls of the haven are hidden away behind crude wooden planks and logs. They make the area a bit cleaner, but walking around with bare feet is a good way to pick up some nasty splinters. Any piping and electrical wiring is likely exposed along the surface instead of being tucked away behind it.

**Finished Carpentry:** skilled craftsmen using finely sanded and stained lumber, polished stone, carpeting, tile, and drywall, constructed the area. The pipes and wires are built behind the walls to give every surface a nice clean look. The only difference between these quarters and the old homes they had to abandon

long ago is the complete lack of windows.

**Intricately Sculpted Stone:** Not every House has access to building materials such as wood and drywall, but they are still skilled enough to craft beautiful living spaces. The rock walls of their underground haven have been smoothly polished and shaped to form columns, statues, and other accents that create quite a regal appearance. While some Houses choose this look because they have no other materials available, others simply love the look.

**Resin:** This is one of the simplest ways to create M.D.C. structures. Tunnel Rat War Mounts and properly enhanced suits of Host Armor can excrete thick goo that hardens into a rough concrete-like substance. This is usually done to strengthen important passageways and defensive checkpoints. It is rarely used on living quarters, but some of the more important House members will reinforce their quarters as well. The resin can be roughly shaped as it dries, and it is possible to sculpt it into any shape imaginable once it hardens. How plainly or intricately these resin-covered surfaces appear is dependent on the artistic tastes and skills of the House.

**Plastic and Ceramic:** Houses that rely on high technology rather than Bio-Technology prefer to use M.D.C. plastics and ceramics to reinforce their structures instead of resin. This is the same material used in inorganic weapons and body armor. It is not quite as durable as the resin, but when layered properly it can be just as effective.

**Abandoned Golden Age Structures:** When the founders of this House fled



underground, they were fortunate enough to find an old underground complex. This could have been a military building, a manufacturing plant, or even an old bomb shelter designed to house thousands. Whatever its original purpose, it was quickly retooled in order to house and sustain a large population. When the Nanoplague struck, the complex had to be further retooled to remove any dangerous metallic components. Some of these structures possessed far too much metal to ever be made safe, but the members of this House were skilled enough to clear their home of any dangerous remnants.

Seedlings: No one is sure which House first created the Seedlings, but they quickly spread throughout the Resistance faster than almost any Bio-Tech design before it. A little too fast for some. Most Houses are protective of their most fantastic creations so that they can trade with their neighbors at exorbitant prices, but the Seedlings were distributed so cheaply that some Warlords are suspicious of their true purpose. The fact that the Librarians are also secretive of that purpose does not do much to calm people's fears. Of course, they are such a boon to the Great Houses that few people are complaining. Seedlings are the quickest and easiest way to keep pace with the needs of an ever-expanding population, and the quarters they provide are quite luxurious to boot. Compared to the dank caves and tunnels many have to live in, a Seedling is an absolute paradise. This is why it is usually the upper class within each House that gets to reside within a Seedling. Pretty much every Great House (other than those opposed to Bio-Tech) possesses at least one Seedling. However, that does not mean they are

large enough to house a single person yet. It takes at least ten years of growth before the Seedling starts to open up living compartments. At that point, growth accelerates and the Seedling can produce one new living space each week for the first year. As its growth rate continues to accelerate, the speed at which these rooms open up also accelerates. In year two it is two rooms a week, in year three it is four rooms each week, in year four it is eight rooms, and so on. No one knows yet if this fantastic growth rate continues to accelerate or if it begins to slow down at some point. If it does not slow down, it is possible that these Seedlings could eventually threaten the structural integrity of the entire planet, but once again, this is a possibility everyone has decided to conveniently ignore. If a Great House selects Seedlings in this category, then that means at least one has formed living spaces.

#### **Step Fifteen: Determine the House's Surface Presence**

The Machine drove the majority of the human race underground long ago, but some of the most daring Great Houses have done more than just dream about taking back the surface, they have actually established surface settlements. It is possible for a Great House to make multiple selections from this category.

None: This House either has not taken any steps to establish surface outposts, or they have already been destroyed.

Simple Safe Havens: These safe havens are little more than caves and crude dug out shelters. The House stocked it with a few Bio-Tech food trees and moisture condensers to collect water for any surface troops that might be running low

on supplies and need a temporary rest stop. Some Houses also store additional weapons and medical supplies within these shelters, but they are not very secure and are easily plundered by Waste Crawler gangs or rival Houses.

**Hidden Ghost Town Havens:** While members from the House did not technically build these settlements, it is still a testimony to their bravery and cunning that they were able to stroll into one of these N.E.X.U.S. controlled cities and claim a piece of it as their own. These pristinely maintained cities are absolutely crawling with N.E.X.-Androids so humans must proceed with great caution while moving through the packed streets of the Ghost Towns. The House likely figured out a safe route through the sewer lines to shuttle their gear to and from this safe house without alerting suspicion, but they must still be cautious. The slightest mistake could bring millions or even billions of androids down on their heads. The purpose of this outpost depends on the needs of the House. They are often used as a place for soldiers to safely rest and recover from long treks across the surface, but their main purpose is to act as a staging point for supply gathering missions. The Ghost Towns are perfect replicas of humanity's lost civilization, including its once impressive manufacturing capabilities. As the N.E.X.-Androids go about their work of creating a fake society, they also create and consume millions of tons of consumer goods, medical supplies, and even food. As long as they do not draw too much attention to themselves, crafty humans can take advantage of this insanity in order to steal immense amounts of useful items.

**Hidden Retro Village Havens:** Many Houses try to establish small outposts within the local Retro Villages so that they can build a relationship with the humans in their Area of Influence. It is helpful to have an ally nearby that can provide valuable intell about the surface topography and any known Machine activity, plus they can provide food and shelter to soldiers in the field and even hide them from Machine patrols when necessary. While these are useful benefits, the main reason most Houses establish these safe havens is so they can attempt to recruit new members into the Resistance. Wars are costly and it is rather difficult to find fresh conscripts on this world. In fact, the Retro Villages are really the last source of acceptable recruits. The only other source of human beings outside of the Resistance and the Retro Villagers are the Waste Crawler Gangs and other groups of outcasts. These savage humans were most likely thrown out of another Great House already, so the only thing they would bring to the House is trouble. The Retro Villages, on the other hand, are filled with wide-eyed idealists just itching to break the shackles of oppression they have been forced to wear their entire lives.

**Outposts:** An outpost is a fortified structure that is meant to act as a temporary military staging post. These buildings are generally built from scratch on the surface in a semi-heavily trafficked area. While this is dangerous, it is necessary so that these structures can act as a place for soldiers to rest, eat, rearm, and regenerate their gear before continuing on with their mission. Resistance fighters often need to travel great distances to reach their objectives, and having a stopping point along the

way is incredibly advantageous. The majority of the outpost is built underground to hopefully conceal it, but with an endless supply of N.E.X.U.S. robots crawling all over the area, everyone knows that discovery is inevitable. While the outpost is somewhat durable, it was not meant to stand up to a direct assault for long. This type of staging post is constructed with the understanding that at some point it will need to be abandoned. The outpost does not have a permanent contingent of troops, but because of the continuous turnover of soldiers coming through the outpost, it is always well staffed. The structure is large enough to comfortably house many armored troops and War Mounts simultaneously, but it is not built for comfort. Accommodations are Spartan and filthy, but still generally secure. Some Houses like to lay additional traps and defensive fortifications around an outpost to hopefully stall the Machine while everyone evacuates, but others keep the construction simple to minimize the risk of detection.

**Military Base:** While an outpost is expected to be abandoned at some point, a military base is meant to serve as a long-term settlement. Like an outpost, the majority of it is built underground to hide it from easy detection, but this base is typically located in remote areas the Machine tends to avoid like on a mountaintop or within a nature preserve. These structures usually have thick M.D.C. walls (usually lined with resin), a series of traps and defensive structures to hold off invaders, and most importantly, a permanent contingent of soldiers. While these troops are relieved often by reinforcements, the number of soldiers at this military base is usually

quite consistent. It can serve the same functions as a temporary outpost, but it usually has a more unique purpose. Some of these bases are used as research facilities, prisons for special captives, or even breeding grounds for illegal Bio-Tech experiments. Most importantly, they serve as a statement to the Machine and to rival Great Houses that this House has the power and the will to take and hold a piece of the surface.

**Fortified Settlement:** So far the only House that is known to have successfully established fortified settlements on the surface is the Great House of the Barren Marsh. These heavily fortified towns are more than just military bases, they are actual settlements designed for civilians. While the majority of the people occupying this settlement are soldiers there is still a pretty decent sized civilian population. Every building is a heavily fortified M.D.C. structure with some sort of heavy weapons emplacement mounted on each. The entire settlement is surrounded by an armored wall with guard towers spaced every fifty to one hundred feet, and there is an elaborate series of escape tunnels that can be used to evacuate the people during a massive assault. Fortified settlements are meant to be a brazen display of hope to demonstrate that the Resistance can take back the surface, but that does not mean they are going to foolishly risk human lives to put on this display.

### **Step Sixteen: Determine the House's Reputation:**

Reputation can be a double-edged sword. As a House strives to make a significant impact in the war with the Machine, its reputation grows throughout the Resistance, as does its level of prestige, respect, and power

among the other Great Houses. However, this comes with a price. As a House rises to prominence, it effectively becomes a symbol of the Resistance; a symbol the Machine would take great personal pleasure in obliterating. This means the House suddenly has an even bigger bull's eye on its back. Some Machine personalities will even redirect huge numbers of minions to crush any warriors sent to the surface from a famous House.

Unknown: Not only does the Machine have no knowledge of this House, but no one in the Resistance is even aware that it exists. They could be lying low to avoid the petty squabbles and treacheries that plague the Resistance, or they could be trying to secretly lay out some schemes of their own. Whether by design or by accident, the end result is the same, and for the time being, they are basically on their own.

Known: This is the most common status throughout the Resistance. The House is well known by every other Great House in the Area of Influence and by the Machine. They may also be known outside of their region as well. In general, they are viewed pretty neutrally. They have likely had minor incidents with other Houses, but for the most part, they are dedicated to the war against the Machine.

Famous: This type of House has distinguished itself among the Resistance, and has demonstrated that it is a friend of man. They may have participated in a few Blood Feuds, but not by choice. They only retaliated when attacked first, but even after the dust settled, they still willingly helped any human fight back against N.E.X.U.S.

Anyone from this House, is automatically assumed to be an honorable and trustworthy ally in any House that is also a dedicated defender of humanity. The Machine has started to take notice of this House's activities and has already begun increasing the number of patrols in the area.

Infamous: This House is well known throughout much of the Resistance, and is absolutely despised. They have either preyed upon their fellow humans one time too often, or have actually collaborated with the Machine. Whatever their offense, it has been deemed absolutely unforgivable by the Resistance, and anyone associated with this House is generally attacked on sight. This House may not have many friends in the Resistance, but it has gained a lot of favor with the Machine. N.E.X.U.S. will not necessarily protect or assist warriors from this House, but her minions will often let them pass by unmolested and will even break off an attack once their House affiliation is determined.

Symbol of the Resistance: This House has become an inspiration to every human on the planet, and a symbol the Machine desperately wants to destroy. Her minions are actively seeking out their underground haven, and she has created many spies and infiltrators in an attempt to smoke out this threat. Warriors from this House are treated like celebrities when visiting another Great House, but the Machine stalks them mercilessly.

Threat to the Resistance: This House is more than just a vile den of scoundrels and turncoats, they are seen as a dangerous liability to humanity's very

survival. They have inflicted unimaginable devastation across the Resistance and likely to many civilians living in Retro Villages. Only the vilest House would ever work with them, and most Houses are more interested in seeing these beasts destroyed than the Machine. N.E.X.U.S., however, is extremely interested in this Great House's survival. She will often come to the aid of any member of this House and will even partner with the House's army during assaults.

### **Step Seventeen: Determine the Entertainment**

Life underground can be pretty grim. The cramped conditions, continuous threat of extermination at the hands of the Machine, and the fact that most people never see the sky (or at least only see it in battle) means that most people are constantly at their breaking point and must be careful not to succumb to hopelessness and despair. Each Great House tries to offer its people some kind of distraction from their bleak realities, but scarce resources tend to limit what options are available. Other Houses may also outlaw certain activities because of moral objections. Of course, just making something illegal is not necessarily going to stop people from doing it. Any activity selected in this category means that the House allows it as an authorized and legal activity within the underground haven. It still may be possible to participate in other unlisted activities within that House, but they are considered illegal and anyone caught participating in them will be punished severely. Each House can make multiple selections from this category.

**Storytelling:** As mentioned previously, telling stories is a way to convey

information, but it is also a common source of entertainment throughout the Resistance. These tales can be relayed to small groups, but just as often, one speaker can be seen addressing an entire auditorium filled with attentive listeners. The most popular speakers are typically war heroes recounting their adventures or well-versed historians unlocking the mysteries of the past, but exceptionally charismatic speakers can develop quite a following even if they have not distinguished themselves in any other way. In fact, skilled storytellers can become quite the celebrities within their own House and even among other Houses.

**Theater:** Theater is a more elaborate method of storytelling, typically involving multiple presenters equipped with props, costumes, and complex set pieces, but many theater troops get by with pretty limited resources. The subject matter of these plays can also be based on historical information, but more often than not, they are works of fiction. Most performers are treated with a certain level of celebrity in their own House, but actors and actresses that possess exceptional beauty and charisma are treated like royalty throughout their House and often many neighboring Houses as well.

**Music:** Music has always been an important part of human culture, and in these dark times, it is now more important than ever. The simple act of singing a song or hearing an instrument play helps keep people grounded. It reminds them of their humanity and of the beauty they are fighting to protect. Their art reminds them that they are more than just animals struggling to survive. They are more than the vermin the Machine believes them to be, they

are human beings. A House that has this activity selected recognizes the importance of music and has constructed concert halls and auditoriums to allow for large-scale performances. People can still enjoy their music privately, but this House thought it was a worthwhile investment to give their people a place where they can go to enjoy small bands, orchestras, operas, choirs, and concerts.

**Sun Rooms:** Human beings need to see the sun on a routine basis in order to maintain their mental, emotional, and physical health. Unfortunately, living underground makes this difficult, if not impossible, for most people. To alleviate this problem, many Great Houses have built Sun Rooms to simulate the outdoor environments that most people will never see again. All that is needed to make a Sun Room is a smooth, high-ceilinged room and a large cluster of Organic Light Cells. When bundled together, these powerful Bio-Tech flashlights produce a full spectrum of bright light that looks like an artificial sun. The affect is incredibly realistic, and with a little effort to dress up the room with painted sky blue walls, sandy beaches, some plant life, and pools of water, most people can convince themselves that it is as good as the real thing. In fact, people that stay in these Sun Rooms for too long without protection will actually get sun burns. The cluster of light cells produces a comfortable heat as well, but each room requires some sort of cooling system in place to keep the place from heating up like an oven. These rooms are only available in Great Houses that produce Bio-Technology or trade for it. Even Great Houses that hate Bio-Tech often make an exception for Sun Rooms. The benefits to the people's emotional and

physical well-being is simply too great to ignore.

**Shopping:** A simple and easy way to pass the time that is surprisingly rare throughout the Resistance. Most items purchased in the underground havens are necessities, not luxury items, and since there is often only one manufacturer, there are no other options to browse through before making selections. Most people simply go to the supply depot and quickly grab what they need. Only the most affluent Houses ever establish well-stocked marketplaces. These Houses have the resources to not only produce luxury goods, but to create incredible surpluses of all kinds of goods. This enables the House to trade with other Houses for additional items, which further fills the marketplace with even more unique goods. The other important component of a thriving marketplace is House members with money to spend. Once again, this is generally only possible in the most affluent Houses.

**Alcohol:** It is rare to find a House that does not brew or distill alcoholic beverages of some kind. Most Houses get along brewing it the old fashioned way, but some also use special Bio-Tech creations called Boozers. These squid-like creatures excrete strong alcoholic elixirs that come in a variety of fruit and mint flavors. They are actually quite tasty, but some people do not like the idea of drinking what is affectionately referred to as "Squid \*\*\*\*." Alcoholic beverages can be purchased in markets for home consumption, but since most people drink for the social experience, the majority of liquor is sold in bars, restaurants, and other communal establishments. While drinking may be

tolerated, that does not mean that excessive public drunkenness is acceptable. In fact, most Houses that allow alcohol still have strict laws against public intoxication.

**Drugs:** When alcohol just is not strong enough, many people turn to drugs to numb their minds to the realities of their harsh existence. The members of nearly any House have access to drugs, but that does not mean that it is legal or even accepted within the House. If drugs are selected as one of the House's entertainment activities, then drug use is legal within the underground haven. Like with alcohol, drug use is acceptable within certain establishments, but public intoxication may still be a crime. Another difference with drug use being legalized is that it does not necessarily mean that all drugs are legal. Barbiturates, hallucinogenics, and narcotics tend to be more widely accepted because they slow down and pacify users, which make them much easier to control. Steroids and amphetamines may be encouraged for troops during combat operations, but they are generally discouraged within the underground haven since they increase aggression and agitation. The last thing House leaders want to do is to create shorter fuses in their people. While many drugs are derived from plant or even animal sources, the majority of drugs in the Resistance are administered through specially modified Slap Patches. Instead of the healing cocktails held in Slap Patches, each drug patch typically contains one specific type of narcotic. Houses that are trying to pacify their people may give them drug patches that regenerate their payload over time, but the ones they sell to other Houses can only deliver one

dose before they dry up and die. Some Houses will give these disposable patches to their people as well to ensure their loyalty. These House leaders were inspired by the sick cycle of dependency the Librarians use to enslave their Scarecrows.

**Prostitution:** The oldest human profession is still alive and well in most Great Houses, but whether it is legal or not within each House is a different question. In Houses where prostitution is allowed, it is typically confined to officially sanctioned brothels or to delivery services that send escorts directly to customers' living quarters. The women (and men) working in these establishments are routinely screened and treated by Saints to keep them healthy and disease free. Some brothels even have Bio-Tech scanners in their waiting rooms that can detect the scent of sexually transmitted diseases in customers that pass by. These clients are then referred to a nearby Saint for treatment before they are allowed to do business. In legal prostitution rings, the prostitutes are generally treated well and are protected from abuse by customers and employers. It is typically when prostitution is forced underground that the workers are beaten or even killed by clients or employers. They also tend to have higher incidents of disease, but most Saints will still treat them, no questions asked.

**Gambling:** Gambling is pretty widely accepted throughout the Resistance as a way to waste some credits and blow off some steam. It is not like people need to save their credits for retirement anyway. Activities can range from organized card games to racetrack and sports booking to elaborate casinos. Legal gambling

establishments split most or even all of their profits with the Great House, while illegal operations are generally run by the criminal underworld.

**Sports:** Competitive games offer a great outlet for the inevitable pent up energy that comes with being cooped up underground, plus it is a great way for soldiers and civilians alike to stay in shape. Most games require little in the way of equipment, but unfortunately, they often require a lot of space, and that is an incredibly precious and rare commodity within most Great Houses. Those that can afford to do so, set aside dozens of small rooms and even some large arenas that can be reserved for competitions. Some Houses have even built stadiums and set up competitive leagues so that spectators can watch the games (and possibly bet on the outcomes). These games can get pretty serious, but none of the players are full time athletes. They are all ultimately hobbyists with real jobs to get back to (usually in the military). Some Houses even compete with neighboring Great Houses for bragging rights. However, the trek across the surface is often more dangerous than it is worth, so these inter-House competitions are pretty rare.

**Racing:** This is another activity that requires little resources other than an abundance of space. Any House willing to invest the space into a racetrack almost always includes plenty of seating for spectators, since the real point of these races is to entertain the masses. People love to gather and root for (and bet on) their favorite. Racers could be humans on foot, Host Armor pilots, Scarecrows, Biotics, War Mounts with riders, dogs, horses, Gorehounds, some new kind of Bio-Tech creation, or even a

combination of all types. Successful racers can acquire a certain level of celebrity, but just like sports stars, they also have real jobs to get back to once the race is over. Like with competitive sports, some Houses will send their best racers to other Houses to show just what their people are made of.

**Sparring:** Sparring is a common part of any soldier's training regiment, but some Houses have come up with the idea of taking these training sessions and turning them into spectator sports. The concept is pretty simple, set up some bleachers around the ring and just let the soldiers slug it out. Just having an audience tends to turn up the intensity of these sessions as each soldier tries to impress the crowd. This really pushes the soldiers' training to the limits, plus it makes for quite an entertaining spectacle. These sparring sessions are typically barehanded fights, but they can also include non-lethal weapons like training swords and knives, sticks, and whips. Some Houses even spar with lethal weapons and simply rely on their Saints to patch up the inevitable wounds. Sparring sessions are typically going on 24 hours a day and spectators are free to stroll in and out of these arenas whenever they want. Fights between renowned war heroes or intense rivals are usually announced ahead of time and may actually have an admission price since these fights tend to draw enormous crowds.

**Armored Sparring:** Some Houses have taken the concept of sparring-as-sport to the next level. They created special arenas that are much larger and offer protective shielding for spectators so that they can safely watch as warriors spar in full Host Armor. These matches are



strictly limited to melee weapons only, no ranged weapons are allowed under any circumstances. Violating this rule carries the same weight as firing a mega-damage weapon within the underground haven; a crime that is typically punishable by permanent expulsion from the House. These matches usually draw large crowds no matter how often they occur or who the participants are. Seeing these powerful suits of armor in action is not something most people get to experience. Even veteran Splicers enjoy being able to relax and watch their brethren expertly coax the most out of their Host Armor. Normally they are too busy watching the Machine or just trying to stay alive to really sit back and observe these remarkable creations in action. Something else that makes these matches so exciting is the fact that Host Armor heals at an incredible rate. This allows combatants to really put on a brutal show without fear of damaging their armor (or themselves) beyond repair. Most of these events are free to the public, but once again, matches between famous heroes or fights that promise to be bloody spectacles can garner a pretty hefty ticket price.

Gladiator Arena: When sparring matches or even armored sparring matches are not brutal enough, some Houses resort to gladiatorial combat to feed the bloodlust of its citizens. The main difference between these fights and sparring sessions is that the combatants can and often do die in the end. These matches still limit the use of ranged weapons to protect the crowds, but other than that, pretty much anything goes. These fights can be contests between equals, but more often than not, they are incredibly lopsided affairs where one side is meant to slaughter the other in the most

grotesquely way possible. Examples include a single armored pilot against packs of Gorehounds, groups of unarmored humans pitted against a single War Mount, a recently created (and disposable) Scarecrow against a Dracos, and so on. Some Houses also like to use these gladiator arenas to test out new Bio-Tech designs. The humans sacrificed to this spectacle are generally criminals, but they can also include prisoners from other Great Houses. Houses that are willing to set up gladiator arenas tend to have an incredibly aggressive and bloodthirsty culture. They also tend to be excessively harsh on criminals in order to keep the gladiator pens fully stocked.

#### **Area of Influence**

In the earliest days of the Resistance, the humans somehow discovered the importance of the Machine's Computer Cores. Where they came by this information has been lost to history. Many believe it was the Machine personality Eve that first gave the human's this vital intel. Other rumors suggested that a Great House somehow stole this information from the Machine's databanks and was subsequently wiped off the face of the planet in the hopes that their knowledge of this weakness would die with them. Whatever the source of the info, it was confirmed to be true when the Great House of the Barren Marsh destroyed the Computer Core in their territory and freed their lands from the direct control of N.E.X.U.S. Their success convinced the rest of the Resistance to focus all of their efforts towards destroying the Machine's Computer Cores. The formation of Great Houses was previously haphazard at best, but with

this new strategy, the Resistance adopted a more organized method.

They divided the planet into sections they called Areas of Influence. Each Area of Influence corresponded with one of the Machine's Computer Cores. Multiple Great Houses were established in each Area of Influence to monitor and "contain" the Machine threat. The multiple cells would allow continuous opposition in the event one House fell, plus they could combine their forces to oppose N.E.X.U.S. on a larger scale whenever it was necessary. Each Area of Influence was based on the 1000-mile radius of control surrounding each Core. There are currently believed to be only 100 Computer Cores scattered across the planet, but N.E.X.U.S. continues to build more in order to add a layer of redundancy to this vital network.

Each Area of Influence is named with a simple number that denotes when it was founded. The smaller the number, the longer the Resistance has had a presence within that region. The older areas are typically home to some of the most established, most powerful, and most prestigious Great Houses within the Resistance. While this is not exactly a hard and fast rule, Great Houses within the older areas like to act as if the age of their region only adds to the stature of their House.

Personally, I see no major issue with issuing Roughnecks and Outriders a Host Armor and a Living Body Armor, for the Houses that can afford it.

War Mounts are a huge investment for Great Houses (both in space required to develop them and the Gene Pool gestation longevity. That's before they even see the light of day for field use. They consume a lot of resources, but they make up for it when they hit the field. Ideally, with so much invested, I

would want a well suited Outrider/Pilot to sustain the punishment that War Mounts instantly attract from the Machine. I can see fielding an Outrider with Living Body Armor only if their HA is recovering or is being upgraded in the Gene Pool, but the task requires for that Outrider to still be active in the field or to be deployed sooner than the HA will be ready. The Living Body Amor can also come in handy, just incase the Outrider's War Mount is being upgraded in the Gene Pool or has to recover, and the Outrider doesn't want to walk around with a hulking HA in certain Operations. Maybe both the HA and War Mount are being healed or upgraded. This preserves some versatility for this Character. Being first on the hit list by the Machine's threat protocol means a ton of attacks and actions being placed against the Outrider and War Mount. I've seen formidable War Mounts and Outriders who were doing devastating attacks on the field against the Machines, literally get picked apart simply by the number of attacks and actions taken against them due to their priority number one threat status. Even with all the bonuses, it can turn ugly and deadly for Outriders very fast. They are the lest likely to be able to successfully evade, hide or escape an attack and they are the first to get spotted, they require a lot more resources, plus they are wearing a bloody red bullseye.

Regarding Roughnecks, Heck these are the guys who are thrown in with the guts for glory mindsets and in a world where such infantry is a required treasure and are possible prospects for Dreadguards, these aren't necessarily your throw away soldier infantry either. That what you have Biotics for.

The issue I see is that way too many OCCs, especially new ones have Host

Armor because its so fun to build them and the customizations are awesome, its truly addictive. However, IF we began to also see some Great Houses that couldn't afford to impart every Roughneck or Outrider with HAs, then we might see some nice dynamics without going against the core rules. For example, a Fledgling or Devastated House or a Small House might issue Living Body Armors to its Greener Roughnecks, and those who survive and earn "The Right" will be -eligible- for Host Armor. This is the path to the Dreadguard.

War Mounts for such a Great House will give Host Armor to the most seasoned Outriders first. Then Living Body Armor for all other Outriders. However before a Roughneck gets an HA, it would go to the next available "eligible" Outrider if it came down to choosing between the two.

What I'm getting at is instead of making a rule that governs "all" Outriders and Roughnecks regarding Host Armor & Living Body Armor, why not make it a part of the Splicers setting dynamic? For some Houses its a super power luxury and for others it is a hard earned reward that helps you survive even longer, with increased potential for rank advancement.