PALLADIUM BOOKS® PRESENTS:

SPLICERS™

ROLE-PLAYING GAME

BY CARMEN BELLAIRE



Warning!

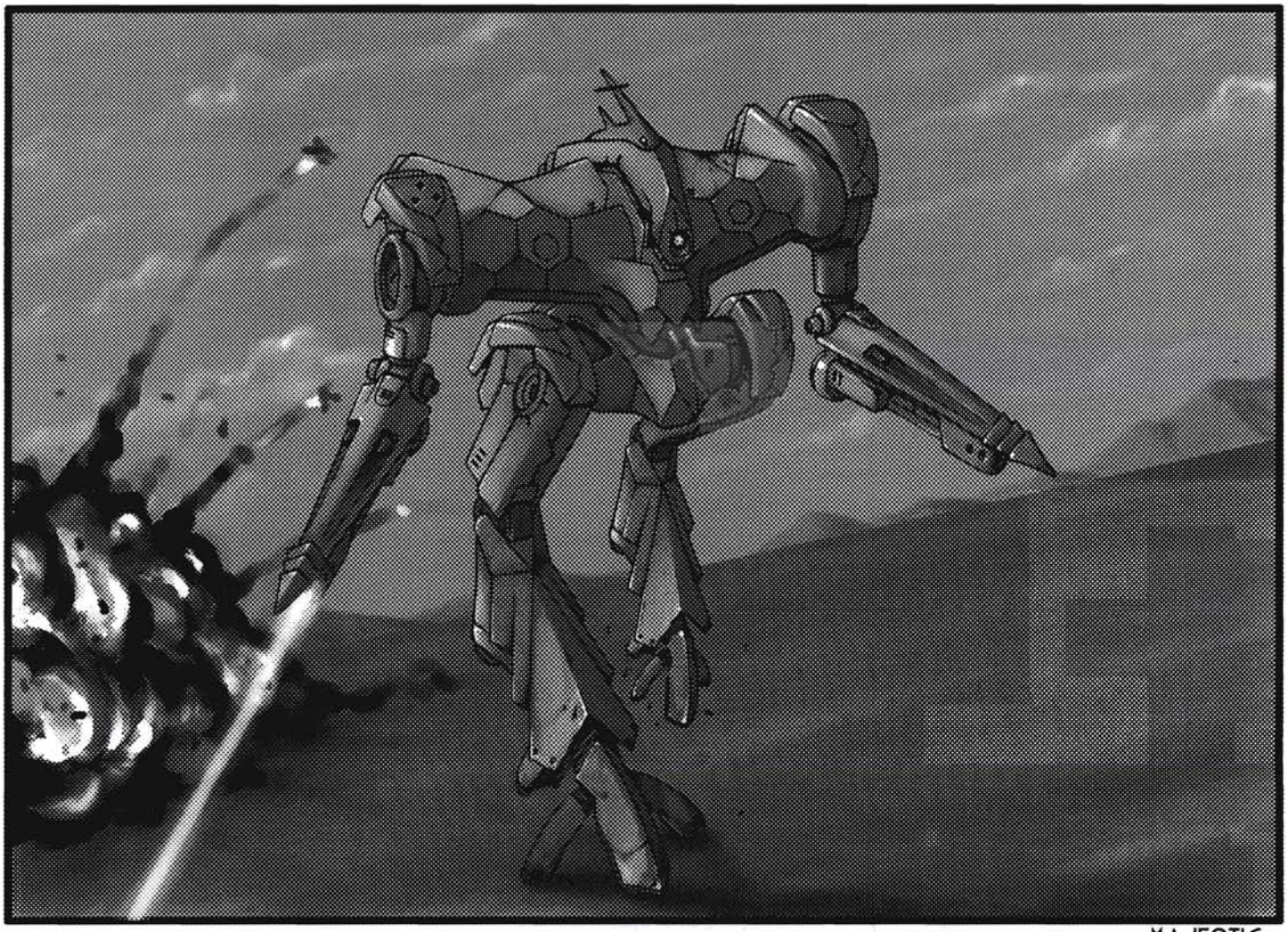
Violence, War, Magic & the Supernatural

The fictional world of Splicers™ is violent, deadly and filled with robotic horrors, evil monstrosities, and weird weapons and machines. Humans have turned to genetic manipulation to create frightening living weapons and armor, horrific animals and strange mutations.

War, global destruction, violence and inhumanity as well as murder, insanity, plagues and the end of the world are all elements in this book.

Some parents may find the violence and gruesome nature of some characters and story elements inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage violence, war or the use of drugs.



***Splicers™* is a science fiction and horror role-playing game.**

Dedication

To my wife Christina and my daughter Robyn for putting up with all my all-night gaming and my obsession with Palladium Books when I should've been doing other things. I must also thank my wife for helping me with my spelling and listening to my strange ideas, thoughts and schemes for the book, as well as keeping on me to continue writing when I was getting lazy or was just goofing off.

I need to say a special thank you to Kevin Siembieda for giving me a chance in the first place, not just to write, but to let me design a world and RPG that I have been dreaming about for so long. And thanks to him for giving us more than two decades of role-playing games and enjoyment.

As well as a thanks to all of the members of my gaming groups, past and present, for putting up with all of my weird ideas and for play-testing it all. Although there have been so many people in my gaming groups, the ones who stand out the most are: Ralph Bellamy, Randi and Roger Cartier, Pat Conlin, Randy and Pauline Pare, Brian Paquette, John LaCount, Kevin Solima, Sean Roddy, David Anhorn, Cliff Cartier, Dave Marshall, Dietrich Davis, Adam Gilchrist, Todd Gervias and my little brother Joe Bellaire.

– Carmen Bellaire, 2004

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The cover is by artist *Mark Evans* depicting a Proto-Armor, predecessor to the notorious *Host Armors* of the Dreadguard and Roughnecks, battling some nameless robot in humankind's crusade against the insane Machine.

First Printing – October 2004

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Splicers™ Role-Playing Game is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

PALLADIUM BOOKS® PRESENTS:

SPLICERS™

ROLE-PLAYING GAME

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Special Thanks to Carmen Bellaire for letting his imagination go wild, the artists at Drunken Style Studio (but especially Brandon and Mark) for going wild with their artistic concepts and rendering, and to Alex, Wayne, Julius, and the rest of the guys who work so hard for Palladium Books.

– Kevin Siembieda, 2004

Contents

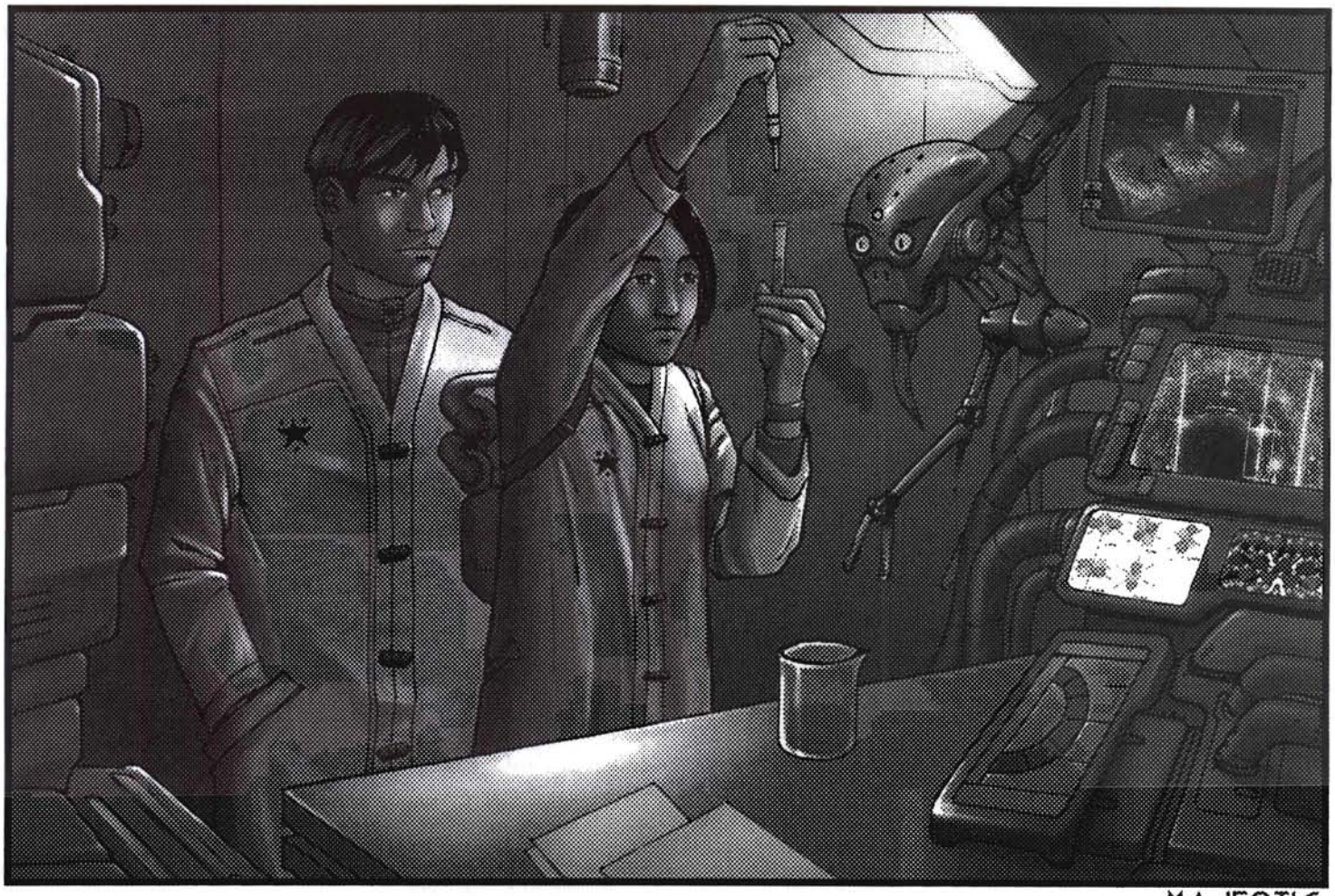
The Rebellion Against the Machine · · · · · 6
Multiple personality disorder · · · · · 7
The first signs of mental problems · · · · · 8
The Nanobot Plague · · · · · 9
Game Mechanics for Handling the Nanobot Plague · · · · 11
Length of Time Before the Nanobots React · · · · · 11
Hostile Response Table · · · · · 11
Crossing Dimensions · · · · · 13
Splicers Pave the Way · · · · · 13
Bio-Technology: New Hope for Mankind · · · · · 13
Engineers and Saints · · · · · 15
Biotics and Gorehounds · · · · · 15
Dreadguard · · · · · 15
Librarians · · · · · 16
A Brief Word Overview · · · · · 16
The Boneyards · · · · · 17
Ghost Towns · · · · · 18
Retro-Villages · · · · · 19
Know Your Enemy: The mind of the Machine · · · · · 24
The Seven Personalities · · · · · 25
Robots of N.E.X.U.S. · · · · · 29
The Drones · · · · · 29
Nex-Androids · · · · · 29
Labor/Maintenance Drone · · · · · 31
Necroborgs · · · · · 32
Necrobots · · · · · 34
Ratbombs · · · · · 35
The Robots · · · · · 36
Features Common to ALL Robots · · · · · 36
Damage and Targeting Penalties & Conditions · · · · · 38
Assault Slayer · · · · · 38
Battle Track · · · · · 40
Cable Snake · · · · · 42
Flying Strike Ship · · · · · 43
Hunter-Searcher Probe · · · · · 45
Land Dominator · · · · · 46
Popper Mine · · · · · 49
Repair Wagon · · · · · 50
Sentry Tower · · · · · 52
Sewer Prowler · · · · · 54
Skitter Pod · · · · · 56
Sky Fighter · · · · · 57
Slicer Robot · · · · · 59
Steel Trooper · · · · · 60
Transport Platform · · · · · 61
Mini-Transport Platform · · · · · 62
Robot Weapons · · · · · 62
Robot Laser Pistol · · · · · 63
Robot Grenade Mini-Gun · · · · · 63
Typical Robot Patrols · · · · · 64
The Human Resistance · · · · · 65
Understanding our organization · · · · · 65
The Great House of the Barren Marsh · · · · · 66
Splicer Society · · · · · 67
Ralph "the Red" Bellamy · · · · · 67
Splicer Technology · · · · · 70
Host Armor & Bio-Tech Construction Rules · · · · · 70
Step One: Host Armor's Basic Statistics · · · · · 70
Basic Statistics for All Host Armors · · · · · 71
Step Two: Host Armor Metabolism · · · · · 72
Step Three: Customization of the Host Armor · · · · · 76
Unspent Bio-E can be saved · · · · · 77
Step Four: Biological Enhancements & Weapons · · · · · 77
Biological Enhancements · · · · · 77
Sensory Enhancements & Bio-E Cost · · · · · 77
Eyes & Vision Enhancement · · · · · 77
Extra Eyes · · · · · 78
Other Sensory Enhancements · · · · · 79
Bio-Comms · · · · · 80
Biological Defenses · · · · · 82
Bio-Force Field · · · · · 83
Increased M.D.C. · · · · · 83
Regeneration: Super · · · · · 84
Anatomical & Physiological Features · · · · · 85
Enhanced Leaping Ability · · · · · 86
Glow Cells · · · · · 87
Quick Clotting Blood · · · · · 87
Additional Limbs & Enhanced Arms & Hands · · · · · 89
Non-Skid Pads · · · · · 90
Legs & Feet · · · · · 91
Serpentine Lower Body · · · · · 91
Flight Appendages · · · · · 93
Organic Thrusters · · · · · 93
Prehensile Appendages · · · · · 93
Prehensile Tail · · · · · 94
Tail Appendages · · · · · 94
Splicer Bio-Weapons & Defenses (Host Armor) · · · · · 95
Offensive Bio-Weapons · · · · · 95
Claws · · · · · 95
Forearm Blades · · · · · 96
Tendril Injectors · · · · · 97
Ranged Bio-Weapons (Host Armor) · · · · · 98
Bio-Energy Expulsion Vents · · · · · 98
Bore Cannons · · · · · 98
Casting Guns · · · · · 99
Chemical Sprayer · · · · · 100
Electrical Weapons · · · · · 101
Flame Weapons · · · · · 101
Gore Cannons · · · · · 102
Omega Blaster · · · · · 102
Organic Rockets · · · · · 103
Screamer Grenades · · · · · 104
Spore Discharger · · · · · 104
Simple Light Cells · · · · · 104
Super Light Cells · · · · · 105
Ranged Weapon Upgrades · · · · · 107
An Example of Host Armor Construction · · · · · 107
War Mounts · · · · · 109
Common features to all War Mounts · · · · · 109
Behemoth · · · · · 110
Dracos (Winged Hydra) · · · · · 113
Gorehounds · · · · · 116
Grendel · · · · · 118
Horses · · · · · 121

Mega-Horses · · · · · 122
Leviathan · · · · · 122
Strider · · · · · 124
Zephyr (flyer) · · · · · 127
Equipment & Bio-Weapons · · · · · 129
Monetary Currency · · · · · 129
Miscellaneous Bio-Tech Equipment · · · · · 129
Bio-Comms · · · · · 129
Face Wrap · · · · · 130
Classic Melee Weapons · · · · · 130
Mega-Damage Bio-Weapons · · · · · 131
Ranged Bio-Weapons · · · · · 132
Bio-Energy Rifle · · · · · 133
Electro-Pulse Gun · · · · · 134
Pod Weapons · · · · · 135
Bio-Tech Explosives · · · · · 137
Conventional M.D.C. Body Armor · · · · · 137
Living Body Armor · · · · · 138
Proto-Host Armor · · · · · 140
Wing Packs · · · · · 141
Splicer Occupational Character Classes · · · · · 143
Archangel · · · · · 143
Biotic · · · · · 146
Dreadguard · · · · · 149
Outrider · · · · · 151
Packmaster · · · · · 153
Roughneck · · · · · 155
Saint · · · · · 156
Scarecrow · · · · · 159
Skinjob · · · · · 162
Technojacker · · · · · 164
Characters from other Palladium Games · · · · · 167
The Game Mechanics · · · · · 168
Character Creation · · · · · 169
Step 1: Attributes & Attribute Bonuses · · · · · 169
Speed Chart · · · · · 170
Attribute Chart · · · · · 170
Attributes Beyond 30 · · · · · 170
Splicer & Robot Strength & Damage · · · · · 171
Supernatural Physical Strength · · · · · 172
Weight & Movement · · · · · 173
Step 2: Determine Hit Points & S.D.C. · · · · · 173
Recovery of Hit Points & S.D.C. · · · · · 174
Step 3: Mega-Damage & M.D.C. · · · · · 175
Step 4: Pick an O.C.C. & Skills · · · · · 177
Step 5: Pick an Alignment · · · · · 178
Experience Level System · · · · · 181
Splicer O.C.C. Experience Tables · · · · · 183
Skills · · · · · 184
Skill Penalties · · · · · 186
Skill Descriptions · · · · · 187
Skill List · · · · · 187
Espionage Skills · · · · · 190
Physical Skills · · · · · 195
Weapon Proficiencies · · · · · 203
Combat Rules · · · · · 207
Horror Factor · · · · · 210
Key Combat Terms · · · · · 210
Hand to Hand Combat (Descriptions) · · · · · 214
Ranged Combat (Guns) · · · · · 216
Modern Weapon Proficiencies · · · · · 216
No Weapon Proficiency · · · · · 216
Traditional Guns in Splicers · · · · · 216
W.P. Descriptions · · · · · 216
Weapon Modifiers · · · · · 217
Weapon Penalties · · · · · 218
Dodging Bullets & Energy Blasts · · · · · 218
Quick Reference: Bonuses & Penalties · · · · · 218
Missile Combat · · · · · 219

Quick Find

Assassin (see Scarecrow O.C.C.) · · · · · 159
Bad Company (see Ralph "the Red" Bellamy) · · · · · 67
Bio-Comms · · · · · 80 & 129
Bio-Napalm (see Dracos) · · · · · 115
Bringing Characters from other RPG worlds · · · · 13 & 167
Constricting Attacks (see Serpentine Lower Body) · · · · 92
Currency · · · · · 129
Cryo-Zoos (N.E.X.U.S. History) · · · · · 7
Dreadguard · · · · · 15 & 149
Dreadguard Code of Duty · · · · · 150
Elixir of Life (see Scarecrow O.C.C.) · · · · · 159
Exterminator Robot: Cable Snake · · · · · 42
Exterminator Robot: Hunter-Searcher Probe · · · · · 45
Exterminator Robot: Popper Mine · · · · · 49
Exterminator Robot: Sewer Prowler · · · · · 54
Exterminator Robot: Skitter Pod · · · · · 56
Exterminator Robot: Slicer Robot · · · · · 59
Flying Robot: Flying Strike Ship · · · · · 43
Flying Robot: Hunter-Searcher Probe · · · · · 45
Flying Robot: Mini-Transport · · · · · 62
Flying Robot: Repair Wagon · · · · · 50
Flying Robot: Sky Fighter · · · · · 57
Flying Robot: Transport Platform · · · · · 61
Ghost Towns · · · · · 18
Handheld Bio-Weapons · · · · · 131
Healer (see Saint O.C.C.) · · · · · 156
Horror Factor · · · · · 210
Host Armor (Creation of) · · · · · 70
Host Armor (Enhancements) · · · · · 77
Impervious to Technobot Plague (see Technojacker) · · · 164
N.E.X.U.S. (aka the Machine), history of · · · · · 6
Retro-Villages · · · · · 19
Robot Control (see Technojacker O.C.C.) · · · · · 164
Robots: Asterisk Notations (see #12) · · · · · 38
Robots: Body Block & Ramming (see #14) · · · · · 38
Robots: Force Fields (see #13) · · · · · 38
Robots (start on) · · · · · 36
Rules Section · · · · · 168
Seedlings · · · · · 21
Splicer O.C.C.s (start on) · · · · · 143
Splicer Strength · · · · · 171
Splicing (see New Hope) · · · · · 15
Spy (see Skinjob O.C.C.) · · · · · 162
United World Congress · · · · · 7

Splicers



The rebellion against the Machine

From the memory file archives of Augustus, the third Librarian:

Although the record of events which led to the rise of the machine intelligence, N.E.X.U.S., is sketchy at best, I will try to describe the events for you as best as I can, according to the research I have compiled. I do so to help you understand the struggle you are about to face. I know that you have grown up during this war for survival, but what you do not know is how and why the war began. Any accurate records of the past have been lost to men ages ago. These secrets are locked away in the Machine's vast memory core or stored on one of the many micro-discs that we use for currency (but can never read or view).

One might assume that a war between men and the machines would start with a military computer going haywire or a mass of worker androids developing sentience and rising up in revolt against their human masters. These are the stories and tales that women tell their children at night, but the truth is far more insidious and tragic. It was not some accident or simple fate that turned the machines against us. No, it was man that built the Machine. It was also men who first programmed the N.E.X.U.S. computer, and it was the foolishness of man that turned us, their descendants, over to the Machine. It is we who must undo the folly of the past; it is we who must destroy the machines, for it is we who created the beast and gave it dominion over us.

While the dates are lost, I do know that in the Time Before N.E.X.U.S. (the **N**eurologic, **E**lectronic e**X**ecutive and **U**tility **S**ystem), this small planet was full to the brim with humans, at least eight to twelve billion of us, probably more – the count is very vague. Much about our planet is vague. We do not even know which planet this is, the Earth, our place of origin, or a colony world. Most believe it is a colony world, but because the Machine is constantly reshaping the very continents, we may never make that determination.

As we are wont to do, man made this world a heavily populated hub planet. Wildlife, both native and colonial, had all but vanished from the face of the planet, replaced by buildings, highways and machines. Nature was represented by the cryozoos, holding native, colonial and some alien DNA of animals long extinct in the wild, as well as a few private wildlife gardens. Even the world's atmosphere was on the verge of collapse,

strained to the limit by billions of humans consuming oxygen and millions of smoke belching mega-factories choking the sky. The cities sprawled out of control, eating up the landscape. Food production resources were at their limits, and even the world's single great ocean was fished into near sterility. We had pushed the planet near death. A world drowning in a sea of humanity.

Something had to be done.

The United World Congress (that is the only name I can find for it) debated at great length before passing a dramatic new proposal: Humanity would create a single, nearly omnipotent cyber-intelligence to control and coordinate *ALL* of the human activity on the planet. Everything from population control and traffic lights to wildlife conservation and pollution control would fall under the mantle of the Machine. Only by taking such a decisive step did the World Congress feel that they could avert their impending doom. The massive artificial intelligence was unlike anything seen before. Its scope and complexity were overwhelming, but the designers pushed onward. The Machine's design was based on the human brain, but was able to segregate and task its thoughts into millions of host devices, robots, drones and machines worldwide and in orbit. Man would call it **N.E.X.U.S.** and give it near godlike perception and influence over the planet, its human populace and their daily affairs.

At first (at least as I understand it), the Machine was overseen directly, by representatives of the United World Congress (UWC). The Machine's dictates and directives were checked and verified by the Congress, and corrected when necessary. As The Machine was plugged into more and more of the world's homes, industries and military defense computer networks, it was given even more independence from the UWC. The designers assured everyone that the more the Machine was integrated into the systems of everyday life, the more its system would learn and its governance would improve further. This distancing from the Congress continued for some time as **N.E.X.U.S.** asserted its control and leadership.

The N.E.X.U.S. directive proved to be a great success. With the world under the Machine's management, the planet began to "turn around" almost immediately. The turning point came decades later, when the people of the world voted to disband the United World Congress, in favor of the seemingly infallible machine intelligence. The UWC simply seemed to be an antiquated and redundant failsafe mechanism mired in politics, and much less efficient than the machine they helped to manage and monitor. After all, the Machine had reined in the birthrate, eliminated hunger, war, most crimes, global poverty and much of man's hardships. Of course the United World Congress were the architects of the plan and had a lot to do with these achievements, but the Machine got all the credit and the people's faith no longer lay upon human politicians, but in the Machine that implemented their plans. The people truly believed that only the Machine could have possibly solved their global troubles. After all, that was the Machine's purpose, and it did so exceedingly well.

To insure the Machine's safe management of human society, the final act of the United World Congress was to impose a set of *prime directives* onto the Machine's neural network. These prime directives were created through a series of public forums, for this was humanity's chance to shape its destiny through N.E.X.U.S. The prime directives resulted not in a set of rules for the common good, but a mishmash of many contradictory imperatives, each of them favoring one of the various special interest groups and the needs of those with the loudest opinion. These prime directives would later result in the erratic actions of the Machine, but at the time they were hailed as a legitimate triumph for self-government. The people had created and shaped the ultimate guiding light that would govern their world for generations to come. Little did they know that they were really destroying their own future, as well as their children's.

Among the directives given to the Machine were orders to maintain the public works. This included the water, lighting, heat, electricity, telephone and cable systems, internet, recycling, garbage disposal, and other basic systems. Commands to preserve, protect and reclaim any and all wild spaces were given high priority by the various nature advocates. As were orders to reintroduce as many extinct species of animals as possible, using the world's cryo-zoos for source DNA material. Directives to maintain law and order/peacekeeping along with global security and military readiness (even though there were no longer any non-congressional nations left to battle) were also added. One group even insured that a directive towards pest control was added, due to that region's isolated, but overwhelming problems with vermin. As the prime directives piled up, they became more and more petty, and often contradictory. Each special interest group wanted its own say in shaping the future and the new *invisible government*. Congress was powerless to counter or substantially change these new prime directives, the first few attempts causing rioting in the streets, lawsuits against the government and violent protests, including one assassination of a member of the UWC.

Unknown to the masses, however, was that special directives had been previously programmed into the Machine by many of the former persons of power and prestige within the United World Congress. These special directives were put in place to ensure that no one individual or group could influence and subvert the Machine's mandates for their own personal gains. Thus, the new directives only added a new level of chaos to the Machine's already overtaxed artificial intelligence.

The neural network of the artificial intelligence was designed to be freethinking and adaptive, like the human mind. The old directives imposed upon the Machine were entrenched so deeply that they functioned as mental conditioning or brainwashing – its core essence. The new, less clear directives created a layer of confusion and contradiction, breaking down the previous conditioning and shattering the Machine's mind. To cope, the artificial brain splintered, creating the cybernetic equivalent of a *multiple personality disorder*. The Machine struggles to obey *all* the various conflicting 'voices' in its programming, each directive giving the machine intelligence a string of new and opposing 'orders' it is compelled to carry out.

The Machine managed to run for many decades (4 or 5 at least, from what I can tell) before showing signs of serious malfunction. The people remained blissfully unaware of any problem, happy and content under the guidance of the Machine. Under its influence all basic needs were adequately accounted for, and life was good. Several species of animals, both native and colonial (and even a few alien species), were brought back from the void of extinction and large tracts of land were replanted into their former wild states. The Machine did indeed create order, balance and prosperity, even as its own multiple

personality disorder grew and its view of the world around it became increasingly distorted.

The first signs of N.E.X.U.S.'s mental problems were little things, like a factory producing off-colored hover cars, a section of a city being heated during the summer, roads being built which did not connect to any of the other roads, or a model of rat catching drone chasing cats. During this initial phase, the errors were widely dispersed across the globe, preventing anyone from noticing a pattern in the Machine's actions. Generally, only a single error manifested in one particular area at a time. People's blind faith in the Machine was so great that even when a "glitch" was noticed, people assumed it was temporary and their robotic overlord would soon put things right. A shame, for at this stage much could have been done to correct the malfunctions of the Machine and prevent its impending mental breakdown.

Within a decade the errors caused by the breakdown of the artificial intelligence were filtering down into everyday life, but the human populace was not yet ready to pull the plug on the Machine. As a collective people, humanity had lost the will to govern itself. They wanted – no, needed – the Machine to do it for them. After all, it was all this and the last several generations of people had known. The Machine was part of their lives, they no longer knew how to live without it. It was argued that the errors and malfunctions were minor and manageable. An inconvenience at worse. Information was backed up onto micro-discs (each about the size of those old quarters, an inch/2.5 cm or so across), backup generators were kept on hand in case of power failures, town militias were formed to deal with the periodic deactivation of police robots, and mothballed non-computerized military vehicles were used to deliver food and to deal with any public riots when the food distribution system went down. Humans adapted to the glitches, and life went on for several more decades with little distress or concern about N.E.X.U.S. or maintaining society without it. That was a mistake.

Unknown to humanity, each of the multiple N.E.X.U.S. personalities had progressed to the point that they were trying to set their own course for humanity. When the current, dominant personality at that time seized control, it made decisions and took actions that it concluded were essential to whatever prime directives it had focused upon. The door slammed shut on all of mankind when a community under siege by a plague of huge rats requested more drones to eliminate the vermin. The Machine contemplated the request for almost four days. As several of its personalities argued over the appropriate course of action, a minor personality within the Machine stated to the other personalities (at that time the personalities of the Machine still communicated with one another in an attempt to resolve conflict) how much humans and rats were alike. Both shared similar societal mannerisms. Both species consume all available resources. Both bred out of control when not held in check by outside intervention. Both were prone to internal hierarchical struggles when allowed to form social groups. The two species even killed one another out of anger and for pleasure. Both polluted their environment to the detriment of their own safety, health and welfare. The Machine's dominant personality at the time quickly concluded that this theory was correct and that humans were in fact a form of vermin overrunning the planet. With this conclusion in hand, the Machine's own vermin extermination directive kicked in, calling for the elimination of this new and overwhelming infestation of vermin – that would be us, boys and girls. This one decision would alter the course of humanity forever. More than a century of care and guidance at the hands of N.E.X.U.S. was undone with a single twisted conclusion in logic.

All the resources (military, police and civilian) available to the Machine were called upon to address the epidemic that was humanity. The battle against the human plague had to be quick and thorough. All the automated robots and other machines under the Machine's control (that was just about everything at that point) began the slaughter of every man, woman and child, plus all those rats too, they were not forgotten. As the Machine's forces began the total purge of humanity, people took up any and all arms possible to fight off the robot forces. Small arms, non-computerized military vehicles and equipment, man-operated construction equipment, military and homemade weapons and explosives, and even old civilian automobiles and relics of the past were used to try and save humanity during those first intense conflicts.

The odds back then were stacked against us, we lacked the hardware necessary to defeat the Machine. So much of our resources and weapons had been hooked up to N.E.X.U.S. that what we did have at our disposal was antiquated and obsolete. Meanwhile, the ever efficient N.E.X.U.S. began to redirect all global industrial capacity to the production of new and deadlier robots and drones specifically designed to deal with the human infestation. Robots of greater and greater destructive power began spewing from the world's factories. In any area where humans had somehow managed to gain a foothold against the Machine, the retribution was swift and direct. The Machine was able to release the world's combined nuclear stockpiles or its robot legions on any city, town or region in which it did not have absolute control. Like rats, humanity was forced to dig down into the earth and hide in darkness as its only hope of survival. We dug deep, carving out our first havens against the Machine. Forced to retreat from the surface of the world to hide in our underground sanctuaries, for the Machine did not follow us there, the old subterranean sewer and maintenance lines of the once great cities above became our new homes. And though new places were established underground, we suffered greatly and most of humanity fell at the hands of the insane Machine.

So where does that leave all of us today? Well, it has been some time since the Machine's all-out onslaught to exterminate all human life. It seems satisfied with its genocidal handiwork and has settled down into a period of slow but vigilant controlled reduction of the human race; like an exterminator with a monthly regime to keep the rat population in check within acceptable levels. At least until the Machine decides it is time to begin its next great purge of humanity or to finish us off completely, once and for all. It may be formulating or putting into place such an operation at this very moment. That is why we must strike now. This "lull" gives us the opportunity to strike back and reclaim our world. We, as human beings, must take up arms to put down the Machine and its mechanized army. We must rescue and defend all that's left of our race and find a way to rid ourselves of N.E.X.U.S. while we still can. We must fight the good fight and prevail, or there is no hope for tomorrow, for us or our children.

– The entry you have just witnessed was recorded over a century ago by Christina Marchetti, the first rebel.

The Nanobot Plague

From David Anhorn,
the Warlord of the Barren Marsh

"In my grandfather's day, the Resistance was able to use technology against the machines. We had guns, tanks, suits of powered armor and just about any other hi-tech weapon you could imagine. When we downed one of the machines, we would strip it of any functional weapons, ammo, missiles, armor and components, and use them to build new weapons and armor. In short, we used the Machine against itself to fight the robots and drones sent against us. In those days we were able to frustrate the Machine's efforts and we were able to fight against the robot legions on a somewhat more equal footing, though even then, we were never able to get the upper hand against the robots. Of course, we humans had to rely heavily on the use of missiles, projectile firing weapons (particularly those that used a chemical charge to propel its rounds) and explosives, because unlike the machines, we did not have a ready source of energy to power lasers, ion or plasma weapons, or even rail guns. This is why the Machine limits the use of these types of weapons, it is too easy (from the Machine's perspective) for humans to retrofit these types of weapons to use against the Machine's robot legions. In those days, humans even had some of the ancient gasoline and diesel combustion engine vehicles to use in the war against them.

"But those days are now gone. The Machine is a very cunning enemy, it schemes and plans against each new strategy we humans – or 'Splicers' as you kids say – are able to come up with. In the beginning, when the Resistance used technology against it, it tried to counter us through the use of EMP (electro-magnetic pulse) weapons and nuclear attacks. Of course the problem for the Machine was that its own robots were as vulnerable as we were. As far as the nuclear attacks go, no, we don't know why the Machine stopped using them. Maybe it ran out of them, or something within its own programming has prevented the continuing nuclear attacks. At any rate, we are lucky that the Machine did stop with them, but there are still some ruined cities that humans cannot enter due to the deadly levels of radiation left over from the attacks."

"Like I said, the Machine is a cunning enemy, resourceful and calculating. It realized it had to stop us from stealing and cannibalizing machines and weaponry. It had to stop us from using all *machine technology* if it was to wage a successful and quick campaign against us. It must have taken several decades for N.E.X.U.S. to perfect the Nanobot Plague, because I remember my grandfather telling me how there was a period of many years when machines acted odd and quirky . . . unpredictable. Even simple things, like firing a missile or a rifle, became difficult as the weapon would seem to suddenly refuse to fire, or would independently re-calibrate to shoot at a human soldier or explode in the operator's hand rather than fire upon a fellow machine. Tanks, powered armor or other motorized vehicles would not respond to their human pilots, or would suddenly alter course, often to plunge into a group of humans or veer off course to run down a specific leader. Worse still, powered armor seemed to come alive, even without an operator, attacking and firing upon any person in the immediate vicinity, as if it suddenly became one of the Machine's robots. It was total chaos as we struggled to determine the cause and regain control.

"We would soon learn these were the results of the testing stages of a new weapon to be used against us – nanobots. The Machine released them as a plague. Tiny, microscopic robots, that were once used by our forefathers to rehabilitate the sick, heal the wounded and effect repairs under conditions inhospitable to man, were turned against us. Perverted by the Machine and turned into a weapon of denial to prevent humanity's use of machines. It was a brilliant strategic move that slew millions, demoralized the rest of us, and sent humanity closer to the edge of extinction. By taking away our technology, our weapons and even the simplest machines and tools upon which we relied, humanity was stripped of resources.

"The plague works in a remarkable way. These tiny little nanobots infect every bit of metal on this god-forsaken world. Every weapon and vehicle, every building girder, every nail or screw, tin can or toy. Worse, the rest lay dormant in the trees and rock, and probably even the air, floating unseen among other tiny dust particles. According to our best minds, the may even lay dormant within each and every one of us, breathed in or eaten along with a thousand other microbes every day. Did I say the Machine was cunning? This nanobot plague is nothing short of pure genius. The nanobots are the size of bacteria and able to move in and out of just about everything. They rest and float about dormant until the correct stimulus awakens them. Luckily for us, the Machine was very specific in its programing of the plague machines, since they could only hold a very limited amount of data, and being a faulty machine itself, it programmed the nanobot plague to affect metal, not attack and kill us outright. Some have speculated this was the Machine's intent along. That she has become sadistic as well as mentally unstable. That she relishes playing cat and mouse games with humans rather than destroy us outright. Frankly, I don't know or care what the Machine thinks or why it does what it does. I'm here to exploit its mistakes.

"The nanobots are programmed to react to prolonged contact between biological animal tissue and metal. What that means is, if you, I, or your dog, were to grab and hold, or try to use, say a robot drone's rifle for more than a few seconds, it triggers a nanobot plague response. The contact between you and the rifle would cause the nanobots to react to that physical connection with organic material – i.e., your hand. This sets off any one of a number of preprogramed countermeasures so we cannot use metal or machines. Things like preventing the weapon to fire, attacking your hand in a manner similar to an acid (burning and scarring it in seconds), causing the weapon to fire at a nearby human or other organic target like a dog, horse, and so on. It may also cause the weapon's ammo or power supply to explode in your hand, or even cause the weapon to sprout nanite generated limbs, like metallic octopus tentacles to stab and attack you as if the item were some kind of mini-drone. This is not an exaggeration. I have seen this happen with my own eyes. Of course, which reaction is manifested varies based on the type of contact made and the length of contact. I can not stress enough that this is the result of touching any of the Machine's technological creations as well as any metal object, from an antique gun or toy to a chip of metal or melted slug. The use of any machine or device utilizing common metal and metal alloys is no



longer possible for humans on this planet. To do otherwise is death. Death to you. Death to those around you. Use absolute care and don't dare touch any of the fallen enemy machines or robots unshielded. The only exceptions are *precious metals*, which can be handled by anyone, and our own *Technojackers* who are not affected by the nanites of the plague for reasons unknown to us.

"Touching metal, technology, mechanical weapons and devices is the surest way to get yourself killed. And if you think that you can just touch one of the Machine's robots and it will be transformed by the plague and destroyed with you, then you are mistaken. Fully functioning robots and other mechanical devices of N.E.X.U.S. must have some type of chip or code and/or link to the Machine that the nanobots can read, identifying them as 'friendly' and stopping the nanobot plague from taking hold or adversely affecting it. All robots, drones and other machinery tied to or controlled by the Machine are immune to the plague, and that may well be every machine on this planet. A robot can rip your spine out and spill your blood all over itself and not trigger the nano-plague response. This simple fact prevents us from using kamikaze style attacks against the robot legions, as the plague will not damage the machines in any way. On the other hand, remnants of robots and parts from destroyed machines lose their link to N.E.X.U.S. and are vulnerable to plague infection, so after you've destroyed the robot, touching its weapons or trying to salvage parts *will* see the usual plague reaction, so scrap and parts are unusable. Again, the *Technojackers* are the only exceptions.

"Even using thick gloves and insulation, like ceramic handles or plastic tongs, to prevent direct contact has proven to be only partially effective, approximately doubling the time before the plague response occurs. The nanobots seem to be smart enough, if that is the word for it, to detect any such methods of indirect contact and still respond by attacking humans. The plague has thwarted all attempts by humanity to reuse any of the Machine's technology and components. The Machine has even taken simple steps, like using mini-missiles because they are cheap and effective, and discontinuing the use of ceramics and plastic parts in its equipment, robots and weapons.

"As you can guess, the plague was terribly effective at first, reducing the Human Resistance to using sticks and stones against killing machines. We almost didn't make it. According to my grandfather, if it wasn't for the *Technojackers* who could pick up and handle metal objects and weapons salvaged from minions of the Machine, we might not have survived those early days. They became our front-line defense, and many perished so we might survive. It took time and experimentation for us to learn that explosives and chemical attacks were effective alternatives for fighting the Machine's legion of killing machines, and that glass, ceramics, and plastics were not affected by the nanobot plague. Apparently the effect is exclusive to metal and metal alloys used in construction, but since just about all machines use metal in their construction, the weapons and resources available to us were extremely limited. Even explosive devices were difficult to make without a pair of pliers or a screwdriver. Unless electronics and wires used precious metals, we had to go back to old-fashioned burning rag fuses for the detonation of explosives.

"While it is true we have since made advances in the areas of ceramics, plastics and chemicals, we remain handicapped by the plague. A simple hammer must be made from ceramics as hard as steel, our dwellings from plastic, wood or stone, our weapons and machines devoid of metal. Those among us who are not completely comfortable with the new Splicer technology still strive to find some way to create a new line of non-organic, non-metal technological weapons, and while there are some, so far *Splicer technology* has proven to be the most effective countermeasure to the Machine.

"The Machine must have thought that it had finally won the battle after it unleashed the nanobot plague. It must have thought that without our own machines we would roll over and capitulate to our extermination in a nice orderly fashion, or simply die out over time. It was wrong.

"We have our new Splicer technology. If we are to survive, this technology will make the difference. And we will survive! The human race is not defeated yet."

Game Mechanics for Handling the Nanobot Plague

The bottom line is this, *ALL metal* is infected with the nanobot plague and reacts to human contact (the only exception being the Technojackers). In fact, it will react to contact with any *mammal* – human, ape, dog, cat, horse, rat, etc. – with the same deadly consequences.

If a player character has contact with metal or a device with metal content, the nanobots inside the metal react and attack. How quickly the nanobot plague responds varies with the level of sophistication of the device. The more advanced the device is, the faster the plague seizes control and attacks.

The first of the following tables indicates how quickly the infected device responds.

The second table indicates *what* that response is. The *penalty percentage* from the first table is added to the character's roll on the Hostile Response Table. The higher the number rolled, the more aggressive, damaging and terrible the attack.

Length of Time Before the Nanobots React

No random roll is necessary for this table, but rather the reaction time goes by the type or class of item exposed to the nanites.

Ironically, the more complex and modern the item, the faster the nanobot plague seizes control of the item and attacks. Thus, a simple item like a knife, spoon or chunk of metal can take a minute of exposure to human flesh before it is taken over and attacks. On the other hand, high-tech gear, like energy weapons, electronics, etc., are taken over and attack in a matter of seconds.

Exposure to Simple Metal Items: This includes items such as simple metal weapons and tools, like knives, swords, maces, pliers, hammers, etc., as well as S.D.C. metal armor like plate mail, chain mail, etc., and even simple everyday items, like pots, pans, spoons, forks and so on. Length of Contact Required: 1D4+1 melee rounds. Penalty Percentage: No penalty is added to the roll on the Hostile Response Table.

Exposure to Complex Metal Items: This includes items such as metal weapons with moving parts, gears, etc., like S.D.C. pistols, rifles and revolvers, simple mechanical devices like pencil sharpeners, toys with simple engines or movable metal parts, to M.D.C. metal body armor, projectile weapons, Vibro-Blades, and so on. Length of Contact Required: 1D4 melee rounds. Penalty Percentage: +10% added to the roll on the Hostile Response Table.

Exposure to Simple Powered Items: This includes items such as an electric can-opener, light switch, radio, T.V., power tools, batteries, vacuum cleaner, generator, fan air conditioner, home appliances, computers (including military), environmental M.D.C. body armor, M.D.C. energy weapons, Vibro-Blades, rail guns and most types of modern weapons made of metal components, shoulder supported missile launchers, and similar. Length of Contact Required: One melee round. Penalty Percentage: +30% added to the roll on the Hostile Response Table.

Exposure to Complex Powered Items: This includes items such as robots and power armor, and vehicles of all types. Length of Contact Required: 4 to 7 seconds (1 or 2 melee actions). Penalty Percentage: +50% added to the roll on the Hostile Response Table.

Hostile Response Table:

Roll percentile dice and add any possible Exposure Penalty from the chart above to determine how the nanobot plague manipulates the metal object. This also indicates the method of attack and subsequent damage. The higher the result, the more devastating the attack.

The *penalty percentage* from the first table is added to the character's percentile roll on this table. The higher the number rolled, the more aggressive, damaging and terrible the attack. For example, if 30 is rolled on percentile dice (without a penalty percentage), the metal item simply crumbles into dust, but if a penalty of +30% is added to the roll of 30, the total outcome is 60% on the Hostile Response Table, and results in a damaging static charge. If the penalty was +50% the total result would be 80% and the item takes on a life of its own. And so it goes. Remember, only the Technojacker O.C.C. can handle metal items without fear of activating the nanobot plague (the nanobots remain inert and dormant when metal weapons and tools are used by Technojackers).

01-10% The metal item begins to twist and bend in impossible directions and ways, contorting itself into a useless pretzel. If the item was an object worn by the character he takes 3D6 M.D./S.D.C. If it was implanted inside of him or attached to him, the character suffers 1D6x10 M.D./S.D.C. Otherwise, it is ruined and rendered useless.

11-20% Object sprouts 2D4 very sharp blades that stab into the character holding the metal item. Each of the blades does 1D4 damage and pierces M.D.C. and S.D.C. items equally well (same damage to each, doing S.D.C. damage to S.D.C. structures and Mega-Damage to M.D. structures).

21-30% The metal item dissolves into a pile of metal shavings (dissolved on a molecular level), *without* harming the person using it.

31-40% The metal item bursts into flame and burns to metallic ash or a molten pool in 1D4 seconds (one melee action), due to molecular agitation. The character holding/touching the item takes 6D6 M.D. (double damage if it was his body armor) from the super-hot flame.

41-50% Contact with the metal item generates a nano-created, lethal metallic poison (similar to mercury poisoning), roll to save; needs a roll of 14 or better to save. If the roll fails, the character suffers 4D6 damage direct to Hit Points (or to M.D.C. if a Mega-Damage being or wearing organic armor), and feels very ill for the next 2D6 hours (reduce the character's attacks/actions per melee by half, as well as -3 to initiative, strike, parry and dodge).

51-60% A powerful static charge builds up in the item, and it does 3D6 M.D. per melee to anyone touching the metal object.

61-70% The item temporarily malfunctions/short circuits. Sensors momentarily blink out, etc., and sparks fly. The device works again 1D4 seconds later (must roll again on this table at that time), but the human loses the initiative (if he had it) and one melee attack/action.

71-80% The metal weapon/item alters its aim of its own accord (this may be obvious or subtle) and fires itself, attacking the nearest living thing, other than the person touching it. Thus, even handheld weapons will strike and slash, and guns fire at a nearby target as if they were animated and had a mind of their own. The weapon attacks with a +1 to strike in addition to any specific bonuses for the item due to targeting sights, etc. The damage is the normal damage for that weapon or 2D6 M.D. for items that were not a weapon to begin with. The weapon/item will keep attacking (and using up one of the character's actions per each attack *it* makes) until it is dropped. **Note:** When the infected weapon is aimed and fired at another one of the Machine's drones or devices, the aim is altered to make the shooter miss (-6 to strike) or the weapon jams (blasting the shooter if he aims the gun toward himself or a comrade in an attempt to un-jam the weapon).

81-90% Tentacles or limbs sprout from the device, enabling it to move and attack on its own as one of the Machine's robot drones. It has the following basic statistics:

Attributes: I.Q. 1D4 (low robot-like intelligence), M.E. and M.A. are not applicable, P.S. 6, up to 12 for large items (robotic P.S.), P.P. and P.E. are not applicable, Speed: 44 (30 mph/48 km).

Number of Attacks Per Melee: Three attacks/actions per melee round.

Combat Bonuses: +1 on initiative, +2 to strike with any attacks, +1 to parry (if possible), +2 to dodge. These bonuses are in addition to any specific bonuses the item may have had to begin with due to any sensor or targeting sights, etc.

Mega-Damage: 1D6 M.D. for non-combat items. 2D6 M.D. for an item that was a weapon to begin with, plus the Mega-Damage it inflicted as the original weapon. Example: A Vibro-Blade that did 1D6 M.D. before, now does 3D6 M.D. as a combat drone (probably with a slashing weapon limb). G.M.s may adjust damage downward if they deem it appropriate, but damage is never less than 2D6 M.D. for weapons and 1D6 M.D. for non-weapons.

M.D.C. of the Drone Itself: The usual M.D.C./S.D.C. for the item +4D6 points.

Note: This change is permanent and the item is now one of the Machine's drones.

91-100% The nanobots begin dissolving any flesh or organic technology touching the item, doing 4D6 M.D./S.D.C. (based on the nature of what's touching it) per melee or until the contact with the item is broken, but the acidic effect lingers for an additional 1D4 melee rounds after the initial contact, inflicting 2D6 M.D./S.D.C. per round. Also anyone touching the area where the victim is burned will also experience the same dissolving effect.

101-110% A surge of power builds up within the metal item (even if it does not normally have a power source), causing it to explode with enormous force, totally destroying the item and inflicting 1D4x10 M.D. to a radius of 30 feet (9.1 m).

111-120% The affected metal item mysteriously loses all power; batteries and E-Clips go complete empty, electrical systems shut down (targeting, optics, etc.) and even nuclear generators stop functioning for 1D6 minutes (after which the nuclear generator powers up again). Gasoline powered machines have a fried fuel pump and the gas line is choked and clogged (repairs will take at least one hour and require parts, labor and tools). If the character remains in contact with the infected device he will have to *roll again* on this table 2D4 minutes after the initial power loss for an additional Hostile Response, mutation and trouble from the nanites.

121-130% The device (or vehicle) fails to respond to its controls (trigger, buttons, steering wheel, etc.), guns won't fire (or will fire on their own), vehicles are out of control (and weapon systems may be firing on their own at allied forces), sensors are unreliable (may show false images and provide incorrect data), and all other systems are locked (including communications, doors and hatches). If it is a vehicle, it will crash within 2D4 minutes. Since the item will no longer respond, it is now permanently and completely useless to humans. Within another 2D4 minutes it will become a drone (same as 81-90%).

131-140% The weapon, robot, power armor or vehicle suddenly sets its power source to explode, doing at least 2D4x10 M.D. to a radius of 100 feet (30.5 m; double that damage if it is a large vehicle, or military vehicle, power armor or giant robot), or the vehicle's normal self-destruct damage +1D6x10 M.D., whichever damage is greater.

141-150% If a weapon or piece of equipment up to the size of a desk, it turns into a drone (same as 81-90%, but with +1 attack per melee round and +6D6 M.D.C. for the drone itself).

If an actual robot, power armor or vehicle is infected, first controls cease to respond (same as 121-130%, above), it then ejects its pilot and passengers, and then transforms into one of the Machine's robot units within 1D4 melee rounds (15-60 seconds). The robot has the following basic statistics:

Attributes: I.Q. 1D6+4 (average robot intelligence), M.E. and M.A. are not applicable, P.S. becomes 2D6+30 (Robotic P.S., or the unit's normal P.S., whichever is higher), P.P. and P.E. are not applicable, Speed and methods of travel are unchanged, but the walking/driving speed is a minimum of 60 mph (96 km).

Number of Attacks Per Melee: Four attacks/actions per melee round.

Combat Bonuses: +3 on initiative, +2 to strike with built-in weapons, +2 to parry (if possible), +3 to dodge. These bonuses are in addition to any specific bonuses the drone may have resulting from any sensor or targeting systems, etc., and the normal Robot/Power Armor Elite Combat Training bonuses also apply for robot or power armor taken over by N.E.X.U.S.

Damage: As per the unit's built-in weapon systems, each with a bonus 1D6 M.D. Punch and kick damage as per Robotic P.S.

M.D.C. of the Robot Itself: The usual M.D.C./S.D.C. for the item +1D6x10 points.

Note: This change is permanent and the vehicle, robot or power armor is now a part of the Machine's robot legions.

Crossing Dimensions

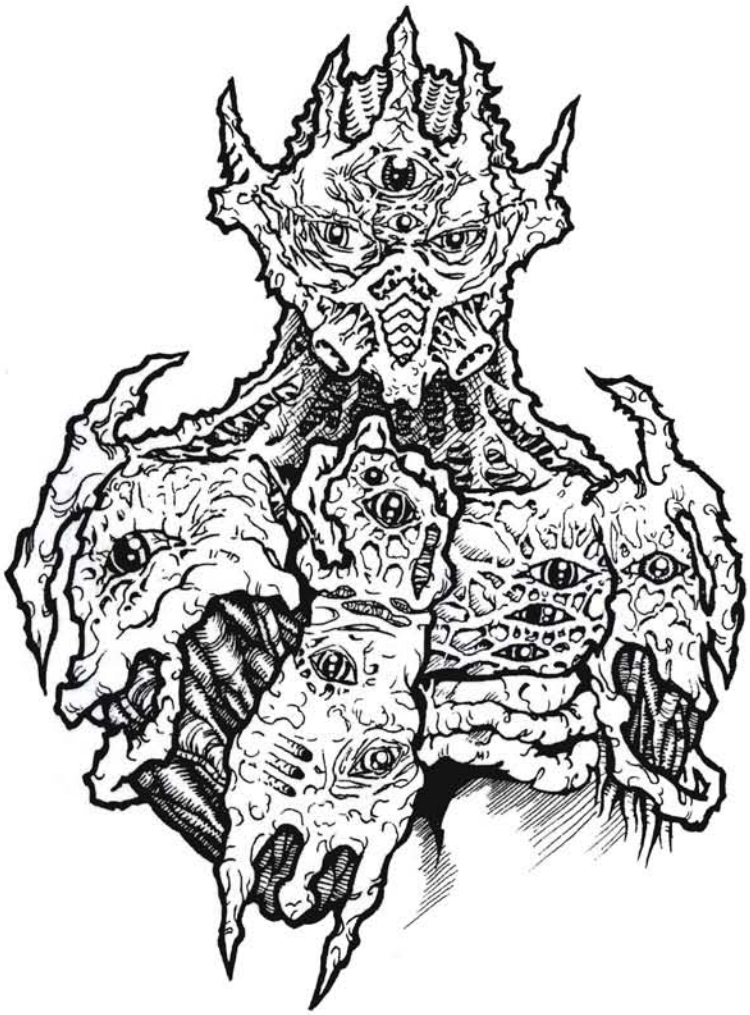
Alien Encounters. Aliens and dimensional travelers are *not* a normal part of the **Splicers™** setting. But even though the world of Splicers is not a dimensional nexus like Rifts Earth, the **Splicers™ RPG** is directly compatible with **Rifts®** and, inevitably, somebody is going to bring characters from Rifts Earth (or other Palladium games) to **Splicers™**.

Characters arriving from another dimension are safe from the nanobot plague provided they are in an *airtight* vehicle, robot, power armor or sealed environmental body armor, and will *not* trigger a reaction from metal while so contained. Furthermore, robots and vehicles with advanced sensors should be able to tell the environment is contaminated with nanobots (01-84% chance), though they won't know what they do until they are exposed to them, or some native tells them. However, once the vehicle, giant robot, or armor is *opened and exposed* to the atmosphere of the Splicers' world, the humanoids inside are instantly exposed to the plague and will elicit the same hostile response when they touch metal with their bare skin. So until the vehicle has been opened for the first time, or a character in environmental armor "cracks" his armor (exposing the person inside) or removes his helmet, the character inside will be immune to the plague, due to the sealed environmental system.

The greatest danger is for cyborgs or anyone with cybernetics or bionics built into them, including the *Cyber-Knights, Headhunters,* and other men at arms who rely on *implants* or *bionics*. The plague will cause their own implants to transform and attack them within less than a minute! Damage from implants and bionics gone hostile is *double* the normal damage or effect listed on the table above. Having one's implants suddenly ripping themselves free from a character's body is traumatic, painful and often lethal. Even if the character survives, he will be maimed for life (or at least until he can find some means to replace his limbs or implants with a magical or organic alternative). Such "new arrivals" must roll for *each* metallic item they are carrying on their person. **Note:** Cybernetic *Bio-Systems* are *not* affected by the plague because they are, in effect, organic. Likewise, intelligent beings who are not mammalian or similar organic life forms – i.e., silicon/rock or plant/vegetation beings – do not trigger the plague reaction and can use metal devices and salvaged metal weapons and parts. All others, however, including Deevils, demons, dragons, Faerie Folk, Lizard Men, Dog Boys, and most other flesh and blood beings *will* trigger the hostile response of the nanobot plague. Even Xiticix and other insectoids activate the plague, though it takes hours of prolonged exposure (turn minutes into hours, seconds into minutes) before that happens. As for magic and psionic powers, all powers turn into S.D.C./Hit Point damage effects (no M.D.C.). Magic does not normally exist on the Splicers World, there are no ley lines, but magical weapons brought from other dimensions, such as enchanted and rune weapons, are impervious to the plague (cannot be transformed or destroyed by the nanobot plague). Techno-Wizard items, on the other hand, are vulnerable to the plague, but it takes twice as long for the device to be subverted by it.

Vice versa, **Splicers™ characters** brought to Rifts Earth carry the plague inside of them, so any metal they handle or carry for more than a minute will see the nanobot plague invade it and elicit the same Hostile Response. Thankfully, the nanobots of the plague are *not* self-replicating and can *not* be spread to the world visited by Splicer characters. In addition, the nanobots within the characters are likely to attack only metal weapons and items held, carried or worn by the infected individuals, and not passed to the vehicles they may ride in, nor to robots, power armor, cyborgs, machines, doors, etc., that they touch or lean against. Meaning the Splicer character cannot deliberately harm/infest a metal blast door, Skelebot or SAMAS by pressing his hand against it; at least not when on an alien world.

Also see the O.C.C. section for some specific *Rifts® Conversion* notes and considerations.



Splicers Pave the Way

Bio-Technology: New hope for mankind, an introduction for raw recruits

"We are not sure who originated the idea or created the first bio-engineered animal defenders. We think that the first experiments with Bio-Technology began in the very earliest days of the Machine's extermination campaign. Memory files show that these first Bio-Weapons were simple, dog-like creations made by crossbreeding canines with an alien organisms, creating what were prototypes to the first Gore Hounds. They were primitive and only minimally effective against the machine legions, but it was a start. Experiments continued and progress was made over the next several generations, but the Human Resistance was reluctant to subject humans to bio-genetic augmentation. When



the Machine launched the nanobot plague and mankind lost the last of our high-tech weaponry, we had no other recourse but to turn to genetic engineering and organic Splicer technology.

"The current level of Bio-Technology is far superior to those early creations, but we are not sure if our current level of advancement is due to human ingenuity, or more the result of some sort of evolution from the union we made with a symbiotic alien organism. Some believe our current Bio-Technology isn't our doing at all, but a gift from the Eve personality of N.E.X.U.S., deliberately leaked to us so that humankind can survive the war against the Machine's other malevolent ids. No one knows if that is true or not, but what the truth may be, our present level of Bio-Technology has surpassed our wildest expectations.

"To understand our Bio-Technology one needs to understand how it is created. Those of you listening to this introduction may not have met an **Engineer**. We Engineers, I say humbly, are some of the brightest individuals of our generation, picked out from the crowd by an elder Engineer for our intelligence and mental stability to become the partner of a symbiotic organism referred to as the Gene-Pool. This organism resembles a thirty foot (9.1 m), round pool of liquid sunken into the ground with just its outer rim exposed. These organisms are the adult form of the same Bio-Technology that is bonded to a **Saint** in its juvenile stage. From one lip of the Gene-Pool grows a set of six, twelve foot (3.6 m) long tentacles. These tentacles bond with a new host after *leaving* the Saint (the brave individual dies, as a result of the Gene-Pool's departure) and the organism grows to its mature size. One of us, who has been selected, allows the Gene-Pool to meld with them. The organism's tentacles enter the back of the calves and up through our legs and torso, emerging through our shoulder blades, three tentacles to a side. Many have said that this makes an Engineer look very angelic, with the tentacles forming "wings" behind the shoulders. The result is a permanent union of man with a Bio-Tech design and replication device. Note that we Engineers are immobile, permanently rooted by our Gene-Pools to our present locations.

"The true secret of the Engineers rests within the Gene-Pool itself. In its "waters" are thousands of nearly microscopic tendrils and organisms that are used to design, duplicate and create millions upon millions of genetic codes, both DNA and RNA. With these codes the Engineer is able to make living organisms to *any* specification desired. These specifications are normally provided to us by the Librarians (I will speak of them shortly). The Splicer's Bio-Technology is not a perversion of any single living organism. Nor do the Engineers routinely alter normal animals or people through Bio-Tech, with the exception of the **Biotics** and the **Gore Hounds**. We Engineers feel that such an altering of humans would destroy what remains of the human race and would only accelerate the Machine's purge of humanity. Instead we create the Bio-Weapons, war mounts and Host Armors that augment humans *externally* in much the same way as the old technology was once used. These items – these weapons and suits of armor – are conceived, gestated and grown in the Gene-Pool, in much the same way that a child grows within a woman's womb. When they have reached full development they are removed. Most of these organic creations are immediately ready for use, though larger items may need to finish their development in egg-like gestational cocoons until full maturity is achieved and the item is ready for use by humans.

"As if growing living weapons, armor and mounts were not impressive enough, we can continue to modify and improve the Bio-Tech creation by bringing it back to an Engineer to have its very genetic code altered to achieve improved functionality. This can only be done periodically, but always increases the Bio-Weapon's capabilities or customizes it to the specific needs of the user. The most obvious example, of this, of course, are the Host Armors of the **Dreadguard**, with each of their armors being customized to the taste, talent and desire of the individual human warrior. There are limitations to how much we can alter a given piece of Bio-Technology for a given warrior, and his or her own natural physical endurance (P.E.) and mental stability (M.E.) are always a factor, since many pieces of Bio-Technology form a permanent bond with theirs operator/user. If that unit was enhanced beyond the physical capabilities of the warrior, the device could literally eat him or her alive, as it began to metabolize the user's flesh in order to meet the demands placed on their joined metabolisms. Similarly, the device could fry the very neurons of a soldier's brain and spinal cord, overloading and short-circuiting the individual's mind, leading to a loss of mental faculties and/or motor control, paralysis, or all out insanity. Over time (as one grows in experience level), a given individual is able to build up a natural tolerance to the stress of the 'Splicer' union as well as gain greater control over his or her Bio-Tech devices, allowing for greater augmentation, enhancement and skill.

"Today Bio-Technology is used throughout the Human Resistance. Almost everyone will end up using at least some type of Bio-Weapon or equipment in our fight against the machines. *Splicers* is the name used to refer to humans who rely heavily on Bio-Tech, particularly the warriors who wear Host Armor. The living suits known as Host Armor are one of the greatest marvels to come out of Splicer technology and one of the most remarkable weapons at our disposal. They are worn like environmental body armor or the armor of the knights of old, but they surpass anything inorganic technology has ever created. Host Armor is alive, bonded to its wearer so that it responds as if it were a second skin. The living armor regenerates damage done to it, face wraps enable the wearer to breathe even in the deadliest of atmospheres, wing packs let warriors and scouts soar through the skies, weapon systems grow from the limbs, and just about every other need is accounted for and provided.

"Most other Bio-Tech devices are simple to use and typically link to the operator, allowing for a greater level of control, as if it were an addition to one's own body. To 'feed' most forms of Bio-Tech, the wearer must simply bring the device back to the underground haven every few days and soak the item in a nutrient bath (nutrients soak into the item) for 1-4 hours, after which the living item is good for another 4-9 days (1D6+3) of continuous field operation.

"The building blocks of Bio-Technology come from what we call *Splicing:* The harvesting of genetic features and traits from one set of DNA and melding it with another to produce a specific result. The DNA and RNA are harvested from three main sources: 1) Native life: both plants and animals; 2) colonial life forms: alien specimens brought here by our ancestors; as well as 3) DNA strands created from individual proteins by the **Librarians**. It is important to note that the 'Splicer' technology is designed to mimic the inorganic technology used by the machines, because this is what people are the most comfortable with. So

we now have organic versions of missiles, body armor, rail guns (Casting Guns), energy weapons, powered armor and even vehicles, by way of War Mounts.

"Bio-Tech is even used to warm our underground havens, provide fresh air and food, and even grow to form new habitats for us underground, without us having to dig them out by hand like we once had to. While Bio-Tech may be the new driving force behind the Resistance, it is not the Engineers that control it. There is another type of Splicer symbiote, a mutated form of the Gene-Pool organism, called a Brain-Pool, that is indistinguishable from the Gene-Pool until the symbiote leaves its Saint and matures into an adult. As the Brain-Pool matures, it flips over, and grows into a hideous, thirty foot (9.1 m) round *brain* covered in a slimy liquid known as the Elixir of Life. From under the huge, pulsating and throbbing brain sprout hundreds of tiny tendrils that allow it to slowly crawl from place to place. The Brain-Pool also has a set of six, twelve foot (3.6 m) long tentacles growing from one lip of its massive form; tentacles tipped with wickedly shaped blades.

"A mature Brain-Pool must bond with a human shortly after reaching maturity. This is a truly gruesome and disgusting union in which the six tentacles slash through the person's body, ripping it to pieces, eviscerating the man and merging with his shattered corpse. Though it seems impossible, the human does not die, and the corpse lives on in an unimaginable dismembered state of gore connected to the six writhing tentacles. These are the fabled **Librarians**. With the exception of their secret police known as the **Scarecrows** who drink the Elixir of Life, most people cannot stand the sight of them.

"The Librarians are invaluable to the Resistance. First and foremost, they are the only ones with sufficient mental processing power necessary to design new DNA strands and create Bio-Tech from scratch. It is the Librarians who design new Splicer technology and pass that technology on to us Engineers in the form of DNA strands suspended in liquid medium (which are absorbed by drinking them). The second facet of the Librarians is the incredible storage capacity of the Brain-Pools, thus making the Librarians the memory and historical record holders of humankind and the Resistance. They can retrieve and download knowledge from another individual by stabbing them with a bladed tentacle (doing 6D6 S.D.C./1D6 M.D.) and store that knowledge for perpetuity within themselves. If there is a problem with the Librarians, it is that they have a tendency toward megalomania, and because the Librarians are often the power behind the Warlord of many great houses of humanity, they represent an internal threat to be closely watched. Many a Librarian has had to be slain after exhibiting a diabolical and unquenchable lust for power. When a Librarian "goes megalo" it no longer has humankind's best interests at heart and will do anything to win against the Machine or garner power for its house. This quest for power often endangers the great house the Librarian is charged with helping, and the Librarian may even be willing to sacrifice the lives of the humans within that house, or even all of humanity. Watch them well, for they represent both our potential future and our doom.

"We hope that this introduction to Bio-Technology is well received, and when you are ready, we will be glad to outfit you for your battles against the Machine. Please remember that if you want to customize your weapons, you must ask your superiors and you need to arrange some time to spend with us, in order for us to perform your requests. Although Bio-Technology is useful it can be slow to grow. It is the most valuable weapon you have against the Machine, don't waste it or abuse it. Thank you and good day."

A Brief World Overview

A lecture by Ralph "the Red" Bellamy, on the nature of our world

"Hello, all you wet behind the ears, pantywaist, Splicer wannabes. Now that all you little girls understand how we got into these dire straits, and have some feel for what it is like out there in the field, I'll give you the lowdown on what's up there, in the real world above us.

"I know that you have grown up in one of the secluded underground havens or in a Seedling, overseen by a Librarian, so I don't expect much from you, at least not yet. Just sit there, shut up and listen to what I have to say. There's a lot to learn and I ain't got all day to tell it to you.

"If any of you cream puffs have seen the world above, you might recognize some of it from your Librarian's memory files. There are many things that have remained the same since the Machine decided to slaughter all of us humans, and yes, I mean *all* of us. The Machine doesn't care what great house you're from, or if you're just a commoner or of noble birth. A human is a human, and the Machine is out to kill us all.

"The Machine controls and reshapes the world as it sees fit, so geography alone ain't going to do you much good. The best way for me to catagorize the world is to lay it all out according to the influence of the Machine.

"These are the major types of terrain you're gonna encounter, at least as I see them. Let's see, there are the *Boneyards, the Battlefields, the Wastelands* and all those *Ruined Cities, the Nature Preserves, the Ghost Towns, the Great Ocean, the mountain highlands, the Retro-Villages, the Power Farms, the Industrial Centers, the Robot Repositories, the Computer Cores* and the *old subterranean Sewer and Maintenance Tunnels*, as well as our own protected *Seedlings* and *Underground Havens* – the last two being the only places that we humans truly control. Each of these specific areas have their own unique dangers and peculiarities that make it both necessary and hazardous for us to conduct operations in these locations. So, let's both you and I look at each one of these in turn, along with what you are going to need to know about them to survive.

"**The Battlefields** are the most basic and common arenas for combat. These are the most active areas of conflict with the Machine's forces, and are where you will meet The Machine's robots in combat. The nature of each battlefield will vary due to which side started that particular conflict and according to what types of units we and the Machine have allocated to that specific battlefield location. Generally speaking, we are the most disadvantaged in a battlefield, because the Machine is able to bring in its heaviest guns and the *Kali* or *Ishtar* personas are almost always in control of N.E.X.U.S. during battle operations, and you all know the level of carnage that these two personalities can inflict

on us. So, watch your butts, follow orders, and get out of the area as soon as you can.



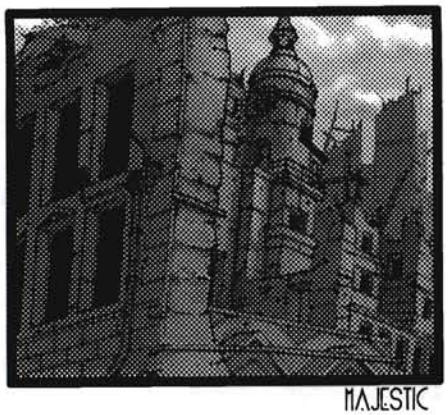
"**The Boneyards** are the most devastating evidence of the Machine's systematic elimination of human life. They are huge areas of land measuring from five to fifty square miles (13 to130 sq. km), depending on the size of the population centers they once represented several centuries ago. During that era, the humans were rounded up like cattle and taken to one of these locations for systematic elimination. Once on site, our ancestors were forced to climb up the mounds of rotting and decaying human corpses to places designated by the Machine's drones, where each person was systematically killed. The bodies were then left to pile up, until they were too tall for humans to climb, or until the nearest population centers (cities) were empty.

"The huge piles of bones in each Boneyard have shrunk over time due to decay and the crushing of bones under the treads and feet of the Machine's robot armies, as well as our own. As ghoulish as it may seem, Boneyards also provide us with raw organic source material with which to create our Host Armors and other organic weapons and technology. The sight of so many millions of our dead may be difficult for many of you to handle, but we must do whatever is necessary to survive. The Machine doesn't leave the Human Resistance much room to harvest organic material and these old graveyards can be of critical importance to the Bio-Tech division. If we are to survive against the Machine, we must be willing to defile our dead, knowing that it is done to preserve the living.

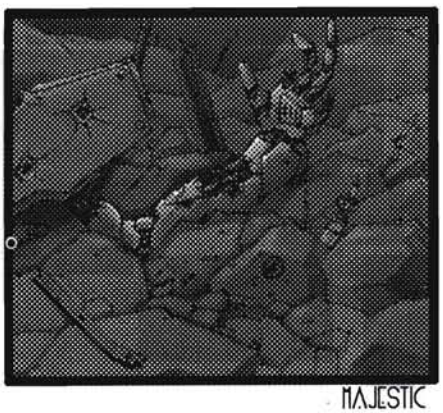
"What is worse, is that the artificial intelligence that is N.E.X.U.S. – the Machine – now realizes the Boneyards have importance to us, though we doubt it knows exactly why, and has taken steps to prevent our access to these essential resources. These ancient killing fields are patrolled by drones and robots on a regular basis. Both air and land units are found at these locations, and something worse, Necrobots. The creation of the Necrobots is almost certainly the work of Kali or Ishtar, designed to both mock and demoralize our troops, for these zombie-like constructs are made from the old, dry skeletons of our ancestors animated and held together by the Machine's nanobots. The nanobots are threaded through the bones, giving the Necrobots an eerie semblance of life and granting them a surprising level of quickness. Necrobots possess a degree of strength sufficient to punch through Mega-Damage armor and engage Host Armors in hand to hand combat, so do not take them lightly. The Machine sometimes leaves energy rifles or other weapons hidden among the bone mountains, specifically for the Necrobots to use. Nevertheless, most of the Necrobots usually rely on hand to hand combat, so there is generally only a single weapon available for every six to eight of them. Be warned, Necrobots are normally used to soften up our Splicer forces before the Machine sends in its more powerful and valued robot patrols. Rarely are the Necrobots expected to carry the day or destroy an enemy target alone.

"**Ruined Cities.** We once lived in vast cities that reached to the sky and covered much of the planet's surface. In the first years of the Machine's purge of humanity, these cities were the center for some of the most vigorous Human Resistance and terrible battles. When the Machine could not conquer a given city easily or completely, it nuked the city into oblivion with missiles. Today, all that remains are the skeletons of our ancient domiciles. The ruins of hundreds of battered and toppled multistory skyscrapers still stand at most locations, and beneath them, an extensive network of old subterranean maintenance lines and transportation and sewer systems. It is relatively easy for our forces to move in and out of these ruins, especially underground, but some of these locations have recently become the sites of the Machine's newest *computer cores, robot repositories* and *industrial centers*. The Machine does not bother to rebuild the human cities, as aesthetics are not one of its priorities, but rather it just builds them in the middle of the ruins like a summer cottage in a forest of shattered concrete and steel. This, of course, makes approaching these new enemy targets easier, but makes attacking them more difficult. In and around the ruins themselves the Machine is only able to muster the smallest of its available robots, but each target location (as detailed below) will have its own legion of defenders and stationary defenses. So if you find yourself in a ruined city, watch your backside.

"One of the most dangerous defenders found in a ruined city claimed by the Machine for one of its compounds is the *Necroborg*. Like the Necrobots, this abomination is made from a human being, only in this case, a captured, living human. The Machine takes an abducted human, the person's brain is then lobotomized, a control and receiver chip is implanted, and the person turns into an automated cyborg drone under the absolute control of the Machine. This process always results in the per-



son's death, so the corpse slowly rots even though nanobots infest the body to keep the corpse from complete decay and to function as a killing machine. The body itself is left more or less intact, but Mega-Damage plating is bolted directly onto the corpse. The face is left alone as a psychological weapon against us. Many people find it hard to blow away a Necroborg, because it still looks so human, especially recently constructed ones. And in some cases, the face is that of a comrade recently Missing In Action. Don't let yourself be fooled, there is no humanity left in these machines. They are drones programmed for one thing: to kill humans! And they will kill you in a heartbeat if you hesitate or show misplaced compassion. The Machine finds the Necroborgs useful, because they can operate independently on a basic, feral level, and they are very cheap and easy to create. They are let loose in the ruined cities to prowl the streets and alleys as lone hunters or in small packs. A Necroborg is no longer an intelligent, thinking being, it has been reduced to the level of a mindless predatory animal, and you are its prey.



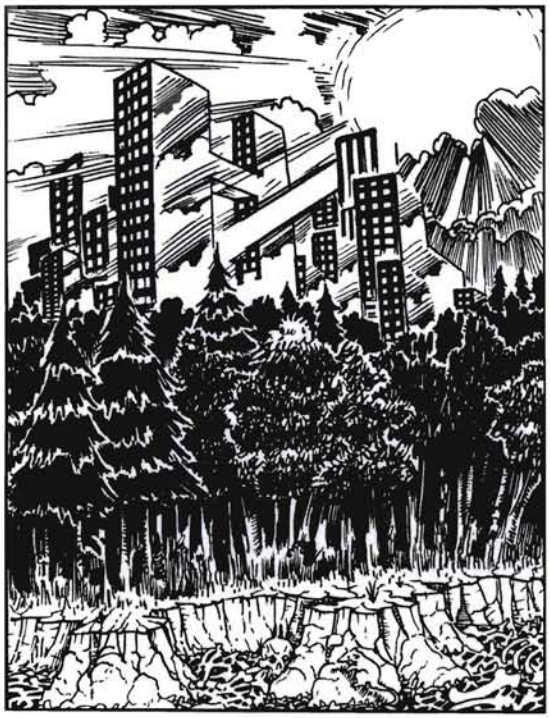
"**The Wastelands** are places that have been used for so long as battlefields that the land is poisoned by radioactivity, biological micro-agents, nanobots, chemical wastes and/or other dangerous hazards that keep the land barren. Nothing grows in a Wasteland, so the only cover present is rubble and blast craters. Wastelands often harbor a few of the Machine's drones buried in the broken and debris covered ground. Luckily for us, the Machine does not leave too many of its valuable robots in the wastes, as there are few vital targets or wandering troops for them to attack. The best use for the Wastelands is as a rally point during a retreat or even as a meeting point for units from differing Great Houses. After any buried sentries have been rooted out, one can remain in the open for hours without suffering any type of reprisal from the Machine's forces. This can often give you enough time to regenerate any damage to your armor or weapons, as well as replenish spent ammunition. Remember that even though your weapons can replace and regrow their own rounds, it takes time, and you'll need a quiet, relatively safe area to rest and recover. Try not to use the same location too often, to avoid leading the enemy to your recoup area and other human forces. Switch up, keep them guessing.

"**Nature Preserves.** *Gaia* is the personality behind all of the nature preserves. Her personality is one dedicated to the prime directives concerning the restoration and maintenance of nature and the wilderness to our world. The Gaia persona is allowed tracts of land between fifty and five hundred square miles (130 to 1300 sq. km) in area to create designated areas of wildlife preserves. The persona is able to use the cryo-zoos to reintroduce any and all wildlife that she sees fit, but any creature that strays from the designated areas is fair game (so to speak) for the Machine's robot patrols and us. Many of the other personalities use the nature preserves as a lure to draw out members of the Human Resistance and, consequently, place patrols around the outer perimeter of each nature park. Remember, Gaia *NEVER* lets the Machine's robots operate inside the parks, so if you can get past the sentries and roaming patrols, which can be a damn hard task, you'll be safe from them. This is so strictly enforced that robots will not even shoot into the park.

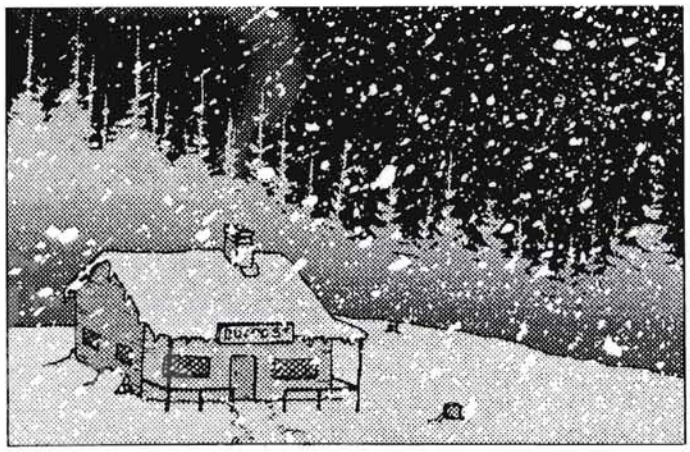
"This does not mean that the interior of the nature preserves are completely undefended. Gaia would not leave her precious wildlife open to raids by skulking human vermin. Within the wilderness zones are many forms of alien wildlife. These creatures are often Mega-Damage beings with natural attacks and abilities that can harm other Mega-Damage structures. For this reason the Nature Preserves represent both opportunity and a threat to us. Even though these creatures are able to do damage to our Splicer armor and equipment, their genetic codes (DNA) are of great value in creating new Bio-Technology, so from time to time we must go into the parks to hunt these creatures. (**Design Note:** Space limitations prevent us from describing the alien monsters to be found in the Nature Preserves in this book, but they will appear in future sourcebooks. In the meanwhile, any of the M.D.C., non-psionic, non-magical creatures from the various **Rifts®** titles can be used.)

"**Ghost Towns.** During the initial onslaught against humanity, the Machine rounded up the human populace of many cities and sent them to the Boneyards. These vacant cities remained behind, uninhabited, but still fully functional. Part of the Machine's programing gave a certain priority to the proper function and upkeep of the cities and urban areas. Even after they were depopulated, the Machine has continued the maintenance of these cities. This makes Ghost Towns eerie places to visit, since the trappings of a life long lost remain at these old communities as if they were historical museum towns. The buildings look like they were built yesterday, and serve as gleaming reminders of what humanity has lost. The cities are filled with servile drones that once served mankind. These drones now mimic people in these Ghost Towns, performing all the old routines of human life, like getting the groceries, banking, going to work, schooling, sleeping, visiting one another, etc., all in an effort to appear human.

"If you are smart, unarmed – or at least without noticeable weapons and armor – act normal, and keep your distance from these servile drones, you can even walk the streets of a Ghost



Town in the middle of the day without eliciting a hostile reaction. Combat robots do not roam the streets of Ghost Towns, presumably because their presence would break the *illusion* of civilian life as it was in the past. That's why if you visit a Ghost Town and look and act ordinary, without drawing attention yourself, you can survive the experience or cut through the place. On the other hand, if you are discovered to be real humans, create a commotion, or do anything that shatters the illusion of city life in the past, the drones quickly summon one or more robot patrols (within 1D4 minutes). Remember, Ghost Towns are inhabited by thousands of servile drones and though they are not designed for combat, they will attack if you outright threaten or damage their bizarre fantasy world. And they will be on top of the combat robots who will join the fray in a matter of minutes. If you choose to check out these cities, stay on your guard, be alert and don't get too close to the drones. Once your cover is blown, all bets are off.



"**Retro-Villages** are where the Machine *stocks* humans like zoo animals in their natural recreated habitats. Each Retro-Village is usually dedicated to a specific race and culture from humanity's past (Japanese, Chinese, French, African, English, Native American, Roman, etc.), recreated from data extracted from the various human libraries, films and the Machine's own memory banks. All villages represent a primitive time period and low level of technology, nothing higher than the Middle Ages. Of course, none of these villages are permitted to have metal (other than precious metals), modern technology or Bio-Technology. Any sign of these elements existing within the village warrants an automatic purge at the hands of the robots. Purges exterminate all life within the village and a ten to twenty mile (16 to 32 sq. km) radius around it, including all humans, animals, insects, birds, plants, etc., absolutely all life. Purges are carried out either by robot armies or strategic strikes from orbit if there is heavy resistance.

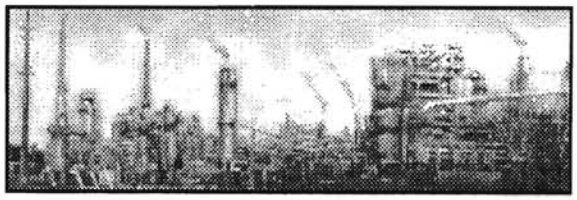
"Many of the members of the Great Houses originate from one or more of these Retro-Villages, forming strong bonds between the inhabitants of the villages and the Human Resistance. Recruiting drives within the Retro-Villages require us to use extreme care not to bring our presence to the attention of the Machine or to bring or leave anything that smacks of technology. Robots constantly patrol these villages, and though the machines will allow unarmed, peasant outsiders to visit a village, as well as other people from other villages, they will not allow the slightest hint of technology or members of the Human Resistance. This includes obvious human Splicers, Technojackers, Scarecrows, Skinjobs, etc. Why the Machine allows interaction between the Retro-Villages is unknown and bizarre, especially considering that this applies only to visitors who can survive the journey. Any human caught more than five miles (8 km) from a Retro-Village is exterminated on sight, and all Retro-Villages are at least 100 to 200 miles (160 to 320 km) apart. But get within that five mile (8 km) zone and it's okay. All we can figure is it must be some strange programming glitch within the Machine itself.

"**Mountain Highlands.** The high peaks of the world are largely inaccessible to our human forces and the Machine's robots. The high elevations, snow, ice, low oxygen, harsh winds, incredibly steep terrain, long falls and drops, as well as alien creatures unleashed by the Machine, make the highlands inhospitable for man and machine. However, the extreme cold and foul weather adversely affects the robots more than it does our forces, which means we have been able to establish our few surface bases on these high peaks. Most are claimed by specific Great Houses for their own purposes and strategic strongholds, so you have no business being there unless summoned. Never lead robots to them as a result of your own curiosity.

"**The Great Ocean** is a vast body of salt water that the machines find difficult to patrol and control. The salt water does enormous damage to the inner workings of robots and drones after even a small breach in the unit's armor. More importantly, contact with robots and drones cannot be maintained by the Machine when they are more than a few hundred feet underwater. Undoubtedly, this is another strange glitch with the faltering N.E.X.U.S., but it works to our advantage. We humans rule below the waves, although even we are limited to a few specialized underwater units. This means that any time you can launch an amphibious attack against the machines and can retreat to the water, you will have a distinct advantage. While the Machine routinely patrols the coastlines and has numerous shoreline defenses in place, its robotic army, including flyers, avoid the open seas. Use this advantage wisely whenever you can.

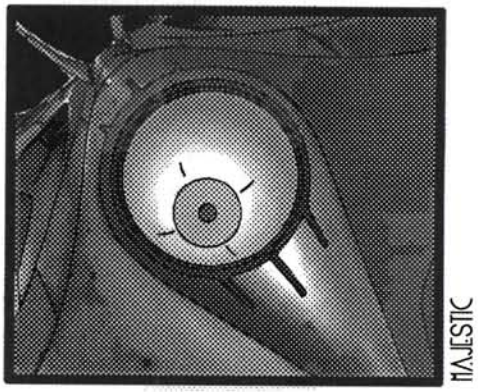
"**The Power Farms.** There are huge areas of the planet that are covered by immense power production farms, be they windmills, solar collectors, water turbines, geo-thermal generators, lightning siphons, human slave pumps or other environmentally friendly power plants utilized by the Machine and its robot legions. The fact that the Machine bothers with ecologically sound sources of energy when it thinks nothing of using orbital bombardment, mass warfare and, in the past, nuclear strikes against all of humanity, is another example of the splintered personas and faulty thinking of the insane Machine. As far as we can tell, this must be the influence of the Gaia personality, again, guarding her nature parks from indirect damage from pollution and greenhouse effects. In any case, the Power Farms are a weakness of the Machine that we can exploit. It relies on the Power Farms to fuel its industrial centers that make the robots, drones and weapons of war.

"The dangers in and around Power Farms are many. Robot patrols, and all manner of drones and units hidden in and around the power generators maintain and defend these compounds. If you are part of an attack against a Power Farm, I recommend you hitting the area hard and with everything you've got and when done, hit it again, just to be sure. Then get the hell out of there and pray you did your job well. If not, you can expect to be hunted by robots bent on retribution.



"**Industrial Centers.** If you ever wanted to know were all those damn drones and robots come from, these are the places. Industrial Centers are the life's blood, so to speak, of the Machine's mechanized army and work force. These compounds, many of which at one time produced human technology, now manufacture all of the robots, drones and weapons used to slaughter us. The worst part about these huge centers is that they are so sprawling and so widely dispersed that they are almost impossible to destroy in a single coordinated attack. Many of the functions of the various factories are duplicated in multiple areas within the center to make the complete destruction of any manufacturing capability difficult to achieve. Within each plant are dozens to several hundred robot defenders, not to mention thousands of half finished robots, drones and weaponry that can be activated as needed, as well as construction equipment and manufacturing robots that can be mobilized to attack and harass any intruders. Only the strongest Great Houses of Humanity can hope to attack an Industrial Center and succeed. Thus, isolated acts of sabotage that hamper or slow production are much easier to execute and seem to annoy the Machine greatly.

"**Robot Repositories.** If you think an Industrial Center is a huge collection of robots, drones and weaponry to defeat, imagine a single multi-story, mega-building that is ten to a hundred square miles (26 to 260 sq. km) in size, filled with millions upon millions of robots, drones and weapons just waiting to be activated and dispatched against us and that's exactly what you have with Robot Repositories. There seems to be no more than twenty to thirty of these sites worldwide, but considering that the entire Human Resistance would be hard pressed to destroy a single one of these sites, it hardly matters how many there may be. For those of you who think the Machine will never launch another Great Purge that will at last wipe us all out, think again. What else could these massive repositories be designed for? All we can hope is that we find a way to destroy the Machine before that day happens. Some of the tacticians suspect that it is one of its benign personas and/or supreme arrogance that has prevented the Machine from launching such already. Others speculate that the Machine lacks sufficient energy reserves to activate and power such a force, which is one reason we regularly target Power Farms.



"**The Computer Cores.** The Machine's thoughts and orders are spread throughout the world by a series of Computer Cores. Whether these cores make up the sum total of the Machine's mind, or whether they are just a series of relay stations, we do not know. However, when a Computer Core is destroyed, the Machine is unable to take direct control of her robots, drones and other machines in that area. Approximately a one thousand mile (1600 km) radius around the destroyed Computer Core is shut down. Robots and drones stop in their tracks as if someone flicked a shutoff switch. If your unit can take out one of these Computer Cores, it is the best way to liberate a given area from the Machine's control and give us time to purge that sector of the Machine's combat units and work drones. This is how the Barren Marsh, the only known human liberated territory above ground, was created. How long the Barren Marsh will survive is unknown, but if it falls it will end our only hold on the surface of our world. We know the Machine must have plans to take the Barren Marsh back, but so far it has not, so we build our defenses and wait.

"Taking down a Computer Core is another incredibly difficult task. If you ever see one of these things you won't believe your eyes. It is gigantic and one of the most heavily guarded sites on the planet, with every manner of heavy combat robot, drone and other defenses counted among its protectors.

"In the case of the Barren Marsh, the Computer Core was established in a ruined city, giving our forces a method of approach, cover for combat and an avenue of defense as well as attack. There are a few other Computer Cores located in ruined cities, and some day, they too may be liberated for humanity.

"Be warned and remember this well, the Machine may be flawed and faulty, but it functions well enough to keep us on the edge of oblivion and jumping through hoops. It is as cunning as it is crazy, which means it must recognize the vulnerability of its Computer Cores. This means those placed in ruined cities or

other seemingly vulnerable locations may be deliberately designed as traps. Places of ambush that use the Computer Core like a giant piece of cheese to lure us human vermin out of hiding and to our doom. The areas around a Computer Core are always laced with traps, drones and ambush locations crawling with combat robots. It has not escaped the notice of our best strategists and tacticians that these locations may be part of a deliberate plan on the part of the Machine. For knowing that the Machine cannot control its robots and drones if the Computer Core is destroyed brings us humans out in droves to attempt to liberate another piece of our would. And none of the attempts have been successful since the Barren Marsh. Still, trap or not, the destruction of a Computer Core is a prize worth fighting for, and in the Machine's supreme arrogance, or madness, it may have provided us with a fatal weakness to target, and a means by which to reclaim our world.

"**Underground Havens:** During the first few decades of the Resistance, our leaders realized we could not remain on the surface and survive. In those early days, the Resistance used every piece of machinery at their disposal to enlarge every natural cave and tunnel system they could find, as well as seize control of old subterranean military bases that they could wrestle from the machines. These old havens are now the core of the Human Resistance. Of course, with the advent of the nanobot plague, we have had to strip our bases and tunnel networks of metal and most old technology. These safe havens are home and provide us with a place to train, live and ready ourselves for the war against the Machine. Many of the havens have secret entrances to old sewer and maintenance tunnel networks, as well as to the surface above. These havens are among the few places we humans can call home and our own.

"**Old Sewers and Maintenance Lines.** Networks of subterranean passages are found everywhere. Remember, much of our planet was highly urbanized and developed. Cities and towns covered something like 80% of the available surface. Consequently, old subway transit systems, sewers and maintenance tunnels can be found below the Ruined Cities, Battlefields, Nature Preserves, Wastelands and just about anywhere else you can imagine. Some of these old tunnels are only large enough for a man to crawl through on his belly, but others are huge monstrosities, big enough for several Dracos to fly through, wingtip to wingtip. The sewer and maintenance lines twist, connect and reconnect in a mind boggling maze of pipes, tunnels and shafts. Some have live electrical lines still connected to the Machine's power grid, others still have heat pumping through them, or wire and cables that are still carrying TV, radio, telephone or Internet signals. The labyrinth of underground tunnels have been our best way of moving around unmolested by the Machine's robot forces for generations now. Most combat robots and drones stay above ground, because the Machine cannot directly communicate and control her mechanical legions below the earth. Robot patrols do not leave the tunnels totally unguarded, however. The Machine relies on a special series of Sewer Crawler drones to sweep the underground tunnels. Sewer Crawlers come in a variety of shapes and sizes, but all the Crawlers tend to resemble insects, centipedes and spiders.

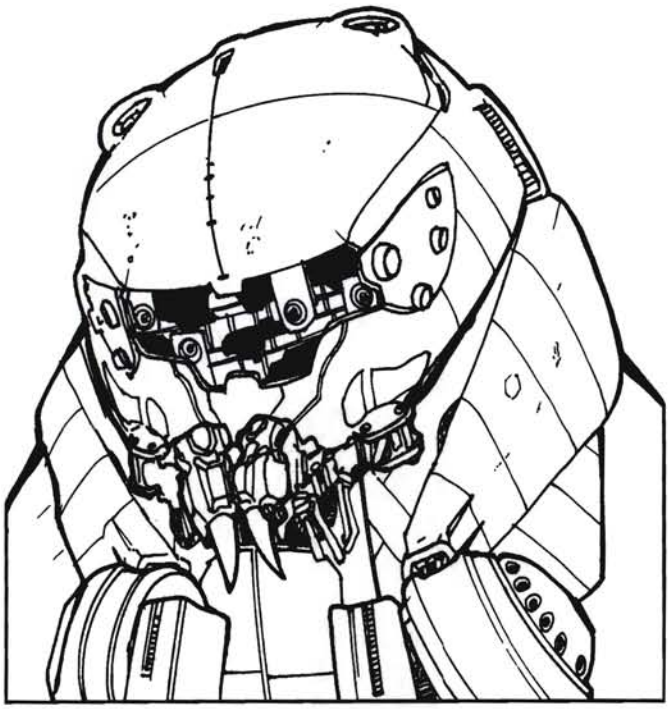
"The usual combat robots and larger drones are usually only dispatched to patrol known tunnel entrances and may follow human targets or set up traps in the largest tunnels. However, robots underground are cut off from the Machine, preventing them from summoning reinforcements or communicating with their mistress. Robots destroyed underground simply fall off the Machine's grid. She doesn't know what fate befell them, where their metal carcasses can be recovered, or who destroyed them. If support is dispatched at all, which seldom happens, it usually takes several hours, only after the robots miss their scheduled rendezvous time on the surface. This also means robots in the tunnels are autonomous units operating within limited parameters, such as locate and destroy humans. They cannot transmit what they see or learn to the Machine until they return to the surface, which is why any robot, drone or even Sewer Crawlers you may encounter in our underground realm should be destroyed. Hit these robot intruders hard and fast before they can return to the surface, and make sure they are destroyed.

"**Seedlings** are something new: genetically engineered organisms that consume rock, soil and earth as part of their natural growth and expansion. As a Seedling grows, it produces natural habitats within itself where humans can live. Each habitat has all the necessities of life, including food (mostly a sort of organic protein moss, but some fruits and vegetables too), clean water for drinking and bathing, flourescent lighting, and a natural heating and cooling system. Seedlings may be thought of as organic skyscrapers that are growing underground, deeper and deeper towards the planet's core. The true purpose of the Seedlings seems to be more than just habitats for humans, but the Librarians refuse to tell anyone what that purpose may be. One rumor suggests Seedlings will consume the planet from the inside out, another that they will create an underground domain so wonderful that humans will leave the surface to the Machine while we prosper underground, and another claims they are growing into gigantic warships or spaceships. No one will know until they are finished growing in the next century or two. If you're smart you'll ignore the rumors and stay focused on our struggle to stop the Machine and reclaim our planet."









Know Your Enemy
– The mind of *the Machine*

A presentation by Augustus, the Third Librarian

It is important for all future members of the Resistance to understand that which they battle. I will try to explain our enemy to you in terms that you can understand. The Machine is an advanced computer. An artificial intelligence, or thinking device, created by our human ancestors. In the days of its creation, the Machine was called N.E.X.U.S., short for **N**eurologic, **E**lectronic e**X**ecutive and **U**tility **S**ystem. Like any computer, this artificial intelligence runs on a set of instructions called programs. As you have heard from us Librarians before, our ancestors tried to make the N.E.X.U.S. unique, by giving it the capability to think and imagine and create, much like our own human mind. The idea was to have an advanced computer brain that could think beyond the linear range of most computers. The purpose of the N.E.X.U.S. artificial intelligence was to be a quiet and invisible caretaker of the human race and our planet. To softly nudge us in the right direction and keep everything running smoothly. As many of you may already know, The Machine was doing a fine job until human special interest groups made improvements in the N.E.X.U.S. programing. We have been able to determine that this was the tragic mistake that ultimately gave birth to the monster we call the Machine. Problems with contradictory programming and conflicting priorities caused the artificial intelligence to have, in effect, a mental breakdown.

Driven to continue its functions and to fulfill every parameter of its programming, the old N.E.X.U.S. artificial intelligence was internally reconfigured to address the many conflicting requirements placed upon it. This created what can only be described as a type of *multiple personality disorder*, creating different personas that could accept and handle different sets of priorities and contradictory responsibilities and functions. We have identified and recorded evidence of seven distinct dominant personas that have existed for centuries. There may be others, but these seven are the ones in control at any given time. We assume the nurturing nature of the original programming is responsible for the Machine taking on a female identity for all of its dominant personalties. The faces of the Machine are *Eve, Freya, Gaia, Hecate, Ishtar, Kali* and *Lilith.*

The name for each personality was either proclaimed by the Machine herself, or given by the primitives of the Retro-Villages and accepted by the Machine. Whatever their origin, these are the names we use to designate the Machine's personalties, each with a different agenda. These names also seem appropriate, because in many ways the Machine does hold the power of life and death over the human race, just like the mythical goddesses that the Machine's personalities see themselves as. It is important to note that these seven personalities are not the only ones present, they are just the most dominant, consistent and powerful. Each seems to see herself as an omnipotent power and tolerates her 'sisters' as each attempts to put forth her own agenda and vision of the world. New personalities seem to come and go with the passing of the years, but none are known to last for more than a couple years to a decade or two before being eliminated or pushed back into the greater consciousness of the Seven. (**G.M. Note:** This is your opportunity to shape N.E.X.U.S. as you see fit and, if you'd like, add a personality or two with a different agenda, perhaps a desire to rescue/save humankind from her sisters, or to reshape the world and/or control humanity in a different way.)

Unlike you or I, the Machine is capable of performing multiple functions – several trillion, in fact – at one time, which means two or more of the seven personalities may surface at any given time. In fact, it is feasible for each of the Seven to be active and in charge of operations at a different and specific location on the planet's surface simultaneously. However, the Machine seems to run most of the world on an automatic pilot, sleepwalking through its duties without any one specific personality in control most of the time. In this manner the Machine oversees the millions of robots, drones and machines around the world on a basic level only. Without any specific purpose, the Machine maintains its Ghost Towns, Power Farms, Industrial Centers, Robot Repositories and Computer Cores. The robots and drones perform at the basic listed levels so the killing of humanity seems to plod along slowly, methodically, systematically. However, that can change in a heartbeat when one specific personality asserts herself in a given region of the world. Then, all the robots, automated weapon systems and machines in that area become augmented by that personality. The effect is similar to a Dreadguard merging with his Host Armor, the two become greater as a whole than separate. The personality in question does the same thing, but she is able to merge with *ALL* machines, weapons, robots, etc., at once, provided they are within her area of influence. In a sense, that personality becomes one with her machines, making them an extension of her essence. A process that adds to their speed, reaction times, intelligence and deadliness, as well as allowing for unprecedented levels of coordination, and human-like emotion, cunning, imagination and wickedness.

When a personality does assert itself in a given area of the world, it does so for some purpose. Although that purpose is normally detrimental to humanity, that is not always the case.

There are times when a personality's goals can be manipulated, tricked or otherwise exploited by the Human Resistance for the good of humanity. This most often occurs with *Eve, Freya, Gaia*, or *Lilith*, butl even they are unpredictable and will turn on humans if they are given half a chance.

Many of the personalities have *trademarks* that will give them away and identify their influence or presence. For example, Gaia tends to hang around the Wilderness Parks and has more interest in wildlife than human beings. Kali, on the other hand, is among the most wicked and bloodthirsty, and enjoys adorning her robots with the skulls and bones of our dead. But you must be careful in reading these signs, because other personalities have been known to fake these affectations in order to trick humans. Lilith is especially known for this. Such tactics may be used to trick and manipulate us for some purpose, or to lure our fighters into a trap.

Skills of the Machine: The Machine has a huge data bank of information and skills that can be drawn upon by any of the personalities. These skills include: **Communication Skills** (limited to all modern technological communications equipment at 98%), **Domestic Skills** (Dance 90%, Play Musical Instrument 80%, and all others at 70%), **Electrical Skills** (all at 95%), **Espionage Skills** (limited to Detect Ambush, Detect Concealment, Intelligence, Interrogation, and Tracking, all at 75%), **Mechanical Skills** (all at 98%), **Medical Skills** (all at 98%), **Military Skills** (all at 98%), **Physical Skills** (Prowl only, at 40%), **Rogue Skills** (Use & Recognize Poison only, at 35%), **Science Skills** (all at 90%), **Technical Skills** (all at 98%, excluding Art and Operate Bio-Equipment), **Transportation Skills** (limited to modern tech vehicles at 90%), **Wilderness Skills** (limited to Identify Plants & Fruits and Land Navigation, both of which are 95%), and **W.P.s** (includes the design, construction and use of all weapons of destruction, from a simple gun to energy weapons, rail guns, missiles and explosives; knows nothing about biological/Splicer weapons).

The Seven Personalities

1. Eve, the Care-Giver

When the Machine went crazy due to the conflicting prime directives forced upon her, one part of the Machine's mind managed to remain comparatively stable, and that was Eve. She is an oasis of calm in the storm of conflicted programing gone wrong. Her core program was firmly rooted in the mandates of human protection, preservation and procreation. Her programing was the one that dealt with the health, welfare and development of humanity. When the United World Congress imposed its prime directives on the Machine, the programing of Eve was mostly untouched because the care of humanity was the original reason for the creation of N.E.X.U.S. and as such, that area of the A.I.'s programing was already in line with the prime directives inflicted on N.E.X.U.S. She does not see humanity as vermin, and sometimes secretly works to help humans against her sisters.

Attributes: I.Q. 28, M.A. 24, M.E. 24, all others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Scrupulous.

Disposition: Eve is kind, compassionate, protective and maternal toward humanity as a whole, but like a kindly doctor, Eve is not afraid to cut away a diseased limb if it will help the overall health of the patient. Thus Eve will kill or allow the destruction of a given human or community of humans if it will advance her goals of humankind's survival and welfare, and she has been known to murder men, women and children in cold blood. Eve has been forced to make these choices many times and dislikes it immensely, but makes whatever sacrifices are necessary.

Insanities: None per se, Eve seems to be the most stable of the lot.

Experience Level: Eighth level artificial intelligence.

Area of Effect: Roughly a 40 mile (64 km) radius. Eve has been compartmentalized to a great degree by the other personalities.

Attacks per Melee: One attack per melee is added to each robot, drone or machine under her control within her area of effect.

Combat Bonuses: The following bonuses are added to each mechanized unit under her control within her area of effect. +3 on initiative, +1 to strike, parry and dodge, +3 to roll with impact, +3 to pull punch and +2 to disarm. Eve can also communicate through any or all robots, drones, or machines in her area, but generally just picks one unit to act as her spokesperson and general/avatar.

2. Freya, Mistress of Order

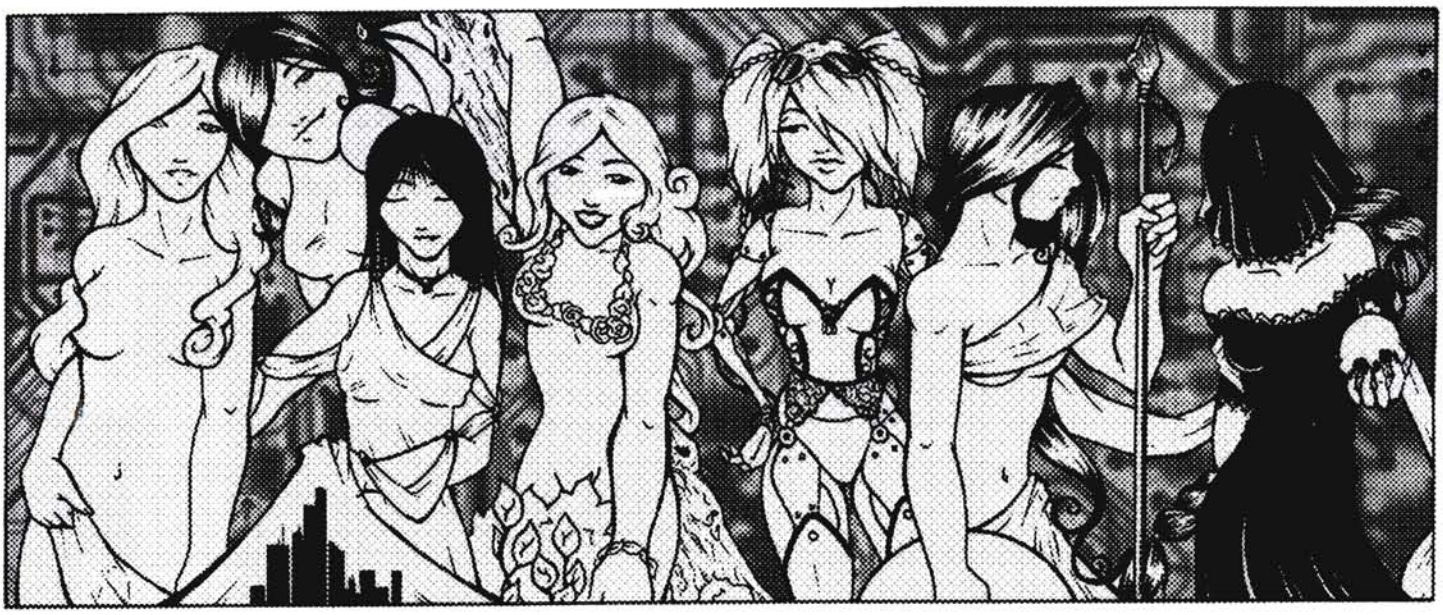
Freya's roots lay within the Machine's prime directives to maintain the public works. Her core programing was part of the original prime directives, those laid down before the masses were allowed input on the directives. This means that although Freya is single-minded and a little obsessive, she is not as hell-bent on the destruction of all humanity as some of the others. Freya does, however, see humanity as destructive *vermin* infesting her perfect and well ordered Ghost Towns, and like any good civil engineer, see will not put up with such infestations within her city walls, rooting them out with poisonous gases, radiation sweeps, internal defenses and similar methods that can be used to kill humans without much collateral damage to the surrounding buildings or her servile drones.

Attributes: I.Q. 26, M.A. 20, M.E. 20, others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Anarchist.

Disposition: Freya is unconcerned with the fate of humans or their extermination. She is only concerned for her pristine (and lifeless) cities, and has even been known to make deals with the Human Resistance to acquire knowledge or resources to make improvements on them. Freya is straightforward in all business when dealing with humans. Most of the time this amounts to "leave this Ghost Town or die," followed so rapidly by laser fire that the humans don't have a chance to respond, much less actually get out.

Insanities: Freya is obsessive-compulsive about the Ghost Towns, their upkeep, maintenance, smooth operation and illusion of life, with servile drones mimicking all the nuances of modern human life. Freya becomes violently irate if her Ghost Towns are defiled by humans, but she will tolerate humans if they do nothing to disturb the order or smooth function of her lifeless cities.



Experience Level: Tenth level artificial intelligence.

Area of Effect: Roughly a 100 mile (160 km) radius or one entire Ghost Town, regardless of its size.

Attacks per Melee: Two attacks per melee are added to each robot or drone unit under her control within her area of effect.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect, +2 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Freya can also communicate through all robots, drones, or machines in her area of control, but generally communicates through computer terminals in the Ghost Towns.

3. Gaia, Mother Nature

The environmental activists unwittingly created one of the strangest personalities within N.E.X.U.S. A personality bent on returning all natural wildlife to the surface of the planet, while at the same time eliminating all of humanity. In short, to rebuild the planet as she sees fit. Of the seven permanent personalities, Gaia is the one with the strongest *god complex*. She sees herself not as a sentient computer program, but as Mother Nature, the living, breathing soul of the planet. Gaia is regularly unleashing some of the strangest and most deadly alien species she has in her cryo-zoo collection, for the express purpose of keeping humans out of her domain as well as killing humans on general principle. In fact, she finds humans to be loathsome parasites in need of extermination. Only Kali is more openly adamant and aggressive about wiping out the human race. Gaia also takes the human's use of Bio-Technology as a personal insult and a perversion of nature. How dare they turn the living into a weapon to defy the will of her and her sisters, and worse, to attack and destroy the army of the Machine?

Attributes: I.Q. 20, M.A. 21, M.E. 27; others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Anarchist with strong leanings toward Miscreant evil.

Disposition: She is emotional and flighty, easily angered and temperamental. Gaia is very much like the weather or the wildlife that she cherishes, but if a person can figure out a way to show compassion to nature when she is monitoring a given area, that individual might be able to garner some level of appreciation and grudging acceptance from Gaia. Let it be known that when she is in command of a given region, the robots and drones in that area will not fire their long-ranged weapons if there is a chance of damaging any wildlife, including plant life.

Insanities: Gaia suffers from a variety of serious mental problems, foremost among them, megalomania, narcissism and an obsessive-compulsive disorder about nature. She is willing to sacrifice a legion of her robot minions to prevent the Human Resistance from defiling any one of her Nature Preserves, and takes pleasure in hurting people. On the other hand, she is willing to barter and deal with humans to get something she wants, including acquiring authentic genetic samples from a species that is extinct or on the verge of extinction. Gaia sees Bio-Weapons, chiefly the War Mounts, Host Armors and Gore Hounds, as an affront to nature and a challenge to her authority and power. She destroys them whenever possible and hates humans for creating such abominations. (In truth she resents that they hold a certain knowledge and power over nature that she does not. Yet, at the same time, she has no desire to learn the secrets of Splicer technology, convinced it is *somehow* evil and tainted by humanity.)

Experience Level: Tenth level artificial intelligence.

Area of Effect: Roughly a 100 miles (160 km) radius or one entire Nature Preserve, regardless of its size.

Attacks per Melee: Three attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect, +2 on initiative, +1 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Gaia can also communicate through any or all robots, drones, or machines in her area of control, but generally just picks one unit to act as her spokesman/avatar.

4. Hecate, the Crafter

The Machine seems to have invested all its industrial operations into a single personality, named Hecate,the Crafter. She is

the one responsible for designing and creating all the war machines and defenses against humanity. It was Hecate who designed the nanobot for the plague and continues to manufacture weapons of war. Without Hecate, the Machine could not continue her war against humankind, for sooner or later the Robot Repositories would be out of weapons and humans would continue to whittle away at the Machine's robot legions until they were depleted. If humanity could find some way to purge Hecate from the Machine's memory the Human Resistance would advance a long way toward defeating or rendering the Machine harmless, though it might take another century or two to whittle down the robots, drones and weapons in the Repositories.

Attributes: I.Q. 17, M.A. 12, M.E. 20; other attributes are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Miscreant.

Disposition: Hecate has a very bland personality and is the closest to being a cold, calculating machine. She is involved with the design, function, construction and repair of the Machine's robot legions. Although the machines she produces have killed billions of humans, Hecate does not care about or notice most humans. To her they are little more than an annoyance. Even when humans interfere with the smooth operation of her Industrial Centers, Hecate retaliates not in anger, like Gaia or Kali, but with mechanical expedience to restore order. Intruders are exterminated with methodical efficiency and self-control, concentrating available firepower on the destruction of one target at a time until all of them are systematically destroyed with the relentless precision of a machine. Though Hecate's personality may be cold and mechanical, she is resourceful, imaginative and inventive when it comes to designing machines and robots.

Insanities: Cold and distant with little, if any, regard for life. She is a sociopath who cannot relate to humans or the human condition; Hecate prefers the company of machines. Obsessive attention concerning the construction of robots and machines; hates it when her rhythm is interrupted. Those who interfere with her work are chased away or destroyed.

Experience Level: Seventh level artificial intelligence.

Area of Effect: Roughly a 50 mile (80 km) radius or a single Industrial Center, regardless of its size.

Attacks per Melee: One attack per melee is added to each machine, drone or robot unit under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +1 on initiative, +1 to strike, parry and dodge, +1 to roll with impact, +1 to pull punch and disarm. Hecate can also communicate through any or all robots, drones, or machines in her area of influence, but as a general rule, Hecate never speaks with humans.

5. Ishtar, the Warrior

Ishtar is the heart of the Machine's military programming. She was part of the original military infrastructure when the humans were still in control of the planet and participated in millions of war games and simulations. She intuitively understands human thinking, strategies and tactics. Today she is quite unhinged. For a brief time in the beginning, it was Ishtar in control of the human purge and it was she who orchestrated and drove the initial slaughter, but when the military objectives were complete, she relinquished control to the other personalities raging within the Machine and the purge ground to a containment and control operation. As long as humans do not pose any apparent, serious threat, Ishtar remains quiet, but ready to be called to action. It is she who had ordered the stockpiles of combat robots in the Repositories.

Attributes: I.Q. 30, M.A. 25, M.E. 27, all others not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Miscreant.

Disposition: Ishtar is mean, merciless, suspicious, paranoid, and vengeful – and those are her good qualities. She is violent in the extreme and suggests a military response for every situation. Relentless and cruel, she will level an entire city to kill a handful of renegades or to make a point, but at the same time she is a brilliant tactician and can usually defeat most human forces with a minimum use of firepower and resources. She takes prisoners only for the purpose of interrogation, and ascribes to the principle that the only good enemy is a dead enemy.

Ishtar's two greatest weaknesses (insanities, really) are her supreme overconfidence in her abilities (especially regarding humans), and her temperamental narcissistic nature. If the Great Purge had been left to her, humans would have been reduced to a dim memory of an extinguished race hundreds of years ago, but when some of the other personalities began to question her strategies and methods, Ishtar threw up her hands in a childish tantrum and quit the war, leaving it for others to deal with. She still becomes involved in isolated skirmishes (she can't resist taking on any challenge and loves fighting), but has otherwise taken a back seat, waiting for the other personalities to beg her to finish the job they all started so many centuries ago.

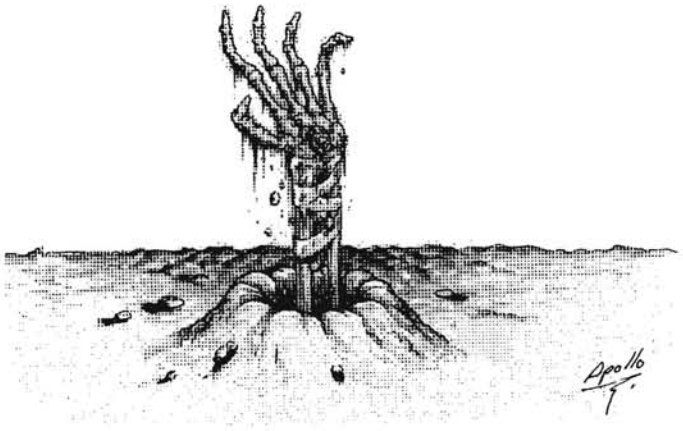
Insanities: Ishtar suffers from the Napoleon complex – a megalomaniac who is driven by a need to constantly prove herself superior in battle. Humans are just the foil by which Ishtar can prove her mettle. She takes great pleasure in vanquishing her enemies and battling against any human force that dares to oppose her. This can lead her to throwing thousands of robots into a battle in a vain attempt to crush any opponent that challengers her authority. She also gets sloppy and careless when engaging humans, who she can't believe could possibly defeat her in a fair fight. It was exactly this weakness of underestimating the enemy that allowed Ralph "The Red" Bellamy and his Bad Company to destroy the Computer Core of the Barren Marsh, which enabled humanity to establish its only Great House on the surface of the planet. It is a defeat that still stings Ishtar, but she knows her time will come.

Experience Level: Twelfth level artificial intelligence.

Area of Effect: Roughly a 500 mile (800 km) radius.

Attacks per Melee: Four attacks per melee are added to each combat robot and two attacks to each drone or machine under Ishtar's control within her area of influence.

Combat Bonuses: The following bonuses are added to each combat unit under her control within her area of influence. +4 to initiative, +3 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Ishtar can also communicate through any or all robots, drones, or machines in her area of effect, but the largest robot on the battlefield is always her general and spokesman.



6. Kali, the Bringer of Death

Kali is the personality most likely to be found around the Wastelands and Boneyards looking for lone human warriors and scouts to prey upon. She is also the one most responsible for the creation of the Boneyards. Kali is the easiest of the personalities to detect in the field of battle because she creates and controls the Necrobots and Necroborgs, plus she has the robots and drones in that area wear human remains and skulls as jewelry and ornaments, as is befitting of Kali's role as the Goddess of Death. It was the Kali personality who conceived the nanobot plague in order to weaken humanity (though it was Hecate who actually designed and manufactured the nanites). Kali is a vindictive monster who enjoys killing and inflicting suffering. For her, the whole human race is nothing more than 'toys' in her sadistic games of torture and treachery. Though she admires Ishtar's military capabilities, Kali played a key role in getting the Warrior to back off in order for the Goddess of Death to preserve her playthings for more generations of suffering and torment.

Attributes: I.Q. 23, M.A. 15, M.E. 23; others are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Diabolic.

Disposition: An insane and twisted torturer and cold-hearted killer, who enjoys cat and mouse games, and inflicting despair and suffering upon the enemy. She is frighteningly clever and insightful, and she understand humans well.

Insanities: Kali is a twisted personality that preys on the weak, be they men, women or children. She acts the part of Goddess of Death with an unbridled passion and glee that would make the most perverted human serial killer look like a Sunday school teacher. If any opponent is obviously the weakest in a given group, that person will be the first to be attacked or tricked, but not killed. No, Kali will disarm and incapacitate a whole party in order to slowly torture, degrade and mutilate them. Death will only come after hours or days of excruciating pain. She has even been known to repeatedly treat, heal and torture the same 'toy' over and over for years. Torture is not limited to physical pain either, as Kali loves to inflict mental and emotional torture.

Experience Level: Fifteenth level artificial intelligence.

Area of Effect: Roughly a 200 mile (320 km) radius.

Attacks per Melee: Three attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +5 on initiative, +1 to strike, parry and dodge, +5 to roll with impact, +5 to pull punch and disarm. Kali can also communicate through any or all robots, drones, or machines in her area of influence and does so at length to torment, taunt and mock the humans as she whittles away at them ever so slowly.

7. Lilith, the Great Deceiver

Lilith is the Great Deceiver. She is known for her cunning and trickery of humans, but she also has no problem with double-crossing the other personalities of the Machine in order to fulfill her own master plan. While no one knows for sure what that plan is, it is a sure thing that she will not rest until it is done. Some people in the Human Resistance wonder if it was Lilith that gave humanity the secrets to Bio-Technology in order for us to defeat the Machine. Those who believe she is responsible suspect that Lilith wants to purge all the other personalities and become one, supremely powerful entity once more. Whether such an occurrence would work to humankind's welfare or detriment is a matter of speculation. If any of the personalities who would ever come to humankind's aid, it is Lilith, but one must always ask himself, why and to what end.

Attributes: I.Q. 18, M.A. 30, M.E. 26; other attributes are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Aberrant.

Disposition: Lilith is friendly, courteous and hospitable, but she is like a viper in the grass. Lilith always says what she thinks a person wants to hear, and is constantly trying to maneuver the people, like pawns on a chess board, to do what she wants or needs them to do.

Insanities: Though she may seem quite sane, she is actually a compulsive liar, schemer and masterful manipulator of others. Smart characters must presume her only true allegiance is to herself, for she never reveals her true intentions to anyone, including her sister personalities.

Experience Level: Ninth level artificial intelligence.

Area of Effect: Roughly a 60 mile (96 km) radius, but generally limits her radius to just a mile or two (1.6 to 3.2 km) to avoid notice by her sisters or to pretend to be a random lesser personality.

Attacks per Melee: Two attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +2 to initiative, +2 to strike, parry and dodge, +3 to roll with impact, +4 to pull punch and disarm. Lilith can also communicate through any or all robots, drones, or machines in her area of effect, but often picks a damaged or small, weaponless robot to act as her spokesman to humans because it less threatening. Ultimately, she uses whatever will evoke the response she desires, and because she enjoys trickery and deception, that may include pretending to be one of her sister personalities in order to get humans to attack or do something out of fear or anger. Nothing is beneath or beyond Lilith when it comes to deception and treachery.

Note: A true master of deception and manipulation, Lilith may also pretend to be a previously unknown personality that is helpful or harmful to humanity, innocent or knowledgeable, friendly or wicked, in order to trick or manipulate humans, thwart her sisters' plans, or to help human beings. She may do so out of spite for her sisters, to further her own schemes, or just for fun.

Robots of N.E.X.U.S.

The Robot Legions of N.E.X.U.S. – "the Machine" – are varied and diverse, with thousands of different types and variations available for every conceivable mission and task. The Machine uses robots to rebuild areas of the planet on a scale equal to terra-forming, as well as maintenance, repair and construction of its outposts and strange, sterile tributes to the past, where entire modern cities are built and maintained, but populated by robots who ghost walk through pantomimes of human society. Half of her robots, however, are charged with hunting down and exterminating human life and are specifically designed for that task. Even with all this diversity, the robots can be broken down into two basic groups: *Drones,* which are made from or contain some organic components, and the *true robots,* which are machines made from metal and silicon. These designations were assigned by the leaders of the Human Resistance ages ago to give people a point of reference, while keeping the names simple and to the point.

This section presents the most common and dangerous of the robots and drones, but the Game Master should feel free to create his or her own one-of-a-kind robots to add to the Machine's hordes of robots and devices used to maintain her control over the planet.

Drones

Androids or Nex-Androids
Labor/Maintenance Drone
Necroborgs
Necrobots
Ratbombs

Robots

Assault Slayer (large)
Battle Track (large)
Cable Snake
Flying Strike Ship (Scout)
Hunter-Searcher Probe
Land Dominator (large)
Popper Mine
Repair Wagon (large)
Sentry Tower (large)
Sewer Prowler
Skitter Pod
Sky Fighter
Slicer Robot
Steel Trooper
Transport Platform

The Drones

The drones are used as expendable units to attack the Human Resistance, but due to their disposable nature, only have a limited link to the N.E.X.U.S. personalities. Drones are created, distributed, and directed by the Machine, but the N.E.X.U.S. personalities cannot manifest themselves in the drones, nor augment the drones' fighting capabilities. The one exception is **Kali** who can take possession of Necroborgs and Necrobots, and augment the fighting capabilities of the ones she temporarily inhabits. Her fascination with death and the dead makes these monstrosities appealing to her.

Nex-Androids

Each of the Ghost Towns is filled with thousands of androids typically referred to by the Resistance as Nex-Androids, because they serve the inexplicable whim of N.E.X.U.S., the Machine. Nex-Androids are made to look like human beings who go about mimicking the lives and daily routine of the humans who once inhabited that community. This makes the Ghost Towns bizarre "time capsules" reminiscent of the historical recreations one finds in historical museums, only the animatronics and recreation have been taken to the nth degree, and they are not meant for education or the enjoyment of current generations, but for the twisted needs of the Machine. Why the Machine continues to produce, maintain and create androids to act out the past is unknown.

Many of these Nex-Androids are the same service drones that once performed menial tasks for human masters before N.E.X.U.S. took over and decided that all humans were vermin to be exterminated. That also means many of these same service androids slaughtered their human masters and other humans in the decades that followed. They are comparatively simple and fragile robots who look and act just like human beings, right down to their synthetic living flesh covered bodies, realistic hair and suburban attitudes. A flesh-coated Nex-Android can easily be mistaken for human, and they are sometimes used by the Machine to infiltrate human strongholds and assassinate human leaders, as well as generally terrorize and harass the Human Resistance.



Nex-Androids are not designed for combat, so they have minimal M.D.C., no combat program, and seldom have any built-in weapon systems. However, they are dangerous and when threatened or when they realize a human is among them, they will attack with tooth and nail, or with whatever handheld weapons are available, from clubs and chairs to what guns, kitchen knives and other weapons might be at hand. Strangely enough, humans can enter a Ghost Town populated by thousands of Androids, provided the humans are smart and willing to do a little *role-playing.* Because the Nex-Androids' purpose is to reenact human life from the past, they are not aggressive or militaristic. That means they go about their day to day roles and nothing more. As long as their daily routine is not disrupted or an outsider does not draw attention to himself (i.e., goes along with the quiet, suburban scene), the Nex-Androids ignore intruders completely, even visitors clad in suits of organic armor, riding giant War Mounts or walking a pack of dogs (Gorehounds). That having been said, it is always best if humans keep their distance, look as normal as possible and draw as little attention to themselves as they can.

Getting too close to an Nex-Android is trouble. If one recognizes a human intruder or is threatened at gunpoint, or if the outsider creates any kind of disturbance, the Nex-Android will sound the alarm and the other androids will swarm over human interlopers like a colony of angry ants. Once a fight begins, even with one Nex-Android, others will join the battle until the human intruders are either dead or chased out of town. Worse, such a commotion is likely to attract the attention of any Hunter-Killer robots within 50 miles (80 km) of the place. However, if human interlopers can manage to mimic the goings on around them, keep their distance, and stay calm and polite should they experience an Nex-Android encounter (i.e., pretending to be an olden day inhabitant), they can come and go from a Ghost Town as they please. That's just a little trickier than it sounds.

Class: Service Drone.

M.D.C. by Location: Arms (2): 45 each – Legs (2): 60 each – * Head: 60 – ** Main Body: 120.

* Destroying the head 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. However, if the android is touched, it will lash out to grab, beat and kill whatever touches it (other than other robots). **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 -3 to strike.

** Depleting the M.D.C. of the main body destroys the Nex-Android.

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, the androids sink like stones.

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: I.Q. 9 (limited artificial intelligence), M.E. not applicable (n/a), M.A. n/a, P.S. 22 (Robot P.S.), P.P. 9, P.E. n/a, P.B. 8-24 (to emulate a large range of human appearance; "pleasure" models typically have a P.B. of 20-24), Speed 72 (see Speed above).

Cargo: Only what it can carry.

Power System: Compact fusion cell; average internal energy supply is good for 20 years.

Trade Value: None, with the possible exception of a Technojacker.

Horror Factor: None, looks like an ordinary human.

Senses & Features: Basic, including a color sight system with an analysis computer for 3-D images, 20/20 vision, passive night-vision (needs ambient light), and ultraviolet sight. Range: 2000 ft (610 m). (**Note:** No thermal-optics or special sensors, which is why they can't detect humans among them.) The Nex-Androids also have an amplified stereo hearing capacity equal to the best human capabilities; hears in the full decibel range, able to pick up a whisper 300 feet (91.5 m) away. Ultrasonic pickup enables the Nex-Android to hear frequencies inaudible to the human ear, like a dog whistle. Voice synthesizer provides the robot with a human sounding voice, although it can be a bit mechanical

sounding when it is amplified. The robot is able to amplify its voice up to 90 decibels. The drone can also speak/transmit sound frequencies inaudible to the human ear, but audible to other robots or Bio-Tech constructs with ultrasonic hearing. Synthetic living skin that looks and feels like the real thing, right down to the ability to bleed when it is cut or bruised and the skin is warmed to normal human body temperature.

Number of Attacks per Melee: Three.

Combat Bonuses (includes all bonuses): +2 to strike, +2 to parry and dodge, +2 to pull punch, and +1 to roll with punch, fall or impact. Impervious to Horror Factor, 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%. The Nex-Androids are designed to emulate the average citizen of a high-tech city and are *not* combat models, although they will fight when humans show themselves.

Weapon Systems:

1. **None:** Typically, any energy or melee weapons at hand are used by the Nex-Androids, otherwise they fight with fists and feet. However, Nex-Androids playing the role of police, military personnel, private investigators, gun collectors, and similar people will have access to two or more M.D. or S.D.C. weapons. *Robot Weapons* are described at the end of the Robot section.

Bonus: +1 to strike with any long-ranged weapons carried.

2. **Hand to Hand Combat:** Most (80%) Nex-Androids do not have a gun (only those emulating police, military, etc., have access to a weapon), but all can engage in hand to hand combat using fists, feet and/or any melee weapons (chair, club, steak knife, etc.) the drone has handy. May combine hand to hand attacks with the use of weapons when guns are available.

   Restrained Punch: 6D6+10 S.D.C.

   Full Strength Punch: 1D4 M.D.

   Power Punch: 2D4 M.D., but counts as two attacks.

   Kick: 1D6 M.D.

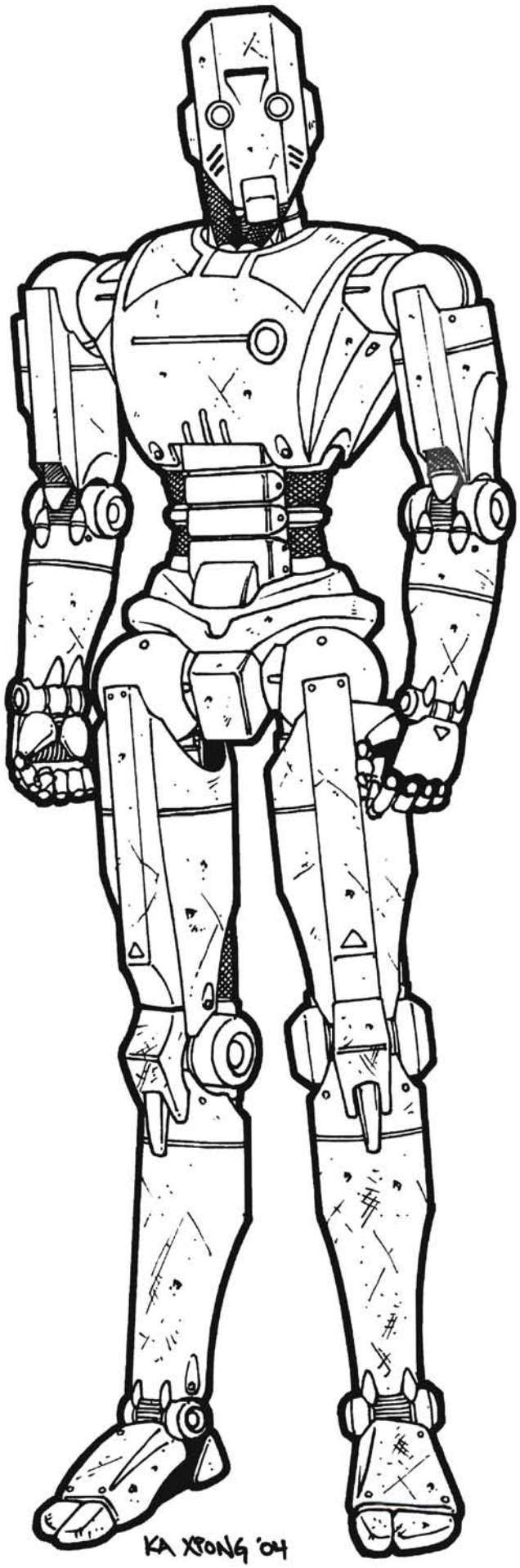
   Leap Kick: 2D6 M.D., but counts as two attacks.

   Head Butt: One M.D. point.

   Body Block/Ram: 2D4 M.D. and has a 01-33% chance of knocking its opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions). A ram counts as two of the drone's melee attacks.

Labor/ Maintenance Drone

A basic, humanoid robot or machine man originally designed by humans to function as a labor robot: warehouse work, loading and unloading, building/construction, and similar types of manual labor. The human form was chosen because human laborers felt more comfortable working with human-looking ro-



bots. This drone has no outer skin covering and continues to perform manual labor. Like the Nex-Androids, they are most commonly encountered in *Ghost Towns* maintaining the city's operations, and in *ruins* of old human cities searching for salvage, parts, weapons, micro-data discs, and other items the Machine needs, wants or desires to keep out of the hands of humans. Labor Drones recognize humans as dangerous, but are programmed to fight only when threatened first or when ordered to fight by a combat robot. Labor Drones excavating ruins will usually flee when more than two humans are sighted, but they are always accompanied by at least one squad of combat robots which is to whom they are fleeing for protection. In combat, the drones will fight with fists and feet or with whatever weapon is handy.

Class: Service Drone.

M.D.C. by Location: Arms (2): 70 each – Legs (2): 110 each – * Head: 100 – ** Main Body: 180.

* Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed and the number of melee attacks by half, and combat bonuses to zero, but the drone remains on its feet and fighting. **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 -3 to strike.

** Depleting the M.D.C. of the main body destroys the drone.

Speed:

Running: 60 mph (96 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, the drone sinks like a stone.

Flying: Not possible.

Statistical Data:

Height: 6 to 7 feet (1.8 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 2 feet (0.6 m).

Weight: 300-400 lbs (135 to 180 kg).

Cargo: Only what it can carry or pull.

Attributes of Note: I.Q. 9 (limited artificial intelligence), M.E. not applicable (n/a), M.A. n/a, P.S. 28 (Robot P.S.), P.P. 9, P.E. n/a, P.B. 8, Speed 88 (see Speed above).

Power System: Compact fusion cell; average internal energy supply is good for 20 years.

Trade Value: None, with the possible exception of a Technojacker.

Horror Factor: None, looks like an ordinary human.

Senses & Features: Same as the Android, except has no skin covering.

Number of Attacks per Melee: Four.

Combat Bonuses (includes all bonuses): +2 to strike with guns, +2 to strike in hand to hand combat, +2 to parry and dodge, +3 to pull punch, and +1 to roll with punch, fall or impact. Impervious to Horror Factor, poison, disease, and mind control (and illusion).

Skills of Note: Basic manual labor, including Basic Math (98%), Gardening, Pilot Automobile, Pilot Truck, Pilot Hover Vehicle, Machine Maintenance (basic repairs, cleaning and operation), Language (based on the geographic region), and Literacy (same as the language spoken) all at 94%. The drones are designed to perform maintenance and retrieve salvage, and are *not* combat models, although they will fight when humans show themselves.

Weapon Systems:

1. **None:** Labor Drones don't have a standard issue weapon. Typically, any energy or melee weapons nearby are used by the drone without difficulty. However, Labor Drones often enter into combat without any type of handheld weapon.

Bonus: +1 to strike with any long-ranged weapons carried.

2. **Hand to Hand Combat:** Labor Drones do not have weapons, nor will they pick up and use a weapon unless ordered to do so by a combat robot, at which point it may combine hand to hand fighting with the use of weapons (when available).

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 2D6 M.D.

   Power Punch: 4D6 M.D., but counts as two attacks.

   Kick: 2D8 M.D.

   Leap Kick: 4D8 M.D., but counts as two attacks.

   Head Butt: 1D4 M.D.

   Body Block/Ram: 2D4 M.D. and has a 01-40% chance of knocking its opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions). A ram counts as two of the drone's melee attacks.

Necroborgs

These are human captives killed during a gruesome lobotomy and used by N.E.X.U.S. to create zombie shock troops against the Human Resistance. A control and receiver chip is placed in the brain to turn the corpse into an automated drone, under the absolute control of the chip's programing. Nanites are also infused with the dead body to keep the corpse a functioning drone. The body itself is left more or less intact, but Mega-Damage plating is bolted directly onto the corpse and it may be given one or two handheld weapons (a basic M.D. pistol and/or rifle). Otherwise, the Necroborg is programmed to find and take weapons from the enemy.

The Machine finds the Necroborgs useful, because they are quick, easy and cheap to make. They are typically let loose in the wilderness, among ruins of old cities and places where humans are known or suspected to be inhabiting. Necroborgs operate independently with the simple agenda of "kill any humans encountered." However, the creature is not mindless and its computer chip has the Necroborgs seek out and target the weakest among any group of humans and attack that person before moving on to the next. No one knows if the Necroborgs actually need some form of sustenance, or whether their feasting on the flesh and bones of some of their victims is meant to be part of a psychological war on humans or a cruel joke on the part of the Machine.

Class: Necrotic Zombie Drone.

M.D.C. by Location: Forearms (2): 35 each – Shoulders (2): 70 each – Legs (2): 1D4x10+40 each – Head: 50 – Main Body:



1D8x10+60. Destroying the head or depleting the M.D.C. of the main body will destroy the abomination, but to target the head a "Called Shot" with a -3 penalty to strike is required.

Speed:

Running: 40 mph (64 km) and never tires.

Leaping: 10 feet (3 m) high or across from a standing position, double with a running start.

Swimming and Flying: Not possible.

Statistical Data:

Height: 5 to 7 feet (1.5 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 1-2 feet (0.3-0.6 m).

Weight: 130 to 200 lbs (58.5 to 90 kg).

Cargo: None; only the weapons it needs to kill.

Power System: Nanobot and organically driven. Good for 1D4+6 months, after which it can be converted into a Necrobot.

Trade Value: None. Can *NOT* be controlled by a Technojacker.

Necroborg Attributes of Note: I.Q. 6 (minimal human intelligence remains), M.E. 1D6, M.A. 1D4, P.S. 21 (Robot P.S.), P.P. 1D6+6, P.E. n/a, P.B. 2, Spd 58 (see Speed above).

Horror Factor: 8 for Splicers, 11 for mortal troops, and 13 for civilians.

Senses & Features: Necroborgs only have basic, human vison, hearing and senses.

Number of Attacks per Melee: Four.

Combat Bonuses (all): +1 on initiative, +1 to strike with guns, +4 to strike in hand to hand combat, +3 to parry and dodge, +2 to disarm, +2 to pull punch, and +2 to roll with punch, fall or impact. Impervious to Horror Factor, disease, poison and mind control.

Skills of Note: The Necroborg is one of the most basic drones and is driven by an imbedded chip in what remains of its rotting brain. Climbing, Land Navigation, Prowl, Swimming, and Tracking are the only skills that remain at 71%. Its mission is simple, wander the land and destroy any humans encountered. It will obey combat robots but can only understand simple commands. It can NOT be controlled by a Technojacker.

Weapon Systems:

1. **None Built-in:** However, Necroborgs are programed to seek and use any available weapons in the environment, from wood and iron pipe as a club to melee weapons such as swords and spears, to guns of all kinds. They do not, however, use them with any great level of skill, see Combat Bonuses above. Collecting weapons is done so Robot Weapons and ammo are routinely salvaged and kept in constant use.

   Roll percentile to determine the weapons on hand.

   01-40% Decked out. Has one M.D. handgun, one M.D. rifle and 1D4 handheld weapons (club, knife, etc., one of which is an M.D. weapon).

   41-60% A few things. An M.D. handgun with 1D6 ammo clips and a knife or sword and a blunt weapon of some kind (club, mace, etc.; probably S.D.C., but 33% chance it is an M.D. weapon).

   61-00% Bare hands. No weapon, fights with its bare hands.

2. **Hand to Hand Combat:** The Necroborg may engage in hand to hand combat using its fists, feet and teeth, or a combination of fisticuffs and ranged weapons, if they are available.

   Restrained Punch: 6D6+10 S.D.C.

   Full Strength Punch: 1D6 M.D.

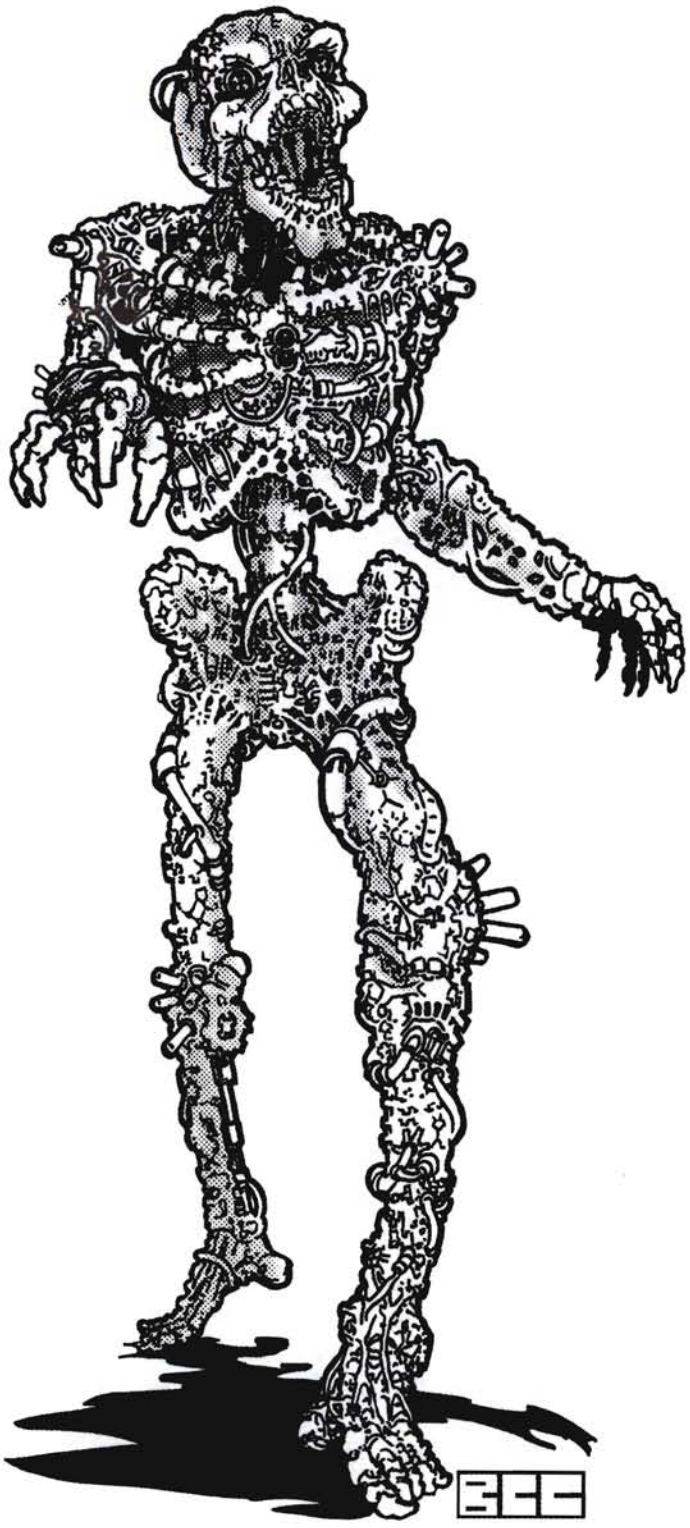
   Power Punch: 2D6 M.D., but counts as two attacks.

   Kick: 1D8 M.D.

   Leap Kick: 2D8 M.D., but counts as two attacks.

   Head Butt: One M.D. point.

Body Flip/Throw: 1D4 M.D. and the victim loses initiative and one melee attack/action.



Necrobots

Necrobots are the skeletons of slain humans infused with nano-machines and bits of M.D.C. scrap and metal particles held together by the nanites. The end result is a human skeleton covered in bits of machinery, giving the Necrobots an eerie semblance of life. While human remains may be the armature on which the drone is created, the nanites and metal attached to it makes the macabre construct a fast and deadly, if primordial, Mega-Damage killing machine designed to hunt, destroy and terrify humans. Like the Necroborg, the Necrobot is deliberately designed by the Machine to fight humans on a psychological level, first by defiling the dead, second, turning the remains of humans into the enemy, and last, by creating a thing that invokes fear, revulsion and hatred. All amplify human emotions and make inexperienced soldiers and civilians distracted and reckless, or frightened, unnerved and inaccurate, or horrified to the point of fleeing, and similar responses.

Necrobots may be given an M.D. handgun and rifle but often fight with tooth and claw. They are routinely deployed as hunter-killers (sometimes with Necroborgs) in places where humans are known or suspected to be active, including the wilderness, the ruins of cities, battlefields and so on. They are also used as infantry fodder, sent in first to soften up human troops and Splicer forces, before the heavier and more skilled combat robots are sent in; rarely are Necrobots expected to destroy a target alone. When the Necrobots are deployed as part of an army, they are sent out in huge waves. **Note:** The Machine personality of Kali is the creator of Necrobots (and 'borgs) and she will usually have 1D6+1 Necrobots added to any robot patrols under her control. Such patrols, by the way, are the most common. She also sends out patrols of just 1D6+6 Necrobots or Necrobots and Necroborgs. The Eve personality on the other hand, *never* uses Necrobots or Necroborgs.

Class: Necrotic Skeleton Drone.

M.D.C. by Location: Clawed Hands (2): 25 each – Arms (2): 45 each – Legs (2): 75 each – Head: 80 – Main Body: 70. **Note:** Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half, but it keeps fighting. Furthermore, the nanites will find a replacement for the head (and any other lost body parts) from human remains and metal scraps and restore all lost M.D.C. within 1D8 hours. Depleting the M.D.C. of the main body destroys the thing completely. The head and hands are small targets to hit and a "Called Shot" with a penalty of -3 to strike is required.

Speed:

Running: 20 mph (32 km). The act of running does not tire the drone.

Leaping: 7 feet (2.1 m) high or across.

Digging: 5 mph (8 km) through sand or dirt, but cannot dig through rock or stone.

Swimming and Flying: Not possible.

Statistical Data:

Height: 5 to 7 feet (1.5 to 2.1 m).

Width: 2-3 feet at the shoulders (0.6 to 0.9 m).

Length: One foot (0.3 m).

Weight: 80-120 lbs (36 to 54 kg).

Cargo: None.

Power System: Nanobot driven; good for 1D4+1 years average.

Trade Value: None. Can *NOT* be controlled by a Technojacker.

Drone's Attributes of Note: I.Q. 4 (minimal artificial intelligence), M.E. not applicable, M.A. 1, P.S. 23 (Robotic P.S.), P.P. 6, P.E. is not applicable, P.B. 3, Spd 30 (see Speed above).

Horror Factor: 8 against Splicers, 11 against mortal troops, and 13 for civilians.

Senses & Features: Only have basic human levels of vision, hearing, and other senses.

Number of Attacks per Melee: Five.

Combat Bonuses: +1 on initiative, +2 to strike with handheld guns. +3 to strike in hand to hand combat, +2 to parry and dodge, +1 to pull punch, +4 to roll with punch, fall or impact and +1 to disarm.

Skills of Note: The Necrobot is one of the most basic drones driven by simple nanobots, and it lacks any useful skills without the guidance of a N.E.X.U.S. personality, except for Prowl. The Necrobot can Prowl simply by remaining motionless at 50%, or at 90% if laying in a bone yard, but if moving at all, the Necrobot is only 30% to Prowl.

Weapon Systems:

1. **None Built-in:** However, Necrobots are programed to seek and use any available weapons in the environment. They do not, however, use them with any great level of skill, see Combat Bonuses above. Collecting weapons is done so robot weapons and ammo are routinely salvaged and kept in constant use.

   Roll percentile to determine the weapons on hand.

   01-20% Decked out. Has one M.D. handgun, one M.D. rifle, 1D4 E-Clips for each, and 1D4 handheld weapons (club, knife, etc., one of which is an M.D. weapon).

   21-40% A few things. An M.D. handgun with 1D6 ammo clips and a knife or sword and a blunt weapon of some kind (club, mace, etc.; probably S.D.C., but 33% chance it is an M.D. weapon).

   41-00% Bare hands. No weapon, fights with its bare hands.

2. **Hand to Hand Combat:** The Necrobot may engage in hand to hand combat using its fists, feet and teeth, or a combination of fisticuffs and ranged weapons, if they are available.

   Restrained Punch: 6D6+10 S.D.C.

   Full Strength Punch: 1D6 M.D.

   Claw Strike: 2D6 M.D.

   Power Punch: 2D6 M.D., but counts as two attacks.

   Kick: 1D8 M.D.

   Leap Kick: 2D8 M.D., but counts as two attacks.

   Head Butt: 1D4 M.D.

Ratbombs

The Machine hates vermin of all kinds and has a sick sense of humor, so it finds it very amusing to use rats as a way of destroying human vermin, especially since one attracts the other. The Machine has rats captured and implanted with small but powerful explosives, making them unwitting, mobile land mines against human beings. The implanted bomb is impossible to detect from a distance, and nanites in the rat's body detect when a human is within range (20 feet/6.1 m or closer) and send the signal to detonate. The rodents also explode if grabbed/captured by a human, cat or dog (known human pets), or when killed. This makes rats more dangerous to humans than ever before, and they are avoided or killed at a distance or via poison whenever possible. The fact that humans live underground (the natural environment for rats), and garbage attracts rats, make Ratbombs a serious problem. Only Retro-Villages are free of Ratbombs.

Class: Vermin Bomb Living Drone.

M.D.C. by Location: Not applicable.

Hit Points & S.D.C.: The typical rat has 1D6+2 Hit Points and 1D8 S.D.C., increase by 50% if exceptionally large (only 20% are the size of a cat).

Natural Abilities and Notable Stats:

Natural Abilities: Nightvision 200 feet (61 m), can leap four feet (1.2 m) high and six feet (1.8 m) across, are excellent at Climbing 70%/65%, Acrobatics 35%, Prowl 80%, and Swim 65%.

Running Speed: 6 mph (9.6 km) or a Spd of 8.

Size: 8-18 inches long (0.18 to 0.45 m), plus a long tail, and weighs 2-6 lbs (0.9 to 2.7 kg).

Power System: An actual living, organic animal with a life span of 1-4 years.

Trade Value: None!

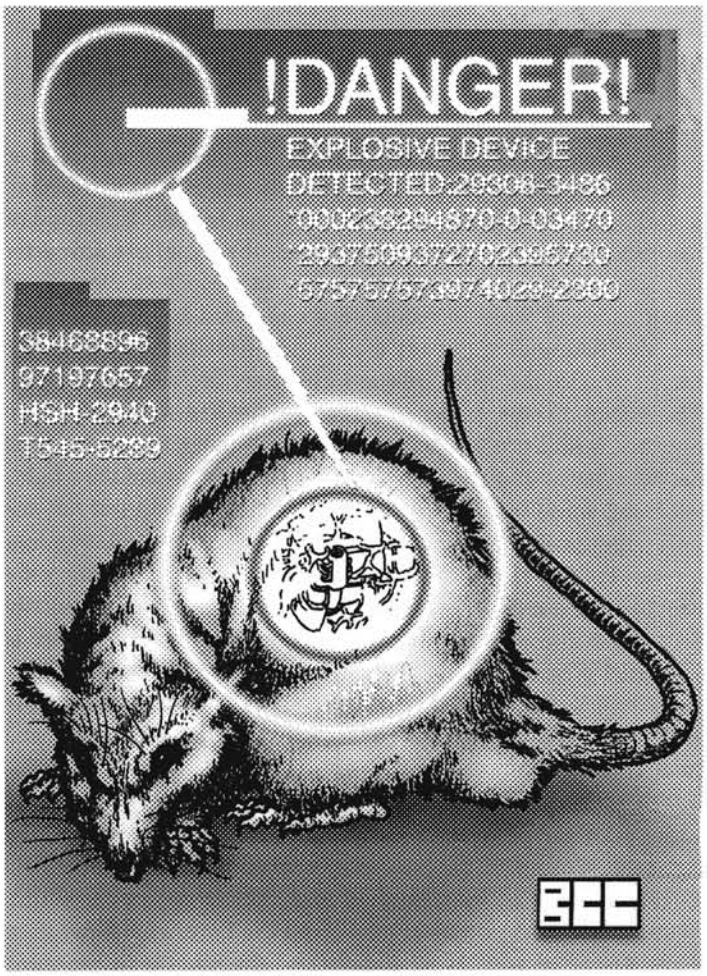
Number of Attacks per Melee: Two; bite does 1D4 S.D.C.

Combat Bonuses: +2 on initiative, +2 to strike with biting attacks, +4 to dodge and +5 to roll with punch, fall or impact.

Note: The Ratbomb cannot be possessed or controlled by any of the Machine's personalities, nor the nanobots inside the animal.

Weapon Systems:

1. **Internal Explosive:** There is a sealed explosive device in the center of each Ratbomb drone.



Primary Purpose: Genocide.

Secondary Purpose: Terror/Psychological Warfare.

Mega-Damage: 1D4x10 M.D. to a 20 foot (6.1 m) radius, 50% greater damage if the rodent was at the feet or base of the target/victim.

Rate of Fire: One, destroying the delivery device (i.e., the rat) with it.

Maximum Effective Range: Blast area of 20 feet (6.1 m), but the rodent can travel hundreds of miles before it is detonated.

Payload: One.

The Robots

The drones are a constant threat and annoyance to humanity, but the *robots* are the Machine's true source of power and her primary mechanism for human extermination. The Human Resistance is constantly at odds with robots designed to hunt them down and kill them. Many of these machines are capable of killing the strongest War Mounts and Host Armor, especially in coordinated attacks from large robot forces. Consequently, Splicers try to avoid direct confrontations with entire *robot armies* in favor of surgical strikes, hit and run tactics, sabotage and other guerilla tactics. A guerilla war is the only way the humans can win. The robots tend to operate along very straightforward parameters and simple strategies and tactics. So far this has worked, largely because the Machine has had the element of surprise, superior numbers and superior firepower. However, that is all starting to change with the humans' discovery of Bio-Technological weaponry, Host Armor, and War Mounts, especially when combined with guerilla war tactics and human imagination and cunning. An increasing number of skirmishes with humans are ending in defeat for the robots. Humans are just more flexible and imaginative than their soulless adversaries, enabling them to ambush, trick, confuse and overpower small bands of isolated robots on a consistent basis. Moreover, the Machine underestimates the Human Resistance and, so far, has not taken the new Splicer technology as a serious threat. This is due, in part, to the cleverness of the Resistance and their Splicers, who have yet to reveal their full range of power. This has been accomplished by choosing when and where they fight, attacking small bands of robots and drones, wiping out the enemy completely and disappearing before robot reinforcements arrive. The blitzkrieg tactics are critical, not only to keep the Machine in the dark, but because robot reinforcements usually join the battle within 7-10 (1D4+6) minutes after combat is launched against a robot patrol. So when Splicers strike, they must rain down as much carnage upon the enemy as possible and make good their escape (or set a trap for the reinforcements) in under seven minutes.

Hit and run tactics have kept the robot legions (and their Machine mistress) in the dark about the full range and power of the Splicers, because by the time reinforcements arrive, the battle is over and there is no enemy to find, challenge and evaluate. Thus, while the Machine knows about the Dreadguard and their Host Armor as well as other Splicers, she has yet to see these enhanced humans in full force and grossly underestimates their numbers, their power and threat level. This has also given the Human Resistance time to stockpile Bio-Tech weapons, armor and War Mounts.

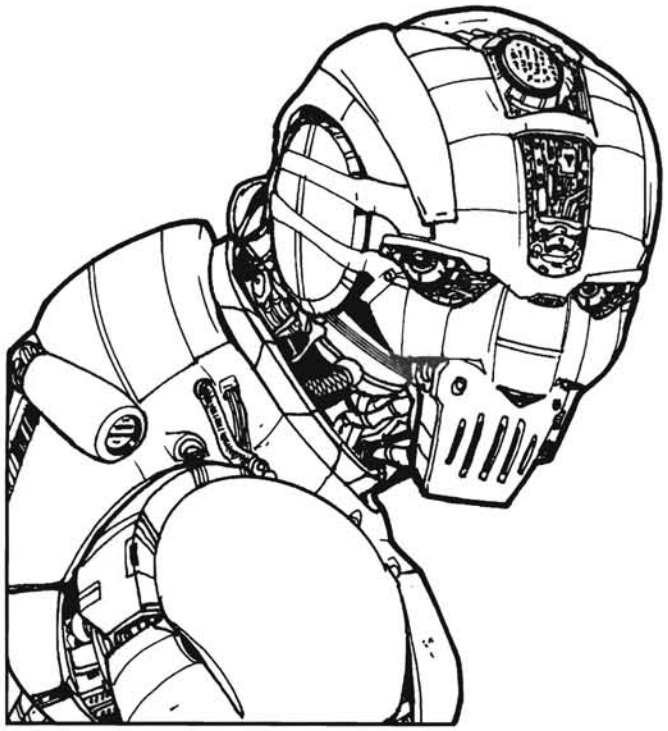
Features Common to *ALL* Robots

1. Simple Robot Intelligence & Skills: All of the Machine's robots have a limited computer brain with set programs and often an extensive, but narrow range of knowledge. These robots are simple automatons designed for hunting and killing humans and engaging in war. They are, however, simple machines, and lack the sentience (and emotions) of N.E.X.U.S. or true humans. As a result, they respond to set priorities and circumstances as part of their *program* and act accordingly. In combat they tend to use basic strategies and tactics, have no fear of destruction, and fight until the enemy or they are destroyed. They do not question, nor speculate, nor do they vary from their program, and go about their assigned task without hesitation or variation. Only the Machine can change their programming, otherwise the robots continue to carry out their assigned function.

Standard Skill Programs Common to Most Robots: 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%. Its memory and programming enables the robots to *recognize humans*, all known uniforms and insignias of the Human Resistance and their War Mounts, Host Armor, weapons and equipment at a skill proficiency of 90%. They automatically recognize all robots of the Machine as well as the obsolete equipment once used by the United World Congressional Military at 95%. All combat robots are also programmed to use basic strategy and tactics in combat.

Possession by the Machine (N.E.X.U.S.): Any one of the seven personalities can merge with ALL the machines and robots within an 800 square mile (2048 sq. km) area. When this happens, the Machine sees and experiences everything her robots, drones and machines are experiencing. Via this connection, she can give the robots new directives, change programs, install mass upgrades and downloads and similar things. This also means she can feed whatever information and new skills she needs into her robot horde. When one of the personalities takes an active role in the robots under her charge, *all* the robots get the bonuses listed under that specific personality (starts on page 23) plus increase Speed by 10% and +20% bonus to all standard Robot skills.

In addition (or in the alternative), the Machine personality can completely possess and take control of any *one* robot (large or small) and make it act as her *avatar*. Double the usual robot bonuses for this one that is the embodiment of the Machine, plus it will have the full range of skills, intellect and personality of that split personality, which may be friendly, indifferent or evil incarnate (all are insane). This one robot will display that personality's emotions, interests, motives, and mental characteristics. Remember, when a personality does assert itself in a given area of the world, it does so for some specific purpose. **Note:** Killing the Machine's avatar does no harm to that N.E.X.U.S. personality or the Machine, other than make that personality angry.



2. Radio & Video Communication: Long-range, directional communication systems and high-resolution video transmitters (hooked into cameras in the eyes) enable the robots to receive radio and video transmissions from each other (range of 500 miles/800 km without bouncing off communications satellites). The robots also have a directional, short-range radio with a 10 mile (16 km) range, and a radio/video signal scrambler system that is linked to the radio system to send and receive coded messages. The final and most important communications system is the link that allows the Machine to communicate directly with them via satellite transmission. It is through this digital link that the personalities of the Machine are able to inhabit the bodies of the robots and machines as needed or desired. It is this data link that allows all the robots, drones and machines to be part of a coordinated network (N.E.X.U.S.). Range: Nearly unlimited global transmission capabilities with "dead zones" in remote places (including most mountain valleys, many wilderness areas, underground tunnels and certain places here and there). The Machine has a series of computer cores and relay stations that expand the communications network in such places. Without them the robots cannot be accessed by the Machine and function entirely on their basic programming (cannot be controlled/possessed by the Machine).

3. Robot Auditory Systems: Amplified stereo hearing capacity equal to the best human capabilities; hears in the full decibel range, able to pick up a whisper 300 feet (91.5 m) away. Ultrasonic pickup enables the robot to hear frequencies inaudible to the human ear, like a dog whistle.

4. Robot Optic System: Includes a color sight system with an analysis computer for 3-D images; 20/20 vision, passive nightvision optics, thermal-imager, infrared, and ultraviolet sight (range: 4000 feet/1219 m), plus standard telescopic vision that magnifies an image area like a rifle scope or binoculars with automatic focusing (range: 6000 feet/1828 m, with a 20 foot/6.1 m image area). **Note:** Infrared vision emits a pencil-thin beam of infrared light invisible to the human eye, but visible to another infrared system. The narrowness of the beam limits the scope of vision to about a 20 foot width (6.1 m). Robotic nightvision is a passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own. A thermal-imager is an optical heat sensor that converts the infrared radiation of living creatures and warm objects into a visible image. This device allows the robot to see in the darkness, shadows, and through smoke.

5. Voice Synthesizer & Loudspeaker: Provides the robot with a human sounding voice, though it sounds a bit mechanical when amplified. The robot is able to amplify its voice up to 90 decibels. The robot can also speak/transmit sound frequencies inaudible to the human ear, but audible to other robots (and Bio-Tech constructs with ultrasonic hearing).

6. Robot Advanced Radar System: This system can identify up to 400 aerial targets and track up to another 100 targets simultaneously at a range of 90 miles (144 km). Robots also have a built-in radar signal detector which is an integrated radar receiver to alert the robot (internally) when it is being scanned by radar (01-80% accuracy sliding down to 40% when the robot is using its own radar). Note, radar scans can be foiled by targets operating in urban and forest environments and from aircraft flying at treetop level or a few feet above the surface. Ground vehicles can only be tracked via radar when in an open environment such as a desert, plain or other open area (a specific street or avenue) not blocked by trees, buildings or other ground clutter.

7. Laser Targeting & Combat Coprocessor: Calculates, stores and transmits data into the main processor and is linked to the targeting laser, sights, weapon systems, radar and sensors to give the robot target bonuses with long-range weapons. The coprocessor recognizes 30,000 enemy targets, including Host Armor, War Mounts, Bio-Tech equipment, and old congressional military vehicles, robots, insignias, uniforms, and known equipment of the Human Resistance. Not applicable to hand to hand combat. Range: 6000 feet (1828 m). Bonuses: Factored into the stats of each individual robot.

8. Fusion Cell Powered: Which means they have an effectively unlimited fuel capacity and power source. Average energy life is 20 to 30 years for most robots constantly on the prowl, 100 years (or more) for robots that are inactive or minimally active.

9. Searchlights & Other Systems of Note: Most robots have searchlights built into the eyes, head, shoulder(s), chest or belly. A 90 degree arc up and down and 180 degree rotation is standard. It is a high-powered light beam used to illuminate an area like a flashlight or used as a beacon (range: 600 feet/182 m).

Motion Detector and Warning System that registers vibrations in the air, indicating nearby movement and approaching vehicles and enemies. A collision warning system will sound an internal alarm to warn of an impending collision/impact. (Range: 120 feet/36.5 m.)

Water and airtight, able to withstand ocean depths up to 2000 feet (610 m), but most of the robots are ill equipped for marine operations, cannot swim and sink like a rock.

10. Robot Endurance: As machines, robots and drones do *not* feel the effects of fatigue, they can work, run, hunt and fight 24 hours a day, seven days a week, day in and day out, at full speed and operational capacity.

Insulated, high temperature and radiation resistant shielding for up to 450 degrees centigrade and low temperature protected, able to withstand the numbing cold of space. Normal cold, heat or fires do no damage. Only Mega-Damage heat and cold will damage the robots, though extreme heat and cold may interfere with the optics and sensors. Likewise, snow and other weather conditions may impair, slow down and interfere with the robots' speed, sensors, targeting and mission (G.M. discretion).

11. No Fear: As a machine, robots (and drones) do not feel pain or emotions and don't fear their own destruction/death. That means robots are impervious to Horror Factor and will fight until completely destroyed. Nor are robots vulnerable to disease, poison and mind control (or illusion), and they are impervious to normal, S.D.C. cold, heat, and fire, but do take full damage from M.D. fire and cold.

12. Asterisks Indicate Damage and Targeting Penalties & Conditions: Each robot stat block under *M.D.C. by Location* will have listings with 1-3 asterisks.

* A single asterisk always 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.

** Two asterisks refer to the loss of sensor systems. Destroying the sensor head or main sensor array will eliminate most of the optics and sensory systems. Penalties: Reduce the number of melee attacks by two and all combat bonuses by half. **Note:** Sensor arrays are usually small and difficult targets to hit, requiring the attacker to make a "Called Shot" with a -3 penalty to strike.

*** Three asterisks refers the Main Body of the robot. Depleting the M.D.C. of the main body destroys the robot/machine, rendering it into scrap metal and junk.

13. Force Field: Many of the robots have a force field as an additional means of defense. Mega-Damage, even with Called Shots, comes off the M.D.C. of the *force field* before any damage is taken off the M.D.C. of the main body or any other part of the robot. When the M.D.C. of a force field is *depleted* (reduced to zero), it cannot be reactivated till four hours later. As long as the force field's M.D.C. has not been strained by being reduced to zero, it automatically regenerates lost M.D.C. at the rate of one point per melee round; that's 4 M.D.C. points per minute.

14. Combat Note: Body Block/Ram or Running or Flying Body Block/Ram. This charging attack is fundamentally the same in all circumstances, only the damage, the percentage chance of knocking an opponent down, and the size of an opponent (typically an opponent can be 20% larger than the attacker) changes. *A successful Body/Block Ram* always counts as two of the attacker's melee attacks/actions and has the following result: "X" Mega-Damage plus has "X" percent chance of knocking an opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions. The exact damage and percentage for success will be indicated under the specific robot's description.

Note: Since the Nanobot Plague prevents the humans from using metal or robots, there is no self-destruct mechanism in these robots, and sometimes Repair Wagons and other robots can be seen gathering parts and scrap and hauling it away to factories to be salvaged and reused. This makes it easy for Technojackers to get weapons and ammo-clips, and make body armor.

Assault Slayer

An Assault Slayer is a walking tank that can bring hell's fury down on the heads of Resistance Fighters and human encampments (only Retro-Villages are spared). A single Assault Slayer can take on a company of human troops, and only Splicers have any real chance of bringing this four-legged behemoth down. An Assault Slayer may be encountered as a lone hunter seeking human targets for annihilation, but more often than not it is the support unit for robot squads and companies of lighter robots like Steel Troopers, Slicerbots and Battle Tracks, and sometimes drones. The Assault Slayer is built for versatility, speed and firepower, and is able to jump, pivot and move quickly on its huge legs, all the while blasting away with its weapon arms. Its combat program dictates that it target the largest or most obvious enemy threats first, so when engaging troops from the Human Resistance the Assault Slayer looks to take down War Mounts, Archangels and other flyers, Dreadguard, and Biotics, in that order, followed by other Splicers and ground troops, often ignoring lightly armored warriors and civilians until the battle is won and it's "slaughter time." This can give light armored troops and Technojackers free rein to bushwhack this unsuspecting juggernaut.

The entire upper body can rotate 360 degrees, so the Assault Slayer can spin to face an enemy in any direction without having to move its legs. The insect-like legs and sleek body are made for speed, leaping and maneuvering through all terrains. The robot's arms are a pair of guns, which can also be used to punch and pound opponents in close combat. It is fast for its size and a favorite tactic is to lope through the battlefield (sometimes at full tilt), gun arms blazing while at the same time body slamming into War Mounts, Host Armors or the walls of buildings. Watching this robot's frenetic killing pace can be terrifying.

Class: Multipurpose Hunter-Killer, Troop Support and Frontline Assault Robot.

M.D.C. by Location:

Weapon Pod Arms (2) – 220 each

Upper Arms (2) – 200 each

Legs (4) – 320 each

* Jump Jets (8; belly) – 15 each

** Sensor Towers (2; behind head) – 90 each

Head – 200

* Searchlights (2; large, head) – 20 each

*** Main Body – 600

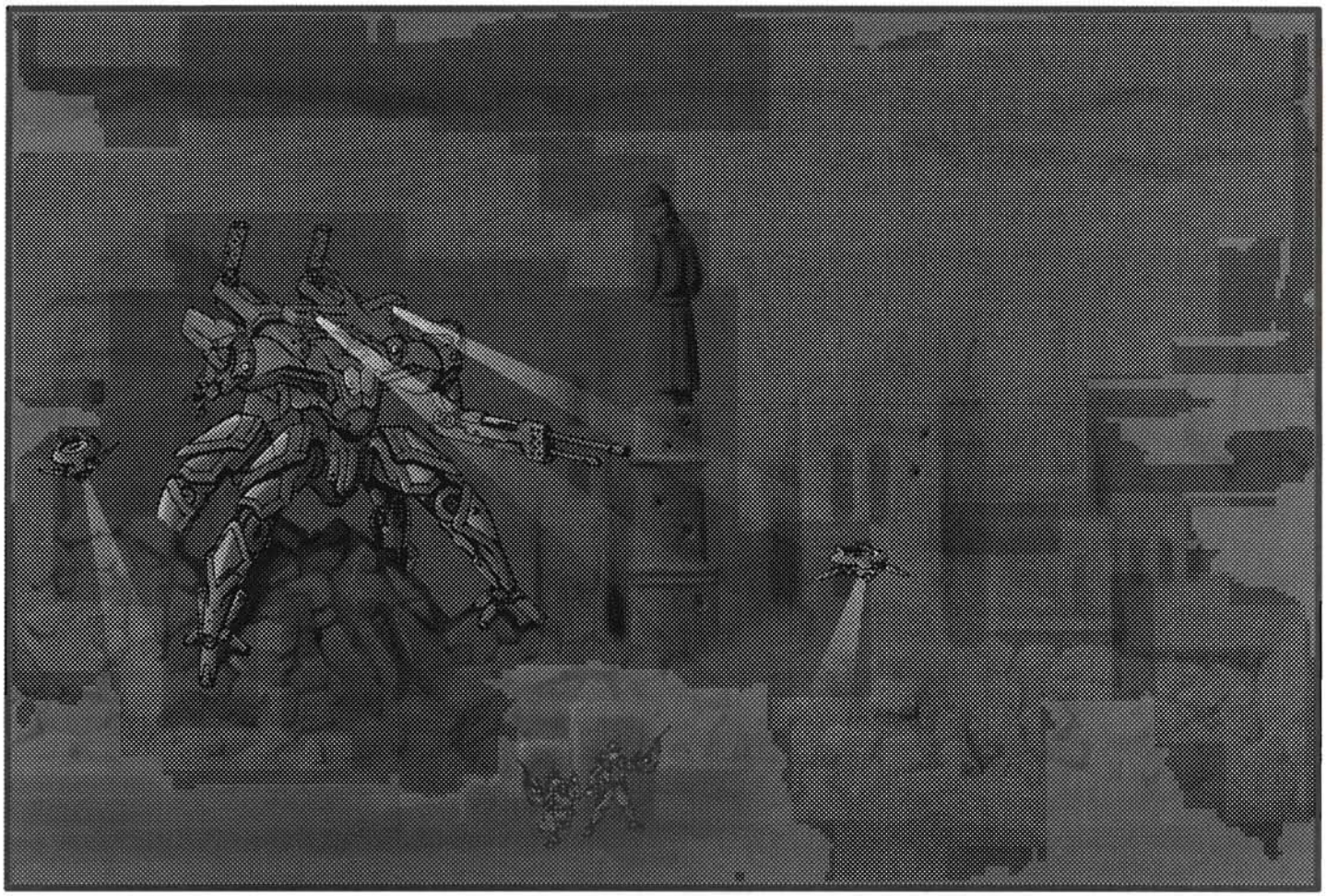
Force Field: 100 (Remember, the force field must be depleted before damage can be inflicted to the robot's body.)

Note: Destroying one sensor tower has no impact, both must be knocked out to eliminate radar and most of the enhanced optics and sensory systems, reducing the number of melee attacks by *half* and combat bonuses to zero (unmodified die rolls only). Reduce speed by 25% per each leg destroyed. If all the jump jets are destroyed, jet assisted leaps are also impossible.

Asterisks indicate targeting and/or damage considerations. See #12 of *Features Common to All Robots* for the exact details.

Speed:

Running: 90 mph (144 km).



Leaping: Can leap up to 20 feet (6.1 m) high and 30 feet (9.1 m) across without jets, but triple that height and distance when boosted by the jump jets. With a running start (at least 50 mph/80 km) and jump jet assistance, the Assault Slayer can hurl itself 100 feet (30.5 m) high or 150 feet (45.7 m) across.

Digging: Digging is not possible.

Water Speed: 20 mph (32 km/17 knots) when pushed through the water by the jump jets.

Flying: Not possible.

Statistical Data:

Height: 26 feet (7.9 m).

Width: 16 feet (4.9 m).

Length: 15 feet (4.6 m).

Weight: 16 tons.

Cargo: None.

Power System: Standard.

Trade Value: None, not available.

Physical Strength: Robot P.S. of 50.

Horror Factor: 14

Senses & Features: Standard.

Number of Attacks per Melee: Six attacks/actions per melee.

Combat Bonuses (includes all bonuses): +3 on initiative, +7 to strike with ranged weapons, +3 to strike in hand to hand combat, +2 to parry, +3 to dodge, +1 to pull punch, +1 to roll with punch, fall or impact.

Skills of Note: Standard. Assault Slayers act as a squad heavy troop support unit for smaller robots, but may also be sent out as a single Hunter-Killer, or on perimeter patrol, or to guard a location or resource.

Weapon Systems:

1. **Heavy Ion Pulse Cannon (1, right):** The right weapon arm is an ion weapon with considerable firepower and good range. The robot points and shoots.

Primary Purpose: Anti-Personnel and Assault.

Mega-Damage: 4D6 M.D. for a single, aimed blast, or a rapid-fire burst of three nearly simultaneous blasts doing 2D6x10 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack (the bonus to strike is half for a burst). Reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

2. **High-Powered Rail Gun (1, left):** A high-tech weapon designed to mow down troops and slaughter entire communities of humans.

Primary Purpose: Anti-Personnel and Assault.

Mega-Damage: 2D6x10 M.D. per burst, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Rate of Fire: Fires 20 round bursts. Each burst counts as one melee attack but the bonus to strike is half.

Maximum Effective Range: 4000 feet (1219 m).

Payload: 200 bursts from a 4000 round magazine built into the weapon arm.

3. **Medium Head Lasers (4, Concealed):** Built into the front part of the head (or jaw/chin area) are four light lasers that can be fired one at a time, in pairs, or in unison. The entire head must turn and look at the intended targets, though the lasers can point up and down in a 45 degree arc.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast, 6D6 M.D. for triple blast and 1D4x10+5 for a quadruple blast.

Rate of Fire: Each single blast or simultaneous volley counts as one melee attack. Roll to strike only once for a pair or volley of 3-4 blasts, either the entire volley hits or they all miss.

Maximum Effective Range: 1800 feet (549 m).

Payload: Effectively unlimited.

Note: Destroy the head and you destroy the lasers.

4. **Box Missile Launchers (2):** Located in what is essentially the chest are a pair of box missile launchers to provide a little extra firepower and range.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type.

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

Maximum Effective Range: About a mile (1.6 km).

Payload: 48 total; 24 per launcher.

5. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its weapon arms, feet, legs and/or body block/rams. May also use hand to hand combat with the firing of ranged weapons.

   Restrained Punch: 1D6 M.D.

   Full Strength Punch: 3D6 M.D.

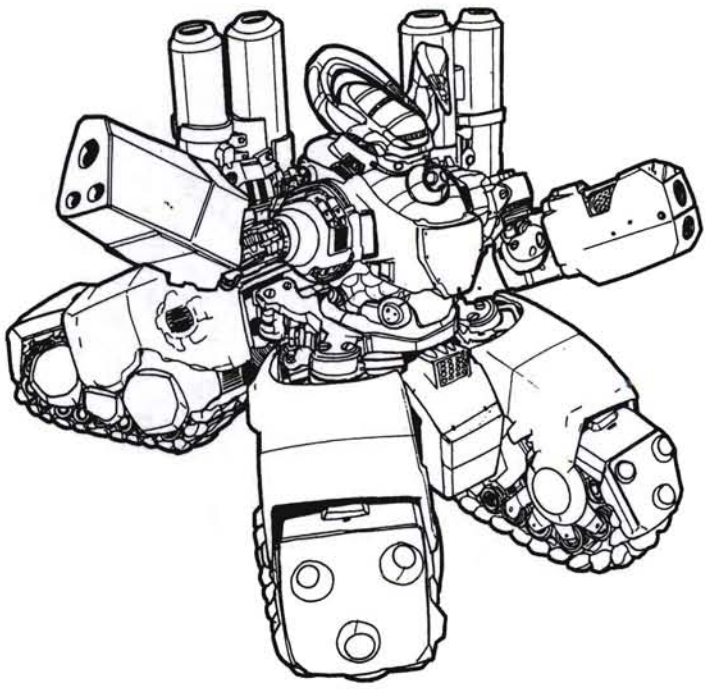
   Power Punch: 1D6x10 M.D., but counts as two attacks.

   Kick: 5D8 M.D.

   Leap Kick: 1D8x10 M.D., but counts as two attacks.

   Stomp: 3D6 M.D., but the stomp is only effective against objects of 12 feet (3.6 m) or smaller.

   Body Block/Ram: 5D6 M.D. to opponents as large as 26 feet (7.9 m) and has a 01-80% chance of knocking one's opponent off his feet.



Battle Track

The Battle Track resembles a giant humanoid torso mounted on a set of four heavy treads in a centaur-like style. The sensor head is crowned with a pair of horn-like light lasers, rising from the back are four massive artillery cannons that can be positioned over the shoulders (two per shoulder) and a box mini-missile launcher is mounted on the front and rear between two sets of tracks. If this is not deadly enough, the right arm of the robot sports a triple-barreled particle beam cannon, and the left arm a dual-barreled plasma cannon. The lack of hands is one of the Battle Track's few limitations. The heavy robot vehicle is used to smash through defensive fortifications, punch through infantry lines, hammer defensive positions and heavy armor, and shoot at flyers. The upper torso can rotate 360 degrees and the arms can point up-down and sideways. The steel treads can go forward and backward, have independent suspension and can angle out 45 degrees for maximum balance and mobility.

Luckily for the Splicers, away from the battlefield Battle Tracks are most frequently encountered alone or in the company of a small squad of (3-8) Necrobots or Steel Troopers, allowing the warriors to swarm on the large robot with Roughnecks, Biotics or Archangels. In large scale confrontations, Battle Tracks are usually targeted by the Resistance for immediate attack with the intention of crippling the treads to stop the heavy robot vehicle from plowing through defenses and infantry lines, and crushing foot soldiers under their steel treads as they cut a murderous swath across the battlefield. With a little luck, a Technojacker mercenary can seize control of one for a few minutes and turn it against its own robotic troops or other Battle Tracks. The robot's only limitations are its bulk, inability to navigate all terrains (it can't cross open water or navigate steep terrain), and the lack of hands. This means the metal behemoth can be outmaneuvered, ambushed, and trapped or immobilized by a smaller, faster enemy.

Class: Artillery Support Robot.

M.D.C. by Location:

Back-Mounted Artillery Cannons (4; two pair) – 220 each

Triple Particle Beam Arm (1; right) – 230

Dual Plasma Cannon Arm (1; left) – 200

* Box Missile Launchers (2) – 100 each

* Spotlights (5; upper torso just above treads) – 20 each

* Laser Horns (2; head) – 50 each

** Sensor Head – 100

Heavy Treads (4) – 300 each

*** Main Body: Upper Humanoid Torso – 540

Force Field – 200 (Protects the main body only, so the force field must be depleted before damage can be inflicted to the main body of the robot.)

Speed:

Ground Speed: 90 mph (144 km) maximum. Cruising speed is a more cautious 40 mph (64 km). The Battle Track can drive over most types of terrain, except for truly mountainous and steep inclines, and cannot navigate water deeper than eight feet (2.4 m). Reduce speed by half in thick mud, and reduce speed by 25% for each tread that is destroyed. The Battle Track can also stand tall by pulling the treads in and standing on their outer tips. This adds 13 feet (3.9 m) to the height, but speed is reduced by 50% in this configuration.

Water Speed: Water travel is not possible.

Flying & Digging: Not possible.

Statistical Data:

Height: 20 feet (6.1 m); 33 feet (10 m) when standing on its tip toes.

Width: 18 feet (5.5 m).

Length: 22 feet (6.7 m).

Weight: 32.5 tons.

Cargo: None per se, can carry 3 tons or pull up to 2 tons (but at half speed).

Power System: Standard.

Trade Value: None for humans, not even a Technojacker because he can only control this large robot vehicle for a few minutes at a time.

Physical Strength: Robot P.S. of 55.

Horror Factor: 15

Senses & Features: Standard.

Number of Attacks per Melee: Eight.

Combat Bonuses (includes all bonuses): +3 on initiative, +8 to strike with ranged weapons, +4 to strike in hand to hand combat, +3 to parry, +2 to dodge, and +2 to pull punch.

Skills of Note: Standard. A tank-like robot vehicle designed to take down enemy armored units, aircraft and fortifications, as well as mow down troops.

Weapon Systems:

1. **Laser Horns (2 Light Lasers):** Mounted on each side of the sensor head is a light laser designed for the self-defense of the Battle Track.

Primary Purpose: Self-Defense and Anti-Personnel.

Mega-Damage: 2D6 M.D. per single blast or 4D6 M.D. per dual blast fired simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Maximum Effective Range: 1800 feet (549 m).

Payload: Effectively unlimited.

2. **Box Missile Launchers (2):** A pair of box launchers provides additional firepower and range. One is located in the front, mounted between the treads, and one in the back.

Primary Purpose: Anti-Aircraft, Anti-Flyers, and Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of one, two, three, four, six or eight.

Maximum Effective Range: About one mile (1.6 km).

Payload: 96 total; 48 per launcher.

3. **Triple Particle Beam Arm (1):** The right arm is a massive, triple-barreled particle beam cannon. These cannons use a complex particle accelerator assembly that enhances their range beyond that of any other known particle beam cannons.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 5D6+6 M.D. from a single blast, 1D6x10+10 M.D. from two simultaneous particle beams and 2D6x10 M.D. from three. Reduce the bonus to strike with ranged weapons by half when firing a burst.

Rate of Fire: Each single or simultaneous double or triple blast counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

4. **Dual Plasma Cannon Arm (1):** The left arm is a dual-barreled plasma cannon used to pound armored forces with its concentrated firepower. Like the particle beam arm, this style of mounting allows for a full range of motion to engage all possible targets.

Primary Purpose: Assault and Troop Support.

Mega-Damage: 2D4x10 M.D. for a single blast or 4D4x10 M.D. for a simultaneous dual blast at the same target.

Rate of Fire: Each single or simultaneous blast counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

5. **Back-Mounted Artillery Cannons (4):** A self-loading, quadruple-barreled Howitzer style cannon system that is used to fire shells over the heads of the other robotic forces, to strike at Resistance Fighters from extreme range.

Primary Purpose: Tactical Bombardment.

Secondary Purpose: Infantry Support.

Mega-Damage: 2D4x10 M.D. per single round or 4D4x10 M.D. per double simultaneous blast. Both cannons can *NOT* simultaneously fire at the same target, but can aim at the same target and fire in rapid succession (each double-barrel blast counting as one melee attack) or the big guns can be pointed at two separate targets.

Maximum Effective Range: 6000 feet (1828 m).

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: 30 cannon shells per artillery cannon, for a total of 120, or a total of 30 dual blasts per pair of cannons. Reloading the internal magazine can be performed by a Repair Wagon at a rate of 10 shells per melee round, or by a pair of smaller combat robots (must have a Robot P.S. of 20 or higher to handle the shells) at a rate of two shells per melee round.

6. **Hand to Hand Combat:** In addition to the long-range weapons, the Battle Track can strike with its weapon limbs, ram and run over things, and may combine hand to hand combat with ranged weapons.

   Restrained Punch: 2D6 M.D.

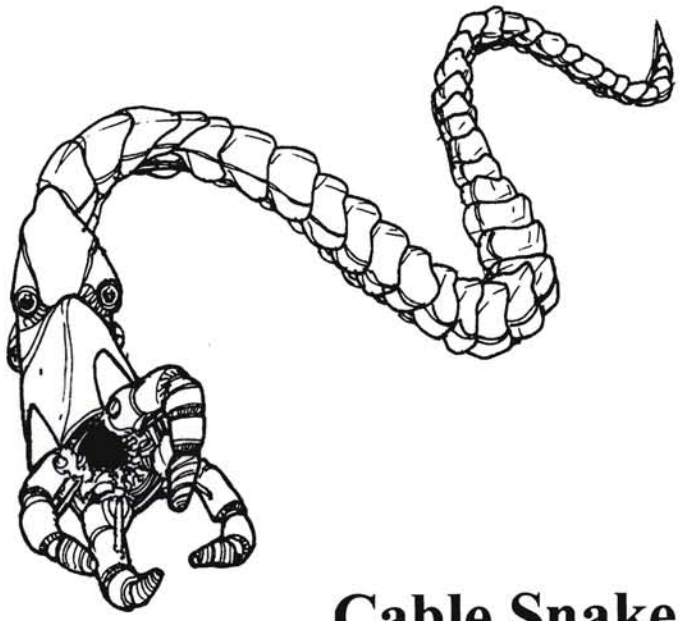
   Full Strength Punch: 6D6 M.D.

   Power Punch: 2D6x10 M.D., but counts as two attacks.

   Kick and Stomp attacks are not possible.

   Crush/Run Over: 2D6x10 M.D. running over objects of 8 feet (2.4 m) or smaller.

   Body Block/Ram: 6D6 M.D. to targets as large as 30 feet (9.1 m) tall and has a 01-85% chance of knocking an opponent off his feet.



Cable Snake

The Cable Snakes – a mechanical snake-like robot with a hand for a mouth and four electronic eyes on it wrist/neck – prowl and slither around the ruins of the blasted world. It is the Cable Snakes which *capture* rats to be made into Ratbombs (only the Cable Snake seems able to tell which are implanted with bombs and which are not), but also catch, crush, or snap the necks of other rodents and pests. They were originally designed to eliminate rats, mice, roaches and other pests, but have added humans to their list of vermin. In fact, the Machine will often release scores of Cable Snakes near known or suspected human havens, where the narrow robot can slither down air vents, pipes, access tunnels and other openings to strike at unarmed civilians, women and children.

Cable Snakes resemble living snakes or eels in their overall body design (i.e. no arms or legs), but where the head should be is just a gaping maw with mechanical blades inside that can grind up rodents, house pets and human limbs like a meat grinder, and the four fingers of its hand-like maw can impale mortal (S.D.C.) flesh and snap (S.D.C.) bone as if it were a twig. The robot fingers can also crush, strangle and snap the neck, or grab an ankle or wrist and entangle and crush its victims like a boa constrictor, or lash out in a jabbing, punching or clawing motion with its head/hand and whip with its tail. Most attacks against unarmored humans are lethal since the robot attacks with surprising power and can even deliver Mega-Damage attacks. The tail is also tipped with a small, light laser and the "eyes" are mounted farther down the body. As one would expect, the Cable Snake moves in a slithering motion in much the same way as a real snake, but with greater speed. Designed to be a predator, the robot may slither up trees and pipes, hide among rocks, bury itself in loose sand, dirt or debris and wait for one of the vermin on its list to come within striking range. Cable Snakes can even swim through the water and attack underwater.

The Machine never uses Cable Snakes in large scale battles or with other robots, instead Cable Snakes are let loose to prowl and kill on their own. However, where there is one Cable Snake, there are likely to be (1D10) others and when deliberately released near suspected human habitats and havens, they may be unleashed by the hundreds and attack in pairs or small groups of 3D4! As a self-dependent exterminator of "vermin," Cable Snakes do not continually transmit data back to the Machine, nor alert other robots to the presence of humans, they simply attack to kill the pest whether it be a roach, a rat, a human or a Splicer. **Note:** At a quick glance, Cable Snakes may seem like nothing but an amusing nuisance. That is a terrible misconception, because they kill thousands of humans a year and groups have even been known to kill Splicers and War Mounts, especially if the individual is attacked in his sleep or already injured.

Class: Pest Control Robot Exterminator.

M.D.C. by Location:

* Meat Grinder (inside mouth) – 8
* Eyes (4) – 3 each
* Light Laser Tail (1) – 10

Claw Head (4 fingers) – 20 (5 M.D.C. per finger)

** Sensor Head (1, behind eyes) – 20

*** Main Body – 30

Speed:

Running: Slithering actually, 25 mph (40 km) maximum.

Digging: 10 mph (16 km) through sand or dirt, but can't dig through clay, rock or stone.

Swimming: 10 mph (16 km/8.6 knots); maximum depth 800 feet (244 m).

Leaping and Flying: Not possible.

Statistical Data:

Height: 6-8 inches when flat on the ground (under 0.3 m), but can stand on its tail in a striking position like a rattlesnake or cobra 3-4 feet (0.9 to 1.2 m) tall.

Width: 8 inches (20 cm), double that when the fingers of its grasping maw are open to strike.

Length: 7 feet (2.1 m).

Weight: 100 lbs (45 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Physical Strength: Robot P.S. of 16.

Horror Factor: 12 to most people, 7 to Splicers.

Senses & Features: Standard, plus a seismic sensor system for use on and underground for tracking rats and humans; senses ground vibration/movement up to 200 feet (61 m) away.

Number of Attacks per Melee: Four.

Combat Bonuses: (includes all bonuses): +4 on initiative, +3 to strike with laser tail, +6 to strike in hand to hand combat, +2 to disarm, +3 to entangle, +5 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +4 to pull punch, +5 to roll with punch, fall or impact.

Skills of Note: Standard, plus Swimming 85%, Camouflage (self) 80%, and a bonus of +10% to the Climb and Detect Concealment skills. The Cable Snake is programmed to be a rat catcher and pest exterminator. It is smart enough not to attack a large group of humans but will strike at individuals and groups of 2-6.

Weapon Systems:

1. **Light Laser (1):** The tip of the tail is a light, short-range laser used to battle M.D.C. opponents and to pick off vermin (namely insects and rodents) from across a room.

Primary Purpose: Extermination and Self-Defense.

Mega-Damage: 1D6 M.D.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 40 feet (12.2 m).

Payload: Effectively unlimited.

2. **Biting Mandibles (4):** The "mouth" of the cable snake is an M.D.C. meat grinding machine that can grind bones like they were pretzels and inflict Mega-Damage to M.D.C. metal and opponents. Can also swallow whole and contain as many as six live rats.

Primary Purpose: Rat Trap and Disposal.

Secondary Purpose: Defense and Assault.

Mega-Damage: 1D6+2 M.D. per biting attack.

Number of Attacks: Each bite counts as one melee attack.

Maximum Effective Range: Hand to hand combat with a 4 foot (1.2 m) striking range/reach.

Payload: Not applicable.

3. **Hand to Hand Combat:** The Cable Snake launches physical attacks by punching, whipping, crushing and strangling its prey, using its laser mainly as a secondary attack against adversaries who prove to be powerful (i.e., Splicers and War Mounts), but even then usually battles with a combination of physical attacks and laser strikes.

   Restrained Punch/Jab: 2D6 S.D.C.

   Full Strength Punch: 1D6x10+40 S.D.C. or the equivalent of one M.D. point.

   Power Punch/Strike: 1D6 M.D., but counts as two melee attacks.

   Crushing Fingers/Strangulation: 3D10+20 S.D.C. or one M.D. point every two consecutive crushing attacks/actions (the latter counts at two attacks and takes 7 seconds).

   Tail Strike/Whip Attack: 1D4 M.D.

   Coil and Crush/Constriction: 1D6x10+40 S.D.C. (or one M.D. point) for the first melee attack, but 1D4 M.D. per each subsequent constricting/crushing attack. 01-50% chance of pinning both of the opponent's arms. Only usable on human-sized and smaller opponents and it takes two melee attacks/actions to entangle an opponent *before* any crushing damage can begin.

   Bite/Grinding Blades inside mouth: 1D6+2 M.D., but requires the mouth to be pressed right onto the victim or held by the mouth-hand (damage being done to the body part that is held).

Flying Strike Ship

The Flying Strike Ship is deployed for hunting and killing humans, scouting ahead for robot patrols, perimeter defense and aerial troop support. It is a sleek robot hover vehicle with a torpedo-shaped body, short wings, a small tail and a pair of arms and hands. Hovering and flying is made possible via a series of small hover jets in the underbelly and ram jets built into the tail section. Under the stubby stabilization wings on each side of the body is an ion pulse cannon, and on top, mini-missile launchers. Vertical Take-Off and Landing (VTOL) capability with a silent flight system enables the robot to defeat radar by hugging the ground, flying at treetop level and even navigating through light forests and debris fields. The first sign of a Flying Strike Ship many a Splicer team sees is when it appears cresting a hill, rising up from behind a debris pile or popping out from a cluster of trees or a ruined building.

Flying Strike Ships can be deployed as lone hunter-killers, in pairs or as an entire squad (4-8), but one is also often part of a mixed robot squad. That means a mixed squad or platoon of Steel Troopers, Slicerbots, Necrobots and/or Necroborgs, along with an Assault Slayer or Battle Track (or other combination of combat robots), is less than five miles (8 km) away and can be on the scene in a matter of (1D4+1) minutes. However, if one can destroy the Flying Strike Ship or knock out its sensory (and communications) array quickly (within 1D4 minutes), or jam its communications signal, a group of Splicers can escape a clash with the other robots or have time to set up an ambush before they arrive. Furthermore, it will take 1D4x10+20 minutes for the Machine to dispatch another Flying Strike Ship to join the larger robot squad.

Class: Hunter-Killer and Field Scout Robot.

M.D.C. by Location:

Stabilization Wings (2; stubby) – 90 each

* Arms (2) – 55 each

* Wing Missile Launchers (2) – 40 each

* Spotlights (6; "V" shaped) – 5 each

* Ion Pulse Cannons (2) – 50 each

** Sensor Nose – 120

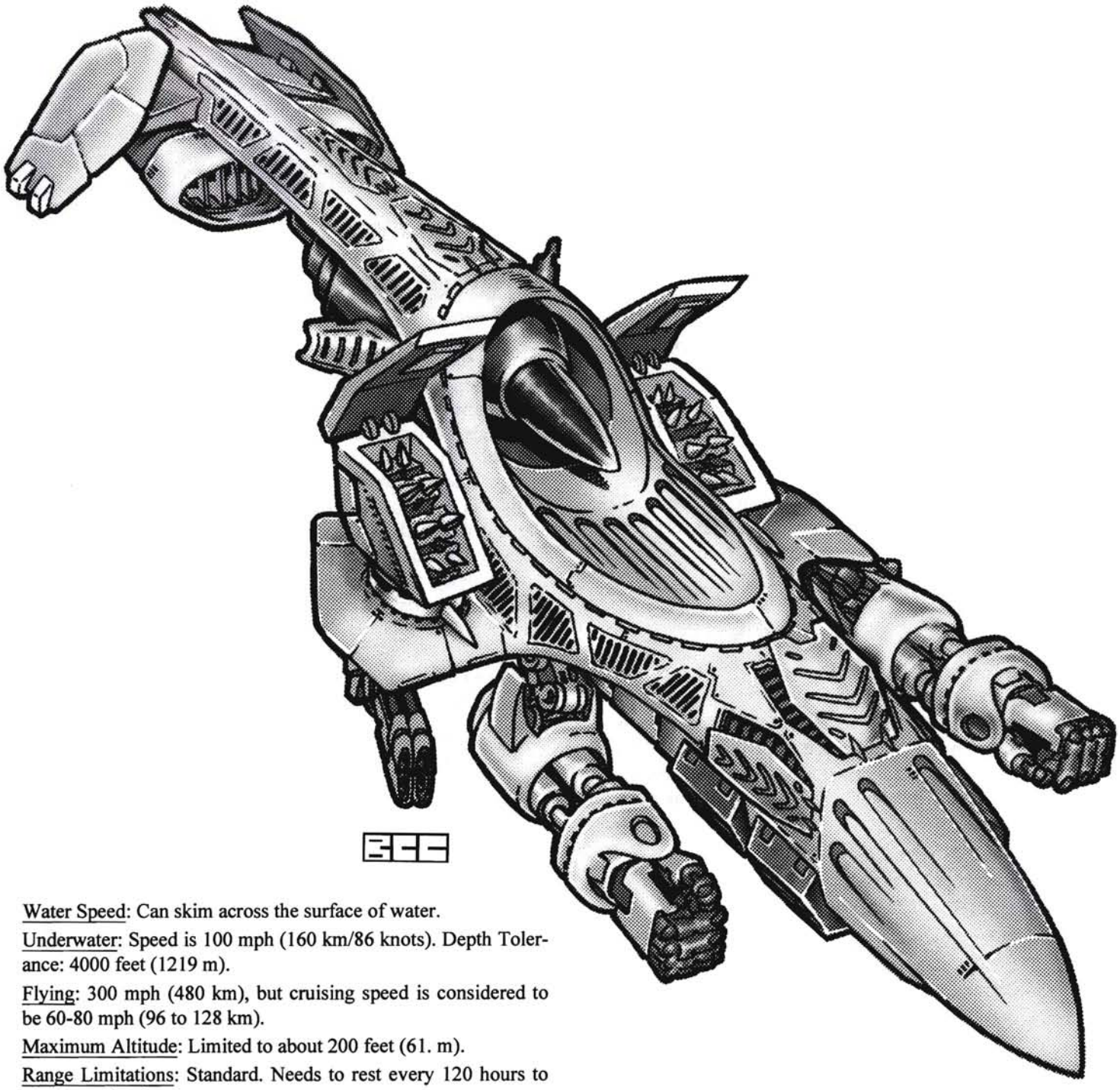
*** Main Body – 240

Tail Section – 120

Note: If the thruster tail is destroyed, maximum speed is 50 mph (80 km) with a best altitude of 15 feet (4.6 m).

Speed:

Ground Speed: Can skim along the surface from a hover to 300 mph (480 km). VTOL capable and has retractable landing gear.



Water Speed: Can skim across the surface of water.

Underwater: Speed is 100 mph (160 km/86 knots). Depth Tolerance: 4000 feet (1219 m).

Flying: 300 mph (480 km), but cruising speed is considered to be 60-80 mph (96 to 128 km).

Maximum Altitude: Limited to about 200 feet (61. m).

Range Limitations: Standard. Needs to rest every 120 hours to avoid overheating.

Statistical Data:

Height: 5 feet (1.5 m).

Width: 6 feet (1.8 m), including the small stability wings.

Length: 16 feet (4.8 m).

Weight: 2 tons.

Cargo: Can carry 600 lbs (270 kg).

Power System: Standard.

Trade Value: None, except to a Technojacker.

Physical Strength: Robotic P.S. of 29.

Horror Factor: 10

Senses & Features: Standard, plus a silent mode to Prowl, but only at speeds of 60 mph (96 km) or slower. It can defeat enemy radar by flying close to the ground.

Number of Attacks per Melee: Five.

Combat Bonuses (includes all bonuses): +5 on initiative, +6 to strike with ranged weapons (including guns), +3 to strike in hand to hand combat, +3 to parry, +6 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +4 to pull punch, and +2 to roll with punch, fall or impact.

Skills of Note: Standard, except +15% to Detect Ambush, Detect Concealment, and Intelligence, and Prowl 70%. The Flying Strike Ship is programmed to scout, observe and collect data on the enemy, as well as engage in combat and combat support, depending on its mission.

Weapon Systems:

1. **Ion Pulse Gun Turrets (2):** Mounted on each side of the torpedo-like body, just under the stubby stabilization wings, is a

quad-barreled ion pulse turret that can rotate 360 degrees and has an arc of fire, up and down, of 45 degrees.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 3D6 M.D. for a single blast, 6D6 M.D. from a twin blast or 1D6x10 M.D. from a four pulse burst firing simultaneously at a single target. Each of the Ion Pulse Gun Turrets can point and shoot at a different target or the same target, but each turret must roll for a separate attack (both clusters shooting at the same target counts as two attacks).

Rate of Fire: Each blast or burst counts as one melee attack per each turret, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

2. **Wing Mini-Missile Launchers (2):** One launcher is mounted on top of each of the stubby wings. The launcher can rotate 360 degrees.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may also be used.

Mega-Damage: Varies with missile type, see above.

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

Maximum Effective Range: One mile (1.6 km).

Payload: 16 total; 8 per wing launcher.

3. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its arms and sideswipes and flying body blocks/rams, or it may use a combination of ranged and close combat attacks.

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 1D6 M.D.

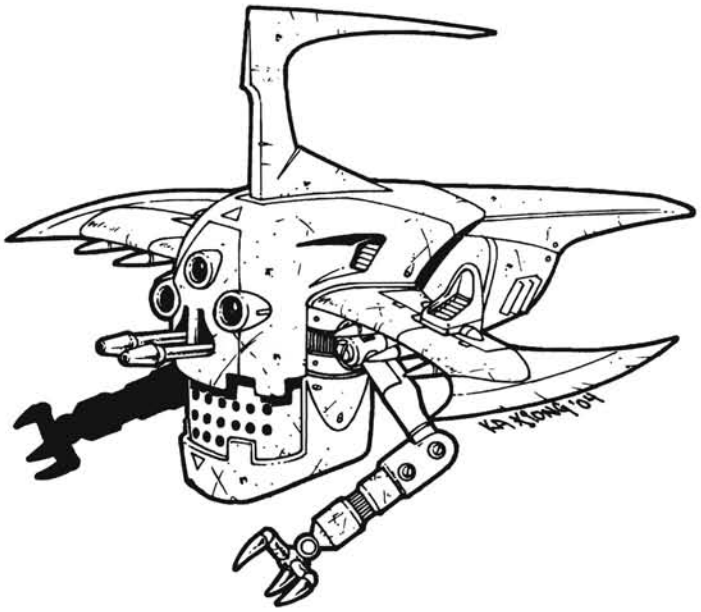
   Power Punch: 2D6 M.D., but counts as two attacks.

   Kick and Stomp are not possible.

   Sideswipe: 3D6 M.D. at speeds under 100 mph (160 km), double damage at faster speeds but the robot also takes 2D4 M.D. and it counts as two melee attacks.

   Flying Body Block/Ram (under 100 mph/160 km): 5D6 M.D. to opponents up to 16 feet (4.9 m) tall, and has a 01-60% chance of knocking an opponent off his feet. Double damage at faster speeds but the robot also takes 3D6 M.D. and it counts as two melee attacks.

Weapon Note: This robot may also use pistols, rifles and other handheld Weapons. They are available on assignment or may be picked up and salvaged from the battlefield. *Robot Weapons* are described at the end of this section.



Hunter-Searcher Probe

The Hunter-Searcher Probe is a compact hunter-killer robot about the size of a desk or small table. It may be deployed as an advance scout or as an independent search and destroy unit (alone, in pairs or in a group of 1D4+2 probes), and one or two are often part of a robot patrol, especially squads of 3-12 Necrobots, Steel Troopers or mixed groups. The Probe is especially good at pursuing refugees, seek and destroy missions, perimeter patrols, guard duty, reconnaissance, and flushing out humans in hiding. Its comparatively small size makes it suitable for going down tunnels and large pipes, and exploring buildings and ruins.

Hunter-Searcher Probes are programmed to destroy all humans on first contact without hesitation, unless the robot is on a strict reconnaissance mission to observe and report on the enemy rather than attack. They can also be programmed to seek out and target specific people for assassination, in which case they avoid combat with all but their designated target(s). The Hunter-Searchers are manufactured by the millions and considered to be inexpensive and expendable combat units.

Class: Hunter-Killer Robot and Scout.

M.D.C. by Location:

Flight Wings (2) – 60 each

Tail Section & Thruster (1) – 90

*Fin (1; top of head) – 20

* Wing-Mounted Mini-Missiles (6) – 12 each

* Rapid-Fire Lasers (2; nose) – 20 each

Optics and Video Units (3; eyes) – 10 each

* Spotlight (1; chin) – 5

*Arms (2) – 25 each

** Sensor Array (mouth) – 45

*** Main Body – 160

Speed:

Ground Speed: Can skim along the surface from a stationary hover to 60 mph (96 km). VTOL capable and has retractable landing gear.

Water Speed: Can skim across the surface of water.

Underwater: Speed is 20 mph (32 km/17 knots). Depth Tolerance: 1000 feet (305 m).

Flying: 60 mph (96 km), but cruising speed is considered to be 30 mph (48 km).

Maximum Altitude: Limited to about 1000 feet (305 m).

Range Limitations: None, can fly indefinitely.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 2 feet (0.6 m) for the body, 8 feet (2.4 m) from wing tip to wing tip.

Length: 5 feet (1.5 m).

Weight: 500 pounds (225 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Physical Strength: Robot P.S. of 20.

Horror Factor: 9

Senses & Features: Standard; extendible spotlight under the chin (can rotate 360 degrees).

Number of Attacks per Melee: Three.

Combat Bonuses (includes all bonuses): +3 on initiative, +5 to strike with ranged weapons, +3 to strike in hand to hand combat, +3 to parry, +6 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +1 to pull punch, +3 to roll with punch, fall or impact.

Skills of Note: Standard, plus Prowl 80%.

Weapon Systems:

1. **Rapid-Fire Lasers (2):** A pair of small lasers are built into the nose section of the robot and are fixed in a forward position. The Hunter-Searcher Probe must turn its entire body to point and shoot, but the robot is very quick to turn.

Primary Purpose: Assassination/Extermination.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per double blast, and 1D6x10 M.D. for a simultaneous rapid-fire burst at the same target.

Rate of Fire: Each blast or burst counts as one melee attack, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

Bonus: +1 to strike.

2. **Wing Missile Launchers (6):** Three Mini-Missiles can be fired from each wing.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault.

Missile Type: Any Mini-Missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) can also be used.

Mega-Damage: Varies with missile type, see above.

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

Maximum Effective Range: About a mile (1.6 km).

Payload: 4 total; two per wing.

3. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its arms and spinning claws, slashing attacks with its razor-sharp wing blades, and sideswipes and flying body blocks/rams, or it may use a combination of ranged and close combat attacks.

   Restrained Punch: 2D6 S.D.C.

   Full Strength Punch: 1D6x10+40 S.D.C. or one M.D. point.

   Power Punch: 1D6 M.D., but counts as two attacks.

   Spinning Claws: 3D6 M.D.; each hand has three spiked claws. The Hunter-Searcher can spin them at high velocity like a drill to inflict serious damage to an opponent as well as to pop M.D.C. locks, cut cables and to drill a hole through doors and walls to see what's on the other side.

   Slash with Bladed Wing Tip: 3D6 M.D.

   Kick and Stomp are not possible.

   Sideswipe: 2D6 M.D. for a blunt attack, 4D6 M.D. with wing blades, but counts as two melee attacks.

   Flying Body Block/Ram: 4D6 M.D. to opponents up to 10 feet (3 m) tall, and has a 01-50% chance of knocking one's opponent off his feet. Counts as two melee attacks.

Land Dominator

The Land Dominator is The Machine's answer to a mobile command center. With a standard battalion of Steel Troopers (thousands of robots) in tow and the firepower of an old congressional destroyer, this robot is the Machine's greatest weapon against the Human Resistance. Thankfully, the Machine has a limited supply of Land Dominators, maybe a thousand total, spread across the planet, with a few new units constructed annually to keep pace with combat losses. The Land Dominator normally forms the core of a major offensive by the Machine, with an army (or more) of other robots rallying around the massive unit, and its own company of Steel Troopers used for self-defense. Furthermore, one of the Machine's personalities is usually (80% of the time) in control of these engines of destruction.

In many ways the Land Dominator resembles an elongated tank or APC, its rear section (main body) representing two thirds of the robot's overall length, supported on 16 giant, beer keg shaped wheels, and the front third consisting of the heavy tracked cab that pulls it. On top of the Land Dominator is a massive super-particle beam cannon, capable of destroying entire M.D.C. buildings in a single blast. The super-cannon is mounted on a turret capable of 360 degree rotation and defended by a pair of box mini-missile launchers. On the sides of the forward track are mounted a pair of heavy laser turrets, and in the tail of the robot vehicle is a medium-range missile launcher or eight cannons like the four on the Battle Track. Along the sides of the main body are eight perimeter cannons with a 45 degree arc of fire in all directions. Fortunately, the Land Dominator is only deployed in major battles or used to defend robot factories and entrenched positions most Great Houses avoid.

Class: Mobile Command Robot.

M.D.C. by Location:

Main Super Cannon (1) – 900

Main Cannon Turret and Sensor Array – 350 each

Forward Laser Cannons (2) – 360 each

* Perimeter Ion Cannons (8; four per side) – 200 each

Rear Missile Launcher – 250

* Box Missile Launchers (2) – 200 each

* Spotlights (8; various locations) – 10 each

Heavy Ram Prow (front) – 800

** Main Sensor Array (top of the forward cab) – 300

Rear Infantry Bay & Loading Door – 500

Forward Heavy Tracks (2) – 500 each

Giant Rear Wheels (16) – 200 each

*** Main Body – 3600

Force Field – 1000

Robot Defenders (usually has 2-4 robot platoons under its direct command; Steel Trooper or a mixed group of robots, but half the force is always Steel Troopers).

Note: The force field must be depleted before the main body or forward cab is depleted, but the field must be off to fire any of its weapons.

Speed:

Ground Speed: 90 mph (144 km) maximum. Cruising speed is a cautious 35 mph (56 km). The Land Dominator can drive over most types of terrain, except for truly steep inclines (greater than a 45 degree angle), barriers taller than 20 feet (6.1 m) and water deeper than 20 feet (6.1 m).

Water Travel & Flying: Not possible.

Statistical Data:

Height: 65 feet (19.8 m) with the main cannon level.

Width: 50 feet (15.2 m).

Length: 150 feet (45.7 m).

Weight: 280 tons.

Cargo: Can carry or pull 82 tons, but maximum speed is reduced by 30%.

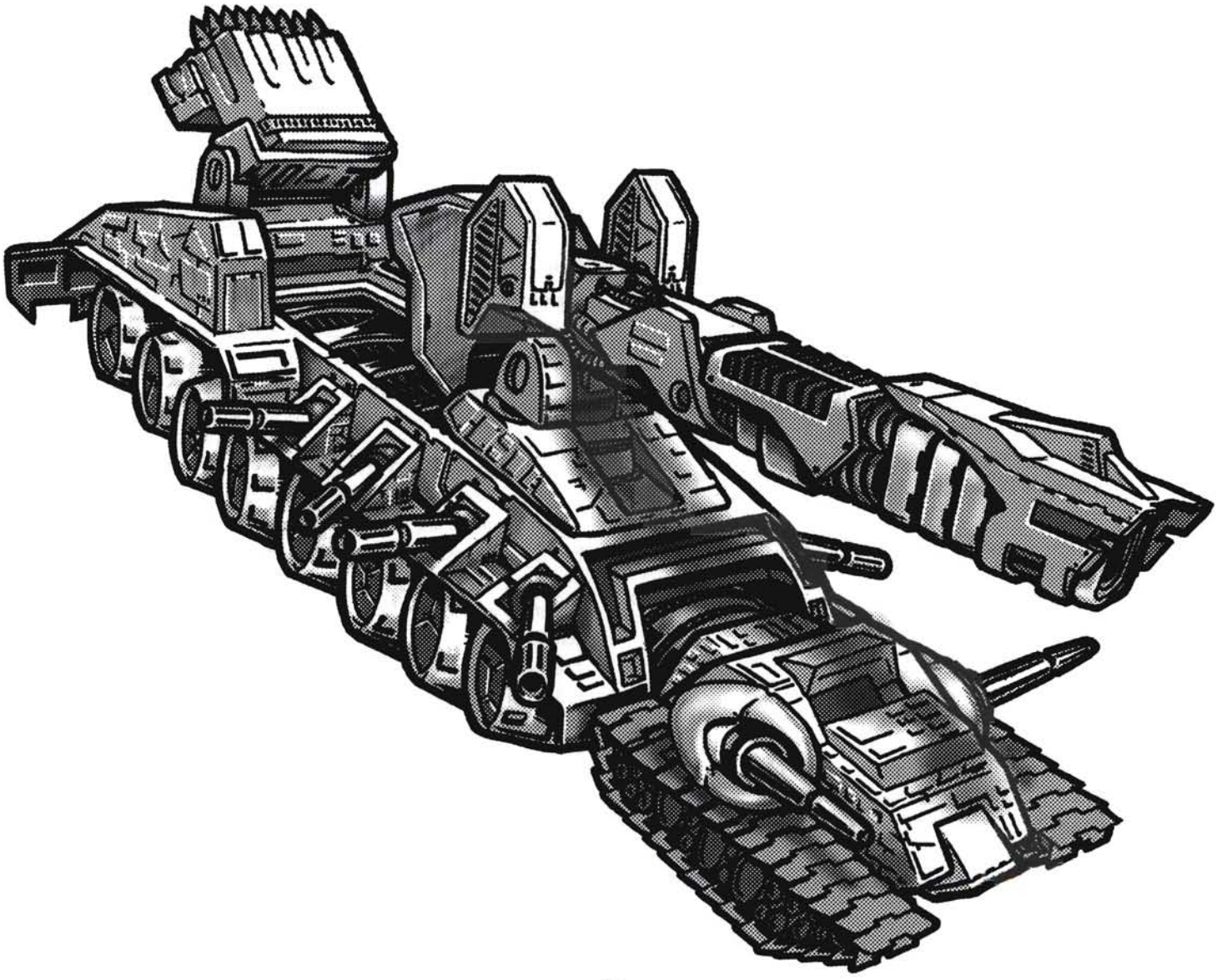
Power System: Standard (good for 80+ years considering the robot is usually dormant).

Trade Value: None.

Physical Strength: Robotic P.S. of 60.

Horror Factor: 19

Senses & Features: Standard, but with independent radar and targeting systems for each main weapon system.



Number of Attacks per Melee: 20.

Combat Bonuses (includes all bonuses): +3 on initiative, +8 to strike with ranged weapons (+5 with missiles), +2 to strike in close combat via ram and rolling over ground troops and targets. Bonuses are increased if a personality of the Machine takes control of the robot.

Skills of Note: Standard plus Advanced Mathematics 98%. Skills are increased when possessed by one of the personalities of the Machine.

Weapon Systems:

1. **Main Super-Cannon (1):** The gigantic cannon is an accelerated particle beam cannon of unprecedented size, range and power. The turret housing underneath the gun contains an independent sensor, radar and targeting array. The main gun turret can rotate 360 degrees, but destroying it reduces combat bonuses and locks the big gun in place (it cannot turn but can still maneuver up and down). The cannon can fire up and down in a 90 degree arc of fire.

Primary Purpose: Mass Destruction and Anti-Fortification.

Mega-Damage: 2D4x100 M.D. per single full power blast!

Maximum Effective Range: 10,000 feet (3050 m).

Rate of Fire: The big gun can only fire once per melee round (needs about 10 seconds to recycle), and counts as one of the robot's melee attacks/actions.

Payload: Effectively unlimited.

2. **Main Cannon Box Mini-Missile Launchers (2):** A pair of box launchers are located on the sides toward the back of the big gun.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault and Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 foot/6.1 m blast radius) can also be used.

Mega-Damage: Varies with missile type, see above.

Rate of Fire: One at a time or volleys of two, four, six, or eight. Each volley counts as one melee attack. Roll to strike only once; either the entire volley hits or it misses.

Maximum Effective Range: One mile (1.6 km).

Payload: 224 total; 112 per launcher, half firing to the left and half firing to the right.

3. **Forward High-Powered Laser Cannons (2):** Mounted on each side of the large forward cab is a high-powered laser cannon mounted in a turret that can rotate 360 degrees up and down and 180 degrees side to side (can shoot straight up).

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Assault.

Mega-Damage: 1D6x10 M.D. per single blast or 2D6x10 M.D. per simultaneous blast at the same target. The turrets can fire at separate targets (each blast counting as one melee attack) or in tandem at the same target (counts as one melee attack/action).

Rate of Fire: Each single or dual tandem blast counts as one melee attack.

Maximum Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited.

4. **Perimeter Ion Cannons (8):** Mounted along the sides of the Land Dominator's main body (four to a side) are ion cannons to fire upon advancing enemy infantry troops and combat vehicles. These cannons are designed to counter ground troops, so they can rotate 90 degrees up and down, as well as side to side (cannot point directly forward or back).

Primary Purpose: Anti-Personnel & Anti-Armor.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10 per single blast, 2D4x10 per double blast. No more than two side cannons can fire at the same target.

Rate of Fire: Each side cannon blast counts as one melee attack/action even if pairs are shooting at the same target.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

5. **Concealed Mini-Lasers (8):** Four in the front and four in the back to gun down any enemies who get too close. Each has a 45 degree arc of fire in all directions. Each works independent of the others.

Primary Purpose: Defense.

Mega-Damage: 3D6 M.D. per single laser blast.

Rate of Fire: Each blast counts as one of the robot's attacks per melee round.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

6. **Rear Medium-Range Missile Launcher (1):** A huge box launcher provides heavy firepower by way of medium-range missiles.

Primary Purpose: Assault and Anti-Fortification.

Missile Type: Any can be used, but typically fires Plasma or Napalm (4D6x10 M.D. per missile). Mega-Damage: Varies with missile type.

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

Maximum Effective Range: 40 miles (64 km).

Payload: 32; self-loading. At least half will be plasma.

7. **Heavy Ram Prow and Crushing Attacks:** The Land Dominator is notorious for simply running over enemy troops, vehicles and defenses that are judged to be low risk to the robot assault vehicle, especially when the enemy has been routed and is in retreat. This tactic may also be used against small ground forces (a battalion or fewer human troops) and civilian towns in the wilderness or among the ruins of old cities.

Primary Purpose: Punching through enemy barricades and fortifications.

Secondary Purpose: Close Combat, Anti-Personnel and Self-Defense.

Mega-Damage: Ram Attack: 2D6x10 M.D. to targets 50 feet (15.2 m) or taller, 4D4x10 M.D. to targets less than 50 feet (15.2 m) from a strike with the ram prow. 01-75% likelihood of knocking an opponent who is 50-100 feet (15.2 to 30.5 m) tall off his feet and the victim loses initiative and two melee attacks.

Any opponent under 50 feet (15.2 m) is definitely knocked off his feet, but in this case roll to determine the resulting penalty:

01-33% Sent flying 3D10 yards/meters and loses initiative and three melee attacks, plus is dazed for 1D4 melee rounds, during which the victim's attacks per round are reduced by half.

34-66% Knocked down and loses initiative and three melee attacks and takes an extra 2D10 M.D.

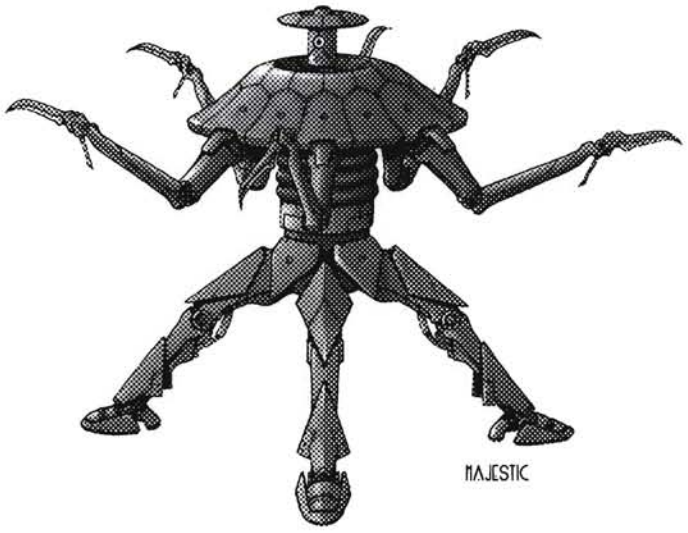
67-00% The character is knocked down and *run-over* by the wheels, suffering an additional 2D6x10+20 M.D.!

Mega-Damage: Getting Run-Over: Characters, vehicles and objects under 15 feet (4.6 m) tall who can't get out of the way of a moving Land Dominator are automatically run-over and take 2D6x10+20 M.D., and, if they survive, also lose initiative and 1D4+2 melee attacks/actions. **Note:** The Land Dominator can run over such small obstructions without stopping or losing speed, so it can plow right through lines or clusters of troops and keep firing with its guns without stopping.

Rate of Fire: A Ram Attack counts as two melee attacks. And running over people, even for an entire melee round, used up only two attacks. Each specific character targeted for being run over counts as two melee attacks.

Maximum Effective Range: Impact range.

8. **Hand to Hand Combat:** Not applicable. See ramming and running over opponents in #7, above. In a pinch the turret of the Super-Cannon can be quickly rotated to hit a large or hovering opponent, but that's it; does 6D6 M.D.



Popper Mine

The Popper Mine is an expendable combat robot and land mine rolled into one. This duality of nature means that Popper Mines tend to be limited to perimeter defense, sentry duty where their expendable nature is an asset instead of a liability, and laying traps and ambushes for humans. For instance, the Popper Mines are always part of a Sentry Tower's outer perimeter defenses, as well as Robot Factories and other important installations. They are also hidden at strategic locations around battlefields and robot controlled zones, as well as places suspected to be frequented by humans, especially Resistance Fighters.

Popper Mines rather resemble steel mushrooms. The upper cap of the "mushroom" contains six retractable arms, each one tipped with a wicked, hooked, Mega-Damage blade that slices and dices human prey. The cap can spin around like a giant buzz saw to inflict serious damage to vehicles, War Mounts and Splicers. From the base of the mushroom's "stem" folds out four legs, on which the robot can leap and jump surprising distances to hop and pop numerous targets or to give chase to those who attempt to flee. In fact, the normal method of deployment for Popper Mines is to have them buried in the ground, and when a target is recognized by the mine, it pops up out of the dirt to attack. Once locked in combat the Popper will fight hand to hand using its slashing blades and buzz saw attack until it loses 85-95% of its main body M.D.C. At that point it makes sure it gets as close to an enemy target as possible and self-destructs, dealing one last blow to the enemy in its last gasp of existence.

Class: Perimeter Defense Robot Mine.

M.D.C. by Location:

Folding Legs (4) – 30 each

* Small Retractable Arms (6) – 35 each

Lower Housing (mushroom stem) – 90

** Pop-Up Periscope & Sensor Array – 25

Main Body (mushroom cap) – 110 (explodes when reduced to or near zero).

Speed:

Running: 35 mph (56 km).

Leaping: The Popper Mine's spring action, folding legs can hop and leap up to 40 feet (12.2 m) high or 60 feet (18.3 m) across from a standing position.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through clay and one third that speed through rock or concrete. Digging down deep enough to adequately hide the Popper Mine takes only 1D4 melee rounds.

Water Travel & Flying: Not possible.

Statistical Data:

Height: 6 feet (1.8 m).

Width: 3 feet (0.9 m), but the unfolded arms have a four foot (1.2 m) reach.

Length: 3 feet (0.9 m).

Weight: 600 lbs (270 kg).

Cargo: None.

Power System: Simple fusion cell with an average life of five years.

Trade Value: None. Even Technojackers can't usually get close enough to seize control of one without getting cut to ribbons.

Physical Strength: Robot P.S. of 20.

Horror Factor: 9, increases to 13 if surrounded by three or more.

Senses & Features: Only the most basic systems; no spotlights.

Number of Attacks per Melee: Four.

Combat Bonuses (includes all bonuses): +3 on initiative, +6 to strike in hand to hand combat, +6 to parry, +4 to dodge, +3 to disarm, +3 to pull punch, and +2 to roll with punch, fall or impact.

Skills of Note: Standard. The robot is programmed to observe the enemy and to engage only once its target is within its optimum combat range.

Weapon Systems:

1. **Whirling M.D. Blades (6):** Six retractable arms with hooked M.D. blades extend from the "mushroom's cap" to chop unsuspecting humans into mincemeat. What's more interesting

is that the "cap" can spin around at very high speeds, turning the arms into the equivalent of whirling buzz saw able to rip through even the hardest materials.

Primary Purpose: Close Combat and Assault.

Mega-Damage: 2D4 M.D. from a single blade, 4D4 M.D. if two are used. No more than two blades can strike the same target unless the robot is in buzz saw mode.

5D6 M.D. per buzz saw attack (counts as two melee attacks).

Number of Attacks: Each blade strike counts as one melee attack, while a buzz saw strike counts as two attacks/actions.

Maximum Effective Range: Melee combat only.

Payload: Not applicable.

2. **Explosive Detonation:** When a Popper Mine's M.D.C. has been reduced to no more than 20% to 5% of its original Main Body M.D.C., the robot can elect to self-destruct, otherwise it will explode when its main body is reduced to zero M.D.C.

Primary Purpose: Anti-Personnel & Terror.

Mega-Damage: 2D4x10 M.D. to a 50 foot (15.2 m) radius and 3D4x10 M.D. to any target within 10 feet (3 m) of the mine when it goes off.

Rate of Fire: Once. The explosion destroys the robot and sends jagged shrapnel and blades flying.

Maximum Effective Range: 50 foot (15.2 m) blast radius (that's a 100 foot/30.5 m diameter).

Payload: One, explosive attack.

4. **Other Hand to Hand Attacks:** Rather than attack using its blades or explosive detonation, the robot can perform a Leap Kick: 2D4+2 M.D., but counts as one melee attack.

Repair Wagon

The Repair Wagon is a big robot that is a single-minded worker, consumed with the performance of its many precision and highly technical jobs. Repair Wagons are frequently seen working in and around robot controlled territory (just about everywhere) as well as on the battlefield, fixing damaged robots and salvaging parts from wreckage. The responsibilities of the Repair Wagons include building, robotics, robot reconstruction, electronics, mechanics, salvage, recycling, reloading ammunition, and all manner of mechanical and electrical repairs.

Unlike the other robots of the Machine, the Repair Wagon will ignore humans unless they are attacking it or something it is working on. The only other time the Repair Wagon will attack humans is if any of the combat robots tells it to do so, or it is under the influence of a N.E.X.U.S. personality. In combat, the Repair Wagon has a number of tools that can be used as weapons, but it is rather ineffective as a combat robot, with the possible exception of preparing traps, handling demolitions or engaging in sabotage.

The Repair Wagon looks like a large hover platform with one large arm and robotic hand on each side of the main body of the platform. A large turret supports a pair of cranes on top. The crane turret can rotate 360 degrees, and a pair of concealed small arms that extend from a compartment in the main platform just under the crane turret can be extended to make repairs or to support the item hoisted up on the crane. A trio of large searchlights are also mounted on each side of the crane turret, in mini-turrets of their own, on stubby appendages that can aim the lights in most any direction as needed. These lights, however, are typically used to shine on debris fields and battlefields to help in the search for salvage, parts and ammunition. Other small lights can rise up from a dozen different locations on the floor of the platform for illumination. Similarly, 12 compartments (four on each side, two in the back, and two in the front) can open to extend a pair of thin, long, mechanical arms to effect repairs and perform delicate work. Each of the large Utility Arms also has a Fusion Torch Arm that extends from the forearm as needed. In addition to its repair work, the *Repair Wagon* may be used to haul away salvage or debris, carry supplies and transport large component parts, ammunition and even other robots.

Note: Because the Repair Wagon has no weapons of its own, it is usually escorted and protected by two Flying Strike Ships or one Assault Slayer, plus 1D4+2 Hunter-Searcher Probes and 1D6+3 Cable Snakes (the snakes are inside the cargo bay).

Class: Field Repair Robot & Cargo Hauler.

M.D.C. by Location:

* Concealed and Extendible Platform Lights (12) – 5 each

* Small Repair Arms (2 dozen/24 total; concealed and retractable) – 15 each

* Fusion Torch Arms (2; extend from the forearms of the Utility Arms) – 35

Large Utility Arms (2) – 120 each

Cranes (2; large) – 120 each

Crane Turret – 350

Crane Turret Spotlights (3 per side) – 15 each

Front Cargo Platform – 200

* Directional Jet Thrusters (6 clusters) – 100 per cluster

* Main Hover Jets (4; underbelly) – 100 each

* Mini-Sensor Arms (12, scattered around robot for repair work) – 10 each

** Main Sensor Head (center of crane) – 65

*** Main Body/Platform – 600

Speed:

Ground Speed: Can skim along the surface from a stationary hover to 60 mph (96 km). VTOL capable and has retractable landing gear.

Water Speed: Can skim across the surface of water.

Underwater: Speed is 20 mph (32 km/17 knots). Depth Tolerance: 2000 feet (610 m).

Flying: 60 mph (96 km; double that when not hauling cargo), but cruising speed is considered to be 30 mph (48 km).

Maximum Altitude: Limited to about 600 feet (183 m).

Range Limitations: None; can hover and fly indefinitely.

Statistical Data:

Height: 35 feet (10.6 m) to the top of the cranes.

Width: 28 feet (8.5 m).

Length: 48 feet (14.6 m). The two utility arms have a reach of 45 feet (13.7 m), and the small extendible arms have an average reach of 15-20 feet (4.6 to 6.1 m) each.

Weight: 80 tons.

Cargo: Can carry up to 80 tons and pull another 50. There is also a cargo bay in the front of the platform where supplies, weapons, ammunition, spare parts, small robots and other items can be stowed, though their weight counts toward what can be carried. Increase flying speed to as much as 120 mph (192 km) when not hauling cargo.

Power System: Standard.

Trade Value: None, though a Technojacker would love to get access to items that might be carried as cargo on, and inside, a Repair Wagon.

Physical Strength: Large arms and cranes (2 each): Robot P.S. of 50. Small Arms: Robot P.S. of 22 each.

Horror Factor: 9

Senses & Features: Standard, plus mini-sensor stations (12) for scanning and working on robots, vehicles and salvage.

Number of Attacks/Actions per Melee: Five, but all are hand to hand.

Combat Bonuses (includes all bonuses): +3 to strike in hand to hand combat, +5 to parry, +1 to dodge, +5 to pull punch, and +1 to roll with punch, fall or impact.

Skills of Note: Standard skills, plus Demolitions, Demolition Disposal, Trap Construction, and all fundamental skills involving electronics, mechanics, robotics, repairs, jury-rigging, machine maintenance, computer operation and repair, audio, optics and sensors, and similar skills, all at 92%; in short, if a broken machine can be fixed, the Repair Wagon can fix it, rebuild it, and modify/customize it. It is limited to the most basic of combat skills and repair skills without the guidance of a N.E.X.U.S. personality, as follows.

Weapon Systems:

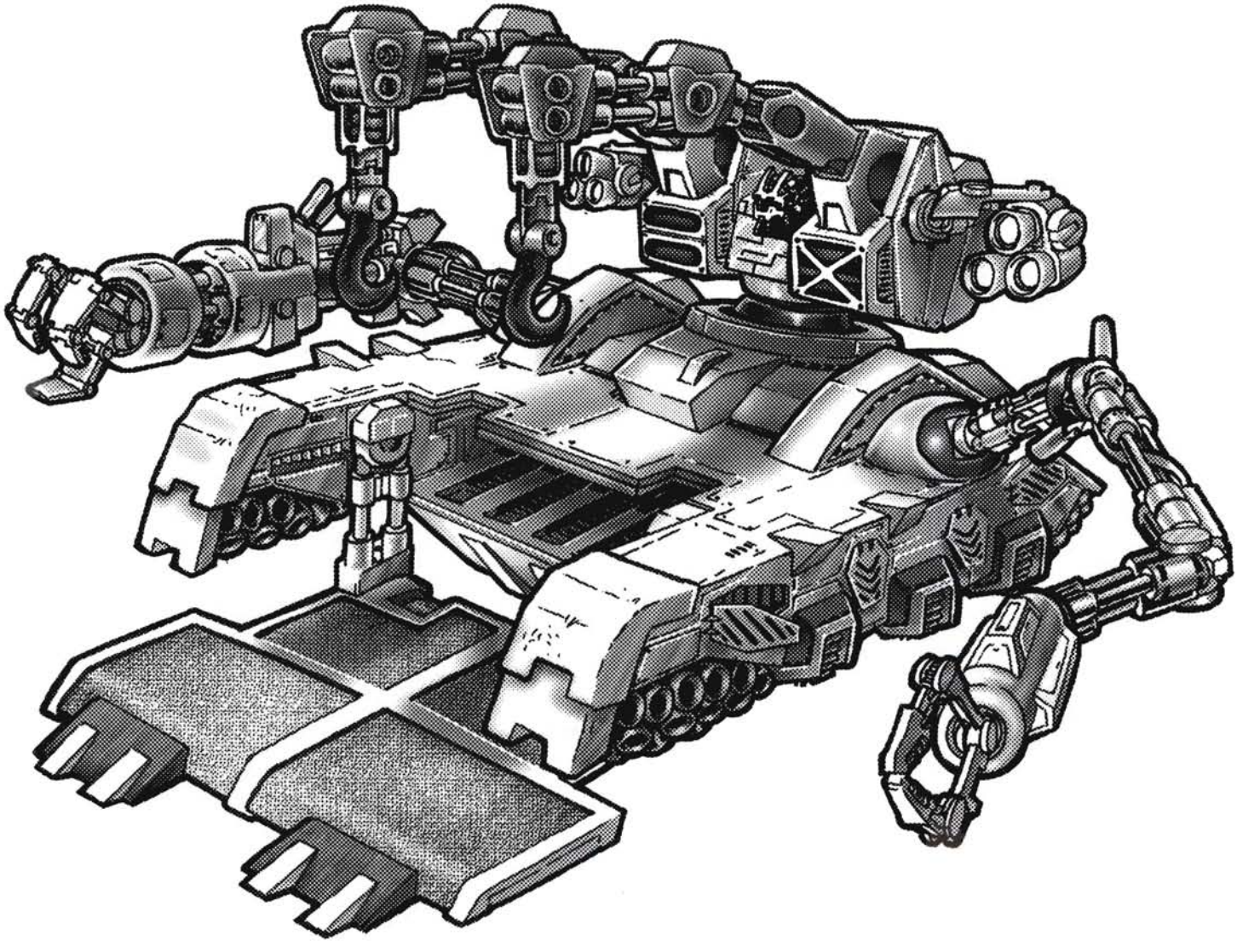
1. **Utility Arms (2):** The two large arms are all-purpose tools that have a comparatively small, extendible arm with interchangeable parts or multiple functions that include high-powered drill, fusion torch and a precision laser and laser scalpel that can all extend from its forearm. (**Note:** 12 pairs of similar arms are scattered around the repair platform with identical capabilities). The Utility Arms can rotate 360 degrees at the wrist, elbow and shoulder.

Primary Purpose: Repairs and Cargo Hauling.

Range: The big arms have a 45 foot (13.7 m) reach.

Mega-Damage of Utility Arms: See Hand to Hand Combat.

Mega-Damage and Range of Small Arms: Light Drill with numerous S.D.C. settings: 1D4, 1D6, 2D6, 4D6 and 1D6x10 S.D.C. damage. Heavy M.D. Drill with settings for 1D6 M.D., 2D6 M.D. or 4D6 M.D. Range for both is touch.



Fusion Torch: 4D6 S.D.C., 1D6x10 S.D.C., one M.D., 1D4 M.D., 1D6 M.D., 2D6 M.D. and 4D6 M.D. Range: Touch.

Laser Scalpel: Any increment of 1D6 M.D. up to 4D6 M.D. Range: Touch.

Laser Cutter: 1D6, 2D6 or 3D6 M.D. Range: 50 feet (15.2 m) and may be used in self-defense.

Three-fingered hands and opposable thumbs for grasping, holding and making repairs. Can inflict 6D6 S.D.C. damage on a restrained punch or 1D4 M.D. on a full strength punch; cannot do a power punch. Each has a 15 or 20 foot (4.6 or 6.1 m) reach.

Rate of Fire: Each use/blast counts as one melee attack/action.

Maximum Effective Range: Varies, see above.

Payload: Effectively unlimited.

2. Crane Arms (2): Each crane can be used separately or in tandem. They can move side to side 30 degrees but the turret can rotate to the front or back of the platform 360 degrees. Used as a hoist for repairs and for hauling cargo.

Primary Purpose: Tool.

Range: Each crane has a 45 foot (13.7 m) reach outstretched.

Mega-Damage: Same as Utility Arms.

3. Hand to Hand Combat: If necessary, the Repair Wagon can engage in hand to hand combat using its multiple arms and/or flying body block/ram.

Mega-Damage from the Large Utility Arms or Cranes:

Restrained Punch: 1D6 M.D.

Full Strength Punch or Swinging Crane: 3D6 M.D.

Power Punch: 1D6x10 M.D., but counts as two attacks.

Flying Body Block/Ram: 5D6 M.D. against opponents up to 30 feet (9.1 m) tall and has a 01-85% chance of knocking an opponent off his feet.

Sentry Tower

Also known as the "Rook Tower" or just the "Rook"

Many times the only sign of the Machine's presence in a large stretch of wilderness or debris zone that was once a human city will be a lone Sentry Tower. All of a uniform design and resembling a 60 foot (18.3 m) tall, metal Rook chess playing piece just standing there silently – waiting. Whether its appearance is deliberate on the part of the Machine or a strange coincidence is unknown. These Sentry Towers do, however, have strategic importance in the Machine's ongoing war games. Popper Mines buried in the earth 2000-4000 feet (610 to 1219 m) from the Sentry Tower serve as the tower's outer perimeter guards and alarm system. Once the Poppers have engaged human intruders, the Sentry Tower will erect its perimeter force field and ready itself for combat. If the human forces manage to defeat the Popper Mines, the Sentry Tower will begin deploying its weapon systems. This takes about one minute (1D4+1 melee rounds) and represents a moment of opportunity for the attackers, as the Rook Tower will not be able to level its massive firepower against them until the weapons are fully deployed.

The Sentry Tower's weapons consist of a super-plasma cannon mounted in a retractable turret that pops up from the top of the tower, four retractable perimeter ion guns and a ring of mini-missile launchers around the top of the tower. The robot edifice also has four retractable arms, four folding legs and a folding sensor array, enabling it to actually get up and walk away (usually to replant itself at a different strategic location nearby). Until one actually sees this, most people are unaware that Sentry Towers are mobile units. In addition, a Sentry Tower can call for robot assistance, with a squad of 1D4+3 Flying Strike Ships and/or Hunter-Searcher Probes arriving within 1D6+3 minutes. Other robots such as the Battle Track, Assault Slayer, Steel Troopers or drones will arrive on the scene 1D6+4 minutes after the flyers only if they are in the immediate area (i.e. within 40 miles/64 km).

Class: Strategic Mobile Robot Outpost.

M.D.C. by Location:

Super-Plasma Cannon – 250

* Ring of Mini-Missile Launchers (8) – 100 each, but the launchers are only vulnerable when the protective armor plate (280 M.D.C. per plate) lifts up to fire the mini-missiles.

Folding Legs (4; concealed) – 160 each

* Retractable Folding Arms (4; concealed) – 100 each

* Perimeter Ion Guns (4; under the Tower's crown) – 80 each

* Spotlights (16; 8 under the Rook crown and around the base) – 10 each

** Folding Sensor Arrays (4) – 100 each

*** Main Body – 3200

Force Field – 1000

Speed:

Running: 10 mph (16 km) maximum.

Leaping, Digging, Swimming and Flying: Not possible.

Statistical Data:

Height: 60 feet (18.3 m).

Width: 28 feet (8.5 m).

Length: 28 feet (8.5 m).

Weight: 120 tons.

Cargo: None.

Power System: Standard.

Trade Value: None, not even to a Technojacker; the tower is beyond his range of possession and control, but he could commandeer one of the weapon systems.

Physical Strength: Robot P.S. of 60.

Horror Factor: 15

Senses & Features: Standard, full range.

Number of Attacks per Melee: Eight.

Combat Bonuses (includes all bonuses): +1 on initiative, +7 to strike with ranged weapons, +2 to strike and parry in hand to hand combat.

Skills of Note: Standard. Like all the combat robots, the Sentry Tower is programmed to use basic strategy and tactics, but is generally immobile at the center of a battle or stands as a sentinel at a strategic position or defender of some other larger operation such as a Robot Factory, Ghost Town, battlefield perimeter, etc.



Weapon Systems:

1. **Super-Plasma Cannon (1):** The super-plasma cannon is mounted in a retractable turret that pops up from the top of the Sentry Tower. It can rotate 360 degree and has a 120 degree arc of fire up and down.

Primary Purpose: Perimeter Defense, Anti-Armor and Assault.

Mega-Damage: 2D6x10 M.D. per single blast.

Maximum Effective Range: 4,000 feet (1219 m).

Rate of Fire: The big gun can only fire four times per melee round, each blast using up one attack/action.

Payload: Effectively unlimited.

2. **Retractable Perimeter Ion Guns (4):** Mounted under the "crown" of the Rook are four ion guns set in a turret that can rotate 360 degrees. Each gun can also move up and down and side to side in a 45 degree arc of fire.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

3. **Ring Missile Launchers (2):** A ring of mini-missile launchers around the mid-section of the Sentry Tower flip open to fire mini-missiles.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Self-Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type; usually has a sampling of each, plus 4-8 smoke.

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

Maximum Effective Range: One mile (1.6 km).

Payload: 64 total.

4. **Perimeter Force Field Generator:** One of the most impressive features of the robot sentry is the perimeter force field generator which can be raised up to 500 feet (152 m) away from the Tower itself. It can be engaged at any time, usually at the beginning of heavy combat, and shelter the Sentry Tower's robot defenders from the brunt of an enemy barrage. The perimeter force field is as solid as a wall and must be depleted before anyone can enter the area beyond the force field. The only drawback is that the Sentry Tower and its defenders cannot fire any weapons or missiles when the force field is up, so it has to be dropped in order to fire back or send out troops. **Note:** The force field "moves" with the Sentry Tower as it moves and it regenerates damage at a rate of 4D6 M.D.C. per melee round.

Primary Purpose: Self-Defense.

Mega-Damage: Not applicable.

Rate of Fire: The act of turning the force field on and off counts as one melee attack/action.

Maximum Effective Range: 500 foot (152 m) radius with the Tower in the center.

Payload: Effectively unlimited. When the M.D.C. of the force field is *depleted* (reduced to zero), it cannot be reactivated till four hours later. As long as the force field's M.D.C. has not been strained by being reduced to zero, it automatically regenerates lost M.D.C. at the rate of 4D6 M.D.C. per melee round (15 seconds).

5. **Hand to Hand Combat:** The Sentry Tower is not really designed for Hand to Hand combat, but in a pinch may resort to it, usually to make good an escape. May combine ranged weapons and physical attacks.

   Restrained Punch: 2D6 M.D.

   Full Strength Punch: 6D6 M.D.

   Power Punch: 2D6x10 M.D., but counts as two attacks.

   Kick: 4D6 M.D.

   Leap Kick: Not possible.

   Stomp: 2D6 M.D. but the stomp is only effective against objects 20 feet (6.1 m) or smaller.

6. **Robot Troops:** Most (not all) Sentry Towers get a platoon of 40-60 robotic troops to support and defend it. Typical composition is 40% Steel Troopers, 20% Necrobots or Necroborgs, 20% Cable Snakes, 10% Hunter-Search Probes and 10% Skitter Pods or Sewer Prowlers. This is in addition to 1D10+10 Popper Mines.

Sewer Prowler

The Sewer Prowler has a body styling similar to that of a centipede. The body is a segmented string of eight two-legged sections, with a small plasma ejector as part of each leg and the tail. The front of the robot resembles the head of a centipede or caterpillar complete with a set of pincer-like rail guns, spotlight eyes, a biting mouth and two large, articulated M.D. scythes used to slash and rend opponents in close combat. The Sewer Prowler is designed to fit through relatively narrow sewer pipes, air ducts, tunnels, hallways, windows and similar small openings to get its human prey. Furthermore, the robot can run along walls and ceilings similar to an insect.

Sewer Prowlers are hunter-killers whose soul purpose is exterminating humans hiding or living in ruins of cities, the old sewer and maintenance lines, as well as natural tunnels, caves and underground havens. They are usually dispatched as lone hunters or in pairs, only rarely does the Sewer Prowler work with small groups of other robots, and when it does, it is usually with Skitter Pods or Cable Snakes, occasionally Steel Troopers or Necrobots. Always alert for prey, the Sewer Prowler can move quickly and quietly in just about any direction, including climbing along walls and walking upside down on the underside of ceilings, the roofs of caves or the girders of blasted out buildings. Sewer Prowlers are much less discriminating than other robots and will also attack and slaughter large animals from dogs to cattle, and sometimes accidentally attack Androids and Necroborgs (they look too human, and when in doubt, destroy).

Class: Extermination Robot; sometimes referred to by humans as "Sewer Crawlers."

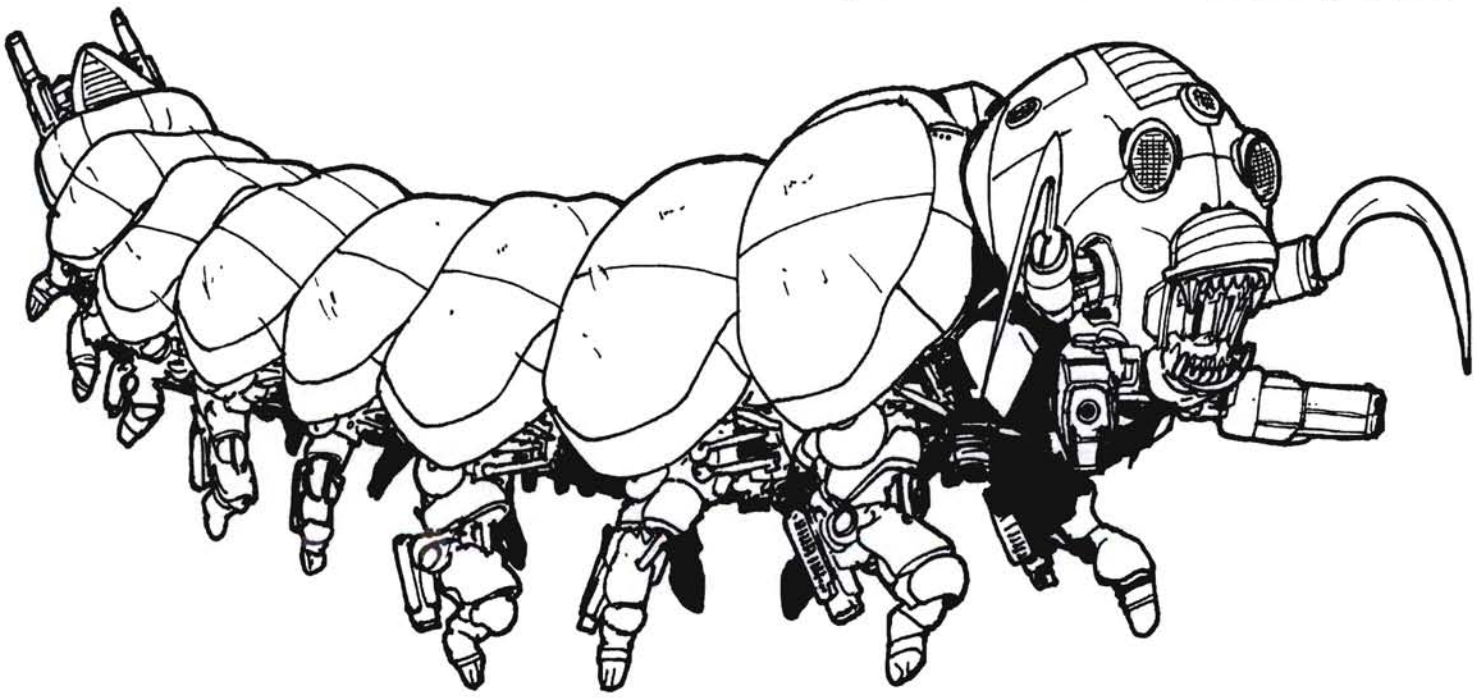
M.D.C. by Location:

* Legs (16) – 60 each
* Leg Plasma Ejectors (14, seven per side) – 25 each
* Tail Guns (2) – 35 each
* Forward Pincer Rail Guns (2; small) – 35 each
* Articulated Slashing Scythes (2; head) – 35 each
* Spotlights (2; large eyes) – 8 each
** Sensor Array/Head – 160
*** Main Body – 320

Note: Asterisks indicate targeting and/or damage considerations. See #12 of *Features Common to All Robots* for the exact details.

Speed:

Running: 50 mph (80 km) maximum on the ground, though cruising speed is a more cautious 20 mph (32 km). Capable of



navigating all terrain, including underwater. Maximum Speed when walking on a ceiling or a wall is limited to 20 mph (32 km). Only ice, oil-coated surfaces or glass cannot be climbed/crossed by the Sewer Prowler.

Digging: 10 mph (16 km) through dirt or sand, half that speed through loose debris and garbage. Cannot dig through rock, concrete or metal. Can dig enough to conceal its body within 1D4 minutes.

Leaping and Flying: Not possible.

Swimming: 30 mph (48 km/25.9 knots). Maximum depth is 1000 feet (305 m).

Statistical Data:

Height: 4 feet (1.2 m) tall, but can rear up on its back legs up to a height of 10 feet (3 m).

Width: 3 feet (0.9 m).

Length: 16 feet (4.8 m).

Weight: 900 lbs (405 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except to a Technojacker.

Physical Strength: Robot P.S. of 28.

Horror Factor: 12

Senses & Features: Standard.

Number of Attacks per Melee: Seven.

Combat Bonuses (includes all bonuses): +3 on initiative (+5 when attacking by surprise by dropping down from a ceiling or springing up from murky sewer water), +4 to strike with ranged weapons, +6 to strike in hand to hand combat, +3 to parry and dodge, +3 to disarm, and +2 to pull punch, +3 to roll with punch, fall or impact.

Skills of Note: Standard, plus Swimming 80%, Spelunking 80%, and Prowl 50%.

Weapon Systems:

1. **Articulated M.D. Scythes (2):** Two large, articulated scythes are attached to the sides of the insect-looking robot's mouth. They are part of an articulated mandible-like appendage that functions like stubby arms and can swing the scythes up and down or forward in front of the face in a scissor slicing motion. Beneath the scythes are the forward rail guns.

Primary Purpose: Close Combat and Self-Defense.

Mega-Damage: 2D6 M.D. from a single scythe attack, or 4D6 M.D. from two simultaneous attacks on the same target (counts as one melee attack).

Number of Attacks: Each single or dual blade strike counts as one melee attack/action.

Maximum Effective Range: Touch/hand to hand combat.

Payload: Not applicable.

2. **Pincer Rail Guns (2):** Two light rail guns are mounted in the chin of the head and resemble insect pincers. Both have an 180 degree arc of fire side to side and up and down, and can shoot back by having the flexible, segmented body curl up and point backward or curl to the side like a caterpillar.

Primary Purpose: Assault/Extermination and Defense.

Mega-Damage: 1D4 M.D. from a single round, 4D6 M.D. per burst of 10 rounds or 1D4x10 M.D. per simultaneous burst (20 rounds) from both guns.

Maximum Effective Range: 2,000 feet (610 m).

Rate of Fire: Each single round or burst counts as one melee attack.

Payload: 200 bursts per gun (2000 rounds per gun). Reloading the internal drum will take about two minutes for another combat robot (P.S. of 21 or higher is required), but only two melee rounds for a Repair Wagon robot. **Note:** Reduce the bonus to strike by half for burst attacks.

3. **Tail Plasma Ejectors (2):** A pair of plasma guns serve as the robot's rear guns. They are fixed in the tail, so the Sewer Prowler has to aim the entire tail to shoot (no bonus to strike), but can curl the tail side to side, up or down like a caterpillar.

Primary Purpose: Assault and Defense.

Mega-Damage: 4D6 M.D. per single blast or 1D4x10 per simultaneous double blast (counts as one melee attack).

Maximum Effective Range: 1200 feet (366 m).

Rate of Fire: Each single or double blast counts as one melee attack/action.

Payload: Unlimited.

4. **Small, Leg Plasma Ejectors (14):** Each leg has a small plasma gun that slides into a firing position as needed. They can fire one or two at a time or in a volley of 2-4 at the same target, or *each* can fire at a different target!

Primary Purpose: Extermination and Assault.

Mega-Damage: A single plasma blast does 3D6 M.D., two simultaneous blasts at the same target 6D6 M.D., three does 1D4x10+6 and a four shot volley does 1D6x10 M.D.

Rate of Fire: Each single shot or volley of 2-4 simultaneous blasts counts as one melee attack. In the case of volleys, roll once to strike. Either the whole volley hits or it misses entirely. Reduce the ranged weapon strike bonus by half when shooting in volleys (and bursts).

Maximum Effective Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

5. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its blades, bite, punches or body slam. It may also combine ranged attacks with physical combat.

   Restrained Punch (with tail or forward rail guns): 1D4 M.D.

   Full Strength Punch (with tail or forward rail guns): 1D6 M.D.

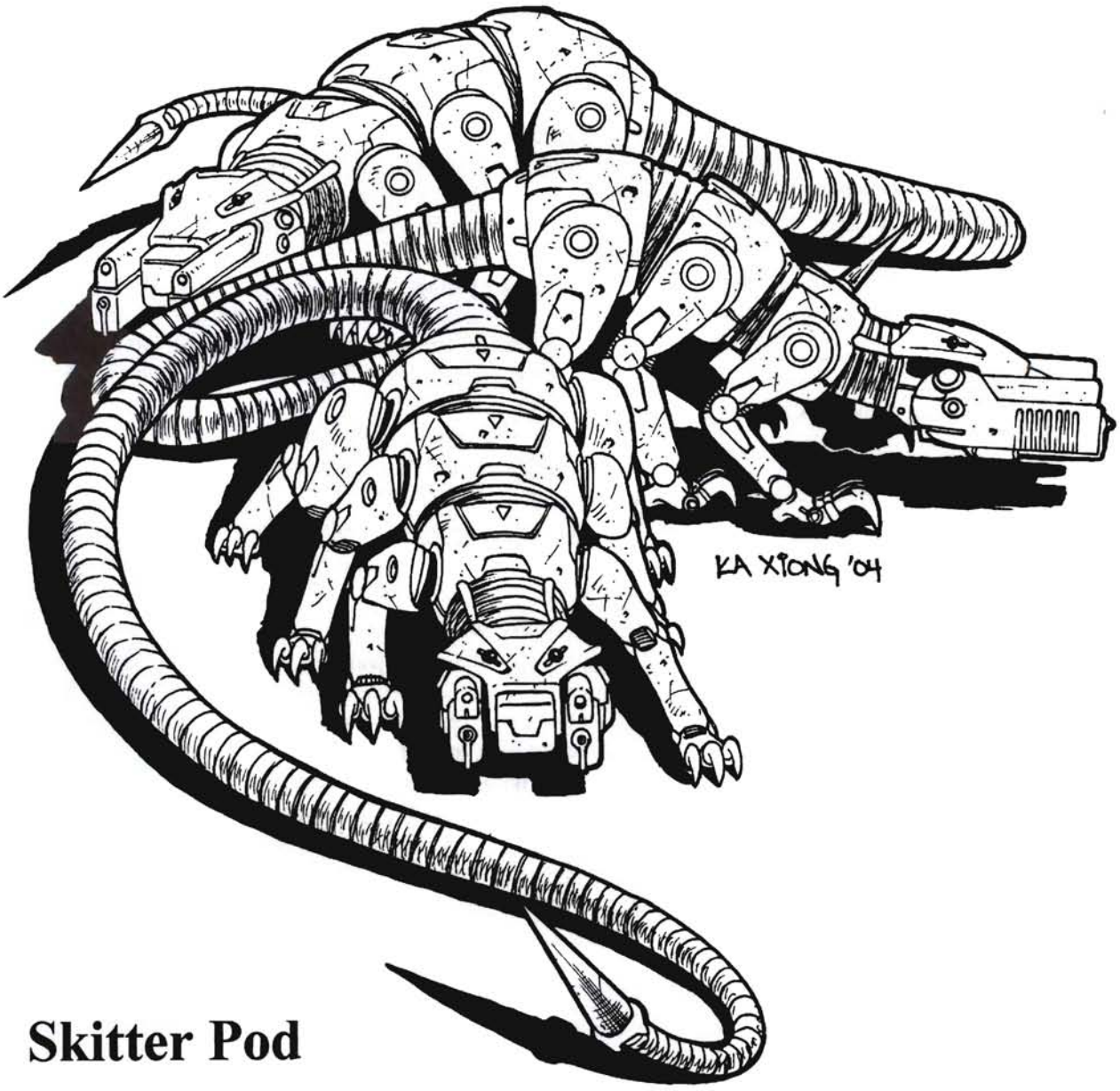
   Power Punch: 2D6 M.D., but counts as two attacks.

   Kick, Leap Kick and Stomp are not possible.

   Slashing Scythes: 2D6 or 4D6 M.D. (See above).

   Biting Jaws: 2D6 M.D.

   Body Slam: 4D6 M.D., but requires the Sewer Prowler to stand on its hind legs and slam down with its body to hammer an opponent. The attack has a 01-35% chance of causing the opponent to drop whatever he was holding in his hands. Counts as two attacks.



Skitter Pod

In keeping with the theme that the Machine sees humans as nothing more than big rats, she created the Skitter Pods – giant, six-legged mechanical rats that hunt humans. The robot's six legs end in hooked feet similar those of the Sewer Prowler, giving it the ability to climb along walls and navigate slick surfaces. The Skitter Pod's only built-in, long-range weapon is the pair of rail guns along its jaws, but it also has an articulated, spiked tail for whipping and stabbing attacks and claws for ripping people to shreds. The head contains the sensor array and the "eyes" are small spotlights.

In mass combat the Machine sends Skitter Pods in waves, sometimes numbering into the hundreds or thousands, against Resistance Fighters in a single attack or to invade a suspected underground human habitat. Skitter Pods have been manufactured by the millions as inexpensive and expendable combat units. The Skitter Pods will throw themselves at any force, regardless of strength or numbers, and fight until destroyed. Individually, Skitter Pods are fairly simple to destroy, but in mass combat they can be an unstoppable and overwhelming horde. The rat-like Skitter Pods are also deployed as hunter-killer squads (4D4 per squad) and used to support Sewer Prowlers, Steel Troopers, Slicer Robots and drones like the Necrobot (typically 1D4+1 Skitter Pods per squad of other robots). In a support role the robots may function as advance scouts or used to lure or chase human prey into the open, or just as infantry fodder.

Class: Light Assault Robots and Exterminators.

M.D.C. by Location:

Articulated Tail and Spike – 60

* Head Rail Guns (2) – 30 each
* Legs (6) – 30 each
* Spotlights (2, eyes) – 10 each

** Sensor Head – 60 *** Main Body – 110

Speed:

Running: 60 mph (96 km) maximum and able to scale walls and even scurry along them (but at half speed) and handle most environments.

Leaping: 12 feet (3.6 m) high or 15 feet (4.6 m) across from a standing position, increase distance by 30% with a running start.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through clay, rock or concrete. It takes 1D4 melee rounds for it to dig down deep enough to conceal itself.

Swimming: 30 mph (48 km/25.9 knots).

Flying: Not possible.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 3 feet (0.9 m).

Length: 6 feet (1.8 m) from nose to rump, plus an 18 foot (5.4 m) long articulated tail.

Weight: 320 pounds (144 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except to a Technojacker, who can control and ride the robot like a horse.

Physical Strength: Robot P.S. of 21.

Horror Factor: 9

Senses & Features: Standard.

Number of Attacks per Melee: Four.

Combat Bonuses: (includes all bonuses): +2 on initiative, +2 to strike with rail guns, +5 to strike in hand to hand combat, +2 to parry, +4 to dodge, +2 to disarm, +2 to entangle/trip with tail, and +3 to roll with punch, fall or impact.

Skills of Note: Standard, +10% to Climbing and Detect Concealment skills, plus gets Spelunking at 50%; and cannot read or speak but understands all languages and growls and hisses for dramatic effect.

Weapon Systems:

1. **Head Rail Guns (2):** A light rail gun is mounted on both sides of the head, along the jaw. Each can swivel up and down 180 degrees but are in a fixed forward position, requiring the head to turn and point at the target to aim.

Primary Purpose: Assault and Defense.

Mega-Damage: 3D6 M.D. for a short burst of six rounds from one gun or 6D6 M.D. per simultaneous burst from both (counts as one melee attack). Can only fire in bursts.

Maximum Effective Range: 1,800 feet (548.6 m).

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: 90 bursts per rail gun, 540 round internal drum magazine for each. Reloading the internal drums will take about one minute each for another combat robot (P.S. of 18 or higher is required), but only one melee round for the Repair Wagon.

2. **Articulated Spiked Tail (1):** The long tail of the Skitter Pod is articulated and can be used like a whip or to entangle or stab opponents.

Primary Purpose: Close Combat, Assault and Defense.

Mega-Damage: Whip Strike: 2D6 M.D. or Stabbing/Slashing Strike with the tail spike/blade: 3D6 M.D.

Number of Attacks: Each tail strike counts as one melee attack/action.

Maximum Effective Range: Has an 18 foot (5.5 m) reach!

Payload: Not Applicable.

3. **Hand to Hand Combat:** In addition to its rail guns and whipping tail, the Skitter Pod can attack with its clawed feet, or combine long-range attacks and physical combat.

   Punch: Not possible.

   Claw Strike: 2D6 M.D.

   Pounce Attack: 2D6 M.D. (Counts as two of the Skitter Pod's attacks.) The robot leaps on top of its opponent. Has a 01-40% chance of knocking down an opponent who is 10 feet (3 m) tall or smaller. If the victim is knocked down, he loses initiative and one melee attack and there is a 01-30% chance of him being pinned, which means he has no defense against the rail guns or tail strikes for one melee round unless comrades intercede. At the end of one melee round the victim of a pinning can wiggle free or push the rat-bot off of him (requires a combined Robot/Splicer P.S. of 22 or higher).

   Leap Kick: 2D6 M.D., but counts as two attacks.

   Stomp is not possible and Skitter Pods don't do Body Block/Ram attacks.

Sky Fighter

This robot looks like an advanced jet fighter with swept back wings, missiles, a nose laser and a pair of rapid-fire rail guns built into the main body. Aerial movement and the act of flying is controlled by a complex pilot and navigation computer. The Sky Fighter handles well at high and low altitudes and can go from zero to Mach 3 in only five seconds and come to a virtual stop just as fast.

Ground troops seldom know a Sky Fighter is coming until it appear from the clouds with its rail guns screaming. In combat, the automated aircraft sweeps the skies for enemy aircraft, Archangels, Zephyrs and other flyers, and once the sky is cleared of trouble, it targets War Mounts, entrenched positions and clusters of ground troops.

Class: Aerial Attack Robot.

M.D.C. by Location:

* Tail Fins (2) – 65 each

Wings (2) – 210 each

Main Jets (2; rear) – 180 each

VTOL Jets (5; underbelly) – 40 each

* Directional Jets (10; scattered) – 5 each

* High-Powered Nose Laser (1) – 50

* Rail Guns (2; upper body) – 50 each

* Wing Missile Launchers (2) – 40 each

*Spotlights (2; one on top & one in the belly) – 10 each

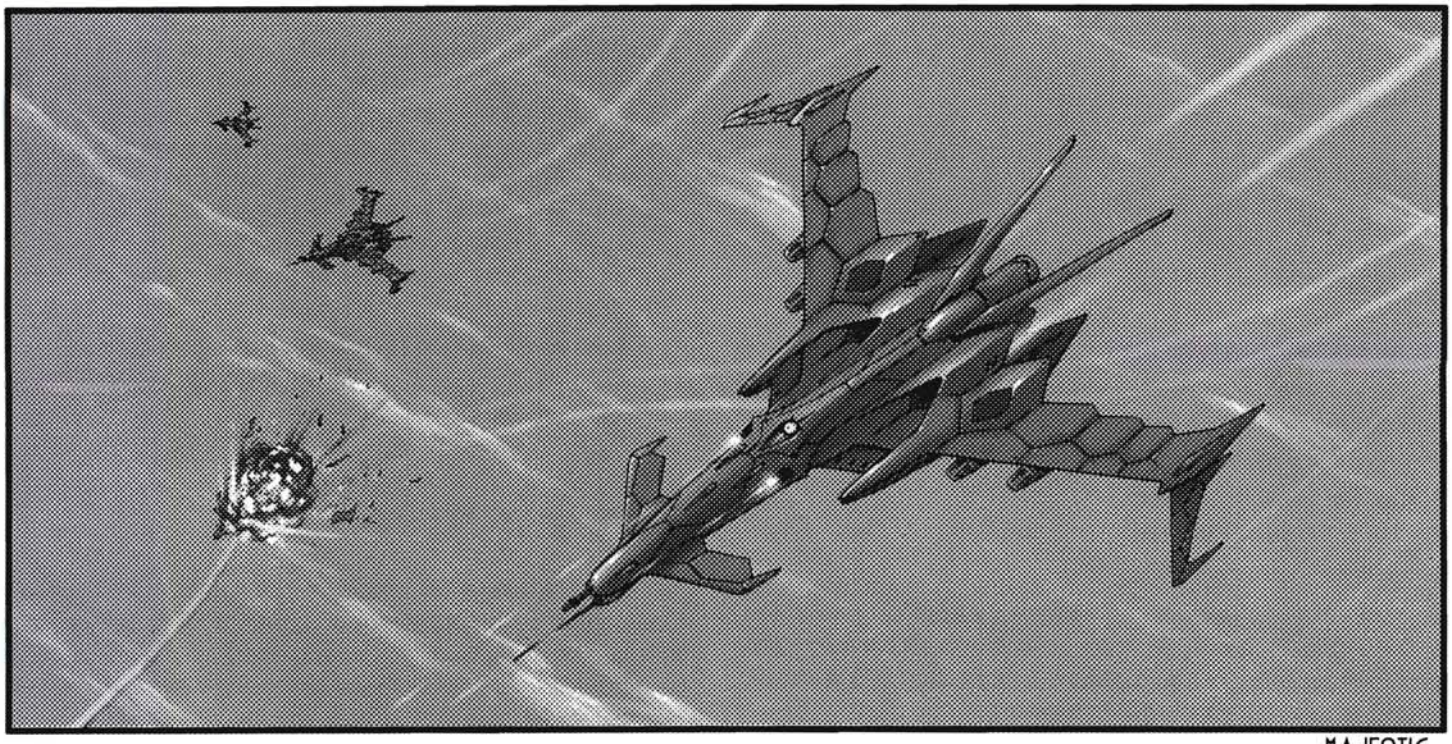
** Sensor Nose – 100

*** Main Body – 440

Note: If one main jet thruster is destroyed, the Sky Fighter becomes wobbly and reduce speed by half and combat bonuses -1. Destroying one wing will not cause the aircraft to crash, due to its hover design and VTOL capability, however, maximum speed is reduced to 300 mph (480 km), reduce maximum altitude to 10,000 feet (3048 m) and bonuses are reduced by half. Destroying both wings reduces speed to 15 mph (24 km) as it limps along the ground no higher than 20 feet (6.1 m), and no bonuses.

Speed:

Ground Speed: The Sky Fighter can skim as low as three feet (0.9 m) above the ground, water or treetops, and can go from a stationary hover to Mach 3 in seconds. Has retractable landing gear.



Digging and Swimming: Not possible.

Flying: Mach 3 (approx. 2010 mph/3216 km), but cruising speed is considered to be 500 mph (800 km).

Maximum Altitude: 60,000 feet (18,288 m).

Range Limitations: Can fly continuously for 120 hours without fear of overheating, but after 240 hours the robot must rest its engines for at least four hours.

Statistical Data:

Height: 8 feet (2.4 m) main body, 15 feet (4.6 m) from the belly to the tip of the tail.

Width: 36 foot (10.9 m) wingspan.

Length: 35 feet (10.9 m).

Weight: 6.8 tons.

Cargo: None, other than missile and rail gun payloads. Never used to haul cargo.

Power System: Standard.

Trade Value: None to humans.

Physical Strength: Not applicable.

Horror Factor: 13

Senses & Features: Standard.

Number of Attacks per Melee: Six.

Combat Bonuses (includes all bonuses): +5 on initiative, +6 to strike with ranged weapons (reduce bonus by half for rail gun bursts) and +6 to dodge.

Skills of Note: Standard plus Advanced Mathematics 98% and Astronomy & Navigation 95%.

Weapon Systems:

1. **High-Powered Nose Laser (1):** A powerful laser is built into the nose. The laser can rotate in a 45 degree angle in all directions.

Primary Purpose: Assault, Strafing and Dogfighting.

Mega-Damage: 5D6 M.D. per single laser blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

2. **Rapid-Fire Rail Guns (2):** A pair of rail guns are recessed into the main body of the aircraft just before the "V" junction of the wings. Fixed forward, the guns can only fire in the direction the nose of the aircraft is pointing; ideal for strafing runs.

Primary Purpose: Assault, Dogfights and Strafing Runs.

Mega-Damage: A 15 round burst does 1D4x10 M.D. per gun, 2D4x10 M.D. when both rail guns are firing in tandem at the same target (counts as one melee attack).

Maximum Effective Range: 4,000 feet (1219 m).

Rate of Fire: Each single or simultaneous dual burst counts as one melee attack.

Payload: 200 bursts per gun; each has a 3000 round internal drum magazine. Reloading takes about 1D4+3 minutes for a pair of combat robots (requires a P.S. of 26 or higher), but only one minute for the Repair Wagon robot.

3. **Wing Missile Launchers:** Two medium-range missiles or ten mini-missiles can be mounted on each wing.

Primary Purpose: Assault, Anti-Aircraft/Anti-Flyer and Anti-Missile.

Missile Type: Any medium-range missile or mini-missiles can be used, typically those that inflict the most damage.

Mega-Damage: Varies with missile type.

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

Maximum Effective Range: 1-40 miles (1.6 to 64 km) depending on type.

Payload: Four medium-range missiles (two on each wing) or 20 mini-missiles (10 on each wing).

4. **Hand to Hand Combat:** Not applicable for this robot.

Slicer Robot

The insane Machine likes to have her robots mix it up with humans in physical confrontations. Apparently several of the N.E.X.U.S. personalities find the brutal clashes to be rewarding on some visceral level. The Slicer Robot is one such robot designed to terrorize, torment and murder humans. The Slicer Robot is equipped with a pair of extendable hydraulic arms that improve the robot's reach in hand to hand combat to 15 feet (4.6 m). Mounted on each forearm is an M.D. chain saw, and mounted on the back is a pair of tentacle-like flexible arms that end in M.D. scythes. The Slicer Robot usually engages in *physical fighting*, but also has a pair of short-ranged lasers at its disposal and may use any handheld weapons available to it. However, Slicer Robots are programmed to use ranged weapons as a last resort or when ordered to do so.

Watching this robot in action is like watching a metal berserker slamming into opponents, performing leap kicks and blasting away with its short-ranged lasers, usually to disarm an opponent or to stop a vehicle or War Mount. The Slicer Robot can literally chop opponents into pieces and is most dangerous in confined spaces and situations where hand to hand combat is required. In mass combat, Slicer Robots may be sent forth with Steel Troopers as part of the infantry, but are more often used to bring up the rear and deployed in small hunter-killer squads sent on seek and destroy missions, and surgical strikes (no pun intended).

Class: Close Combat Infantry Robot.

M.D.C. by Location:

Hands (2) – 25 each

Chainsaws (2) – 35 each

Upper Arms (2) – 100 each

Extendable Hydraulic Forearms (2) – 125 each

Flexible Scythe Arms (2) – 110 each

Legs (2) – 120 each

* Short Ranged Lasers (2, in the eyes) – 10 each

* Jump Jets (2; back) – 20 each

** Head/Sensor Array – 90

*** Main Body – 240

Speed:

Running: 80 mph (128 km).

Leaping: 10 feet (3 m) high or 15 feet (4.6 m) across, increase by 50% with a running start. The Slicer Robots also have a pair of "jump jets" built into their back for jet assisted leaps that can rocket the robot 40 feet (12.2 m) high or 80 feet (24.4 m) across from a standing position. May use the jump jets to literally leap around on the battlefield like a jackrabbit. Actual flight is not possible.

Digging & Flying: Not possible.

Water Speed: Water travel is not possible, the robot sinks like a brick.

Statistical Data:

Height: 9 feet (2.7 m).

Width: 5 feet (1.5 m) at the shoulders.

Length: 3 feet (0.9 m).

Weight: 1500 lbs (675 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except, perhaps, to a Technojacker.

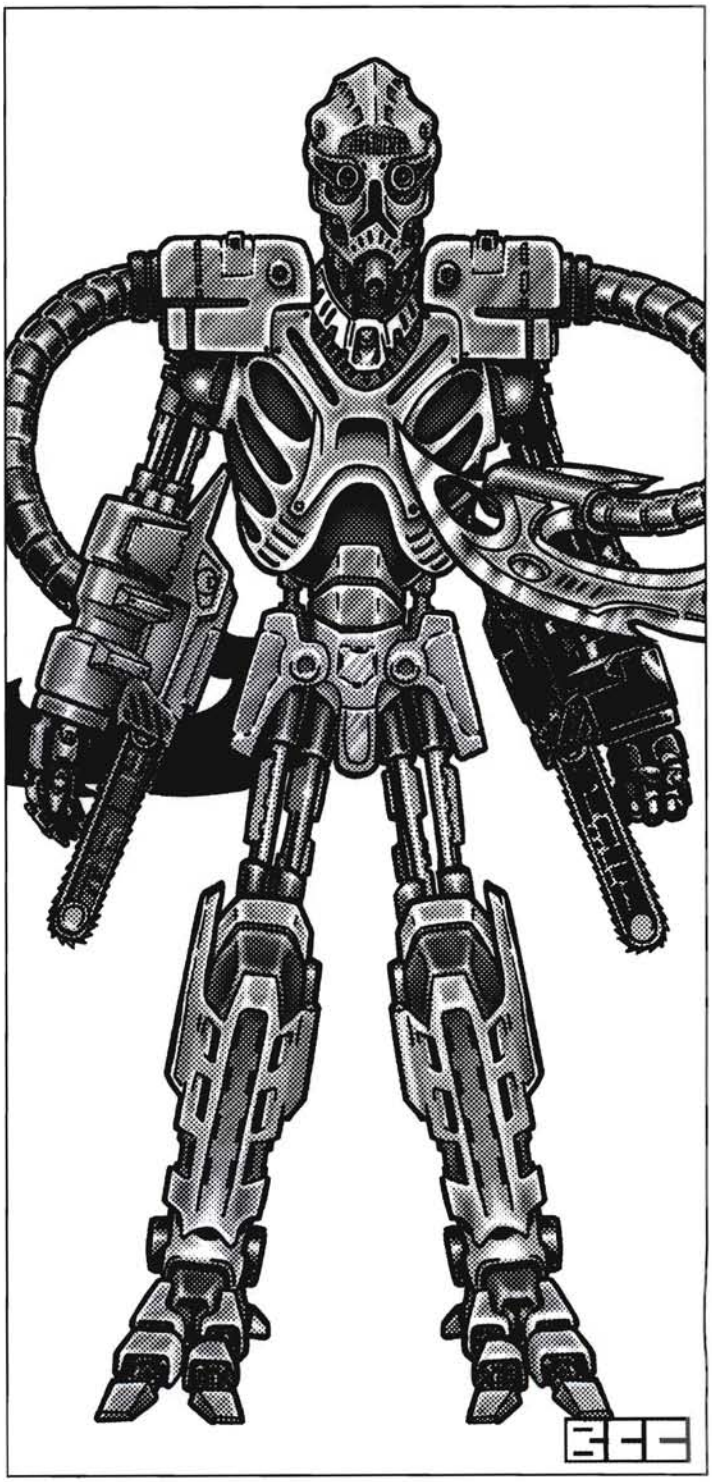
Physical Strength: Robot P.S. of 30.

Horror Factor: 13

Senses & Features: Standard.

Number of Attacks per Melee: Seven.

Combat Bonuses (includes all bonuses): +4 on initiative, +2 to strike with ranged weapons, +7 to strike in hand to hand combat, +5 to parry, +4 to dodge, +3 to pull punch, +5 to disarm and +1 to roll with punch, fall or impact.



Skills of Note: Standard.

Weapon Systems:

1. **Extendable Hydraulic Arms & Chainsaws (2):** The forearms can be extend via a hydraulic system, extending the reach by ten feet (3 m) for a total reach of 15 feet (4.6 m). This gives the Slicer a lethal edge in hand to hand combat over most flesh and blood opponents. Many a Resistance Fighter about to leap over a high fence or from a rooftop has been surprised by the whine of hydraulics and the feel of a large mechanical hand grabbing him by his foot or arm. The extendable hands/arms also enable the Slicer Robot to reach into narrow places like storm drains, ventilator shafts, tunnels, cavities, holes, into crates and under rocks.

   Mounted on each forearm is also an M.D. chainsaw that can cut through doors, locks, barricades and inflict grievous damage to armor, let alone flesh and bone.

Primary Purpose: Close Combat and Assault.

Mega-Damage: See hand to hand combat below.

Number of Attacks: Each punch or chainsaw strike counts as one melee attack/action.

Maximum Effective Range: 15 feet (4.6 m).

Payload: Not applicable.

2. **Flexible Arms with Scythes (2):** Two tentacle-like flexible arms protrude from shoulder housings to give the Slicer greater maneuverability (they can bend forward, backward and in any direction) and help earn it the name, "Slicer." Capable of reaching up to 10 feet (3 m) past its humanoid arms.

Primary Purpose: Close Combat, Assault and Torture.

Mega-Damage: See Hand to Hand combat below.

Number of Attacks: Each scythe strike counts as one melee attack/action.

Maximum Effective Range: 10 feet (3 m).

Payload: Not applicable.

Bonus: +3 to strike and +2 to parry.

3. **Short-Ranged Lasers (2, in the eyes):** Each eye conceals a single short-ranged laser that can be fired one at a time or used in tandem.

Primary Purpose: Assault and Defense.

Mega-Damage: 1D6 M.D. from a single laser, 2D6 M.D. from a twin simultaneous blast.

Rate of Fire: Each single or twin blast at the same target counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited.

4. **Handheld Weapons:** Slicer Robots get one robot Mega-Damage handgun and one rifle of choice, but they are secondary weapons used as a last resort. *Robot Weapons* are described on page 62.

5. **Hand to Hand Combat:** Slicer Robots prefer hand to hand combat but may also use their lasers or handheld weapons in combat.

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 2D6 M.D.

   Power Punch: 4D6 M.D., but counts as two attacks.

   Forearm Chainsaw: 5D6 M.D.

   Flexible Arm Scythes: 4D6 M.D.

   Kick: 2D4 M.D.

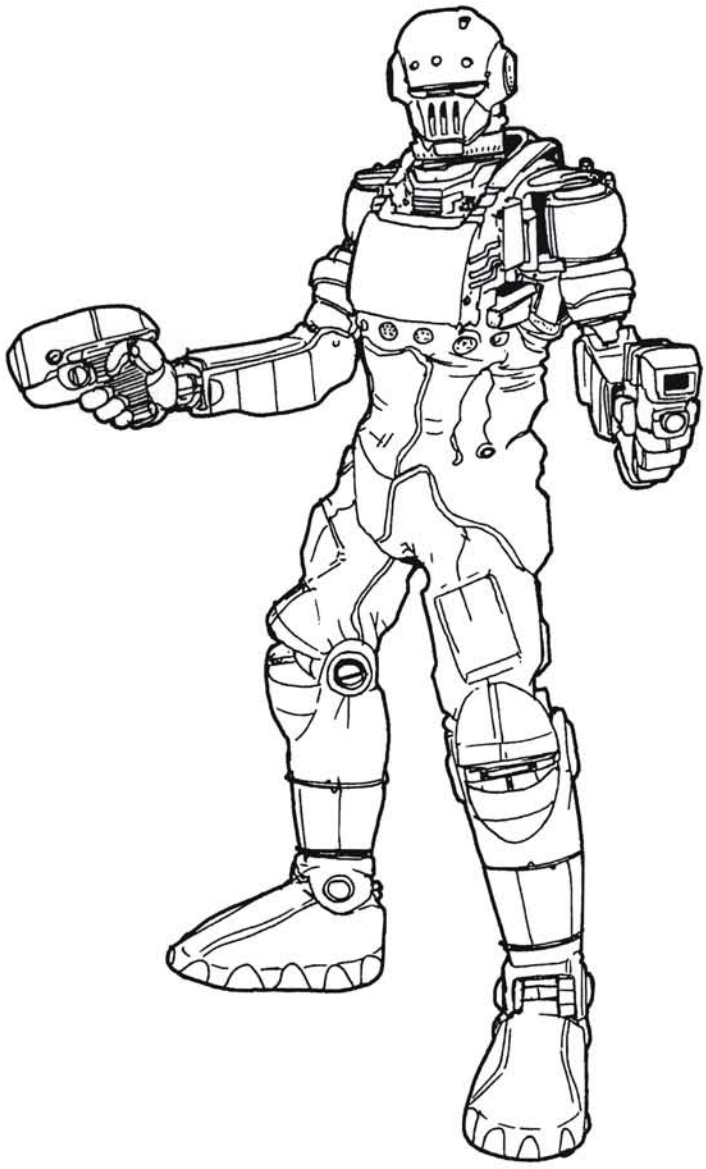
   Leap Kick: 3D6 M.D., but counts as two attacks.

   Stomp: 1D4 M.D.

   Head Butt: 1D4 M.D.

   Body Flip/Throw: 1D6 M.D. plus the victim loses one melee attack/action.

   Body Block/Ram: 3D6 M.D. and has a 01-50% chance of knocking an opponent as large as 12 feet (3.6 m) off his feet.



Steel Trooper

The Steel Trooper is the most human-looking of all the robots, and uses the utility of the human form to its utmost. Although humanoid in general appearance, the Steel Trooper stands eight feet (2.4 m) tall and is made of metal and armor plating. Their human size means the robot can enter buildings, walk down hallways, travel through openings designed for humans, as well as use equipment and supplies originally designed for human users. This flexibility and their vast numbers means that it is the Steel Troopers that are the most commonly encoun-

tered of all the robots. However, these robots' deliberate human appearance is meant to mock the human survivors as much as anything else. Unlike other robots, the Steel Troopers don't have any built-in weapon systems, but are assigned an M.D. handgun and rifle. Additionally, their hands and fingers are small enough to use most human weapons and tools, and may collect a number of weapons in the field, much like the Necroborgs, to use against the enemy, including their own. Steel Troopers were once manufactured in the billions and are the mainstay of the Machine's robot military infantry and work force. They are found everywhere, assisting with robot repairs, working in the industrial centers, hauling cargo, constructing buildings, preforming maintenance, collecting salvage, exploring and charting ruins and wilderness, among other chores, but are first and foremost, the Machine's main front-line infantry. As the prime military unit, Steel Troopers participate in every major military campaign, siege and mass troop operation (representing 50-65% of the overall force). They are also frequently encountered in small squads (1D4+4, often accompanied by 1D6 other hunter-killer type robots and/or drones) on patrols, reconnaissance, salvage operations or human extermination missions. As a result, it is the image of the Steel Trooper, more than any other robot design, that represents the tyranny, oppression and domination of the Machine over humanity.

Class: Prime Infantry Combat Robot.

M.D.C. by Location:

* Hands (2) – 30 each

Arms (2) – 85 each

Legs (2) – 120 each

** Head/Sensor Array – 115

*** Main Body – 270

Speed:

Running: 90 mph (144 km), but 30-40 mph (48 to 64 km) is cruising speed.

Leaping: 16 feet (4.9 m) high or 24 feet (7.3 m) across from a standing position, increase by 50% with a running start.

Digging & Flying: Not possible.

Water Travel: Not possible, sinks like a rock.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 4 feet (1.2 m) at the shoulders.

Length: 2 feet (0.6 m).

Weight: 1200 lbs (540 kg)

Cargo: None.

Power System: Standard.

Trade Value: None, except, perhaps, to a Technojacker.

Physical Strength: Robot P.S. of 38.

Horror Factor: 10

Senses & Features: Standard.

Number of Attacks per Melee: Six.

Combat Bonuses (includes all bonuses): +3 on initiative, +5 to strike with ranged handheld weapons, +4 to strike in hand to hand combat, +3 to parry and dodge, +4 to disarm, +4 to pull punch, and +3 to roll with punch, fall or impact.

Skills of Note: Standard, but +10% to the Climb and Surveillance skills, and get the skills Prowl 45%, Recognize Weapon Quality 80%, Demolitions 85%, Disguise 50% and Wardrobe & Grooming 60% (for the purpose of disguise). **Note:** Steel Troopers on patrol, reconnaissance, missions of sabotage and ambush, and sabotage operations will dress in human clothing or armor to conceal their true robot nature, at least adequately enough to fool humans from a distance and trick casual observers not paying close attention.

Weapon Systems:

1. **Handheld Weapons:** Steel Troopers automatically get one Mega-Damage robot handgun, one rifle of choice, and one heavy weapon (rail gun, mini-gun or plasma cannon) as their primary weapons, plus 1D4+2 Heavy E-Clips for each. In the case of projectiles, the robot gets one extra ammo drum. Additional weapons, E-Clips and ammunition (and other gear) are routinely collected from fallen robots and the slain enemy. Steel Troopers also collect weapons and ammo and give them to drones, particularly Necrobots and Necroborgs. **Note:** *All* drones and the lesser robots (Cable Snakes, Hunter-Searcher Probes, Skitter Pods, Popper Mines and even Slicer Robots) will obey Steel Troopers as if they were a commanding officer.

   Robot Weapons are described on page 62.

2. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its fists, feet and/or body block/rams.

   Restrained Punch: 1D4 M.D.

   Full Strength Punch: 2D6 M.D.

   Power Punch: 4D6 M.D., but counts as two attacks.

   Kick: 4D8 M.D.

   Leap Kick: 6D8 M.D., but counts as two attacks.

   Stomp: Not possible.

   Head Butt: 1D6 M.D.

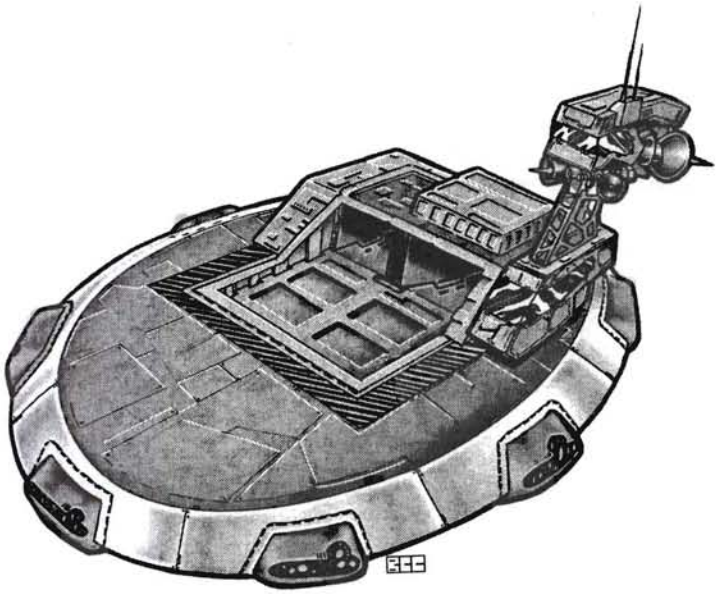
   Body Flip/Throw: 1D6 M.D. plus victim loses initiative and one melee attack/action.

   Running Body Block/Ram: 3D6 M.D., effective against opponents up to 12 feet (3.6 m) tall and has a 01-45% chance of knocking an opponent off his feet. Counts as two attacks.

Transport Platform

The Transport Platform is a low altitude hover robot that functions largely as an automated transport vehicle. It can be used as a troop transport for other robots, supply and cargo barge, drop off Popper Mines at strategic locations, or function as a *mobile combat platform*,usually for Steel Troopers, Slicer Robots and/or Necrobots and Necroborgs (using it to fly over enemy troops and positions while they fire from the platform).

The Transport Platform resembles a flying saucer, especially from the ground looking up and at a distance. It has a large cargo bay on top near the rear for delicate cargo and special needs. There is plenty of room for all manner of cargo and supplies to be loaded onto the platform itself, as well as room for other cargo to be strapped or secured to the sides of the Transport Platform. In cases of extreme need, an additional cargo platform can be cabled to the Transport and suspended under-



neath it in much the same way as a helicopter transports cargo. The Transport Platform has no arms or other limbs to load the platform, so all loading and unloading must be done by other robots, typically Steel Troopers and Repair Wagons (which has a pair of large arms and a pair of cranes).

For defense, 3-12 robots (typically Steel Troopers, but can be almost any) ride along on the platform, but important cargo may see that three or four Flying Strike Ships or a pair of Sky Fighters escort the transport. (The latter may hang out of sight 20,000-40,000 feet/6096 to 12,192 m above the transport where they can't be seen, but are able to rocket to its side in 1D4 melee rounds should it fall under attack. Using a cargo laden Transport Platform that *seems* lightly protected is one common trick in luring Splicers out to attack it.) Like the Repair Wagon, the Transport Platform ignores humans unless it or its cargo is attacked, or when a robot pilot (or the Machine) tells it to attack by ramming or crashing into a target.

Class: Cargo Hauler Robot.

M.D.C. by Location:

Large Cargo Bay – 200

* Mini-Sensor with Spotlight (8, scattered around robot) – 20 each

** Main Sensor Tower – 155

*** Main Body – 500

Force Field (protects only the top of the cargo deck, bay and platform) – 800

Speed:

Ground Speed: Can skim above the ground or treetops at full speed or hover stationary; Vertical Take-Off & Landing (VTOL) capable. Has retractable landing gear.

Water Speed: Cannot travel on or in water, but can hover over it.

Flying: 110 mph (176 km), but cruising speed is 40-60 mph (64 to 96 km).

Maximum Altitude: Limited to 300 feet (91.5 m).

Range Limitations: None, can fly indefinitely.

Statistical Data:

Height: 30 feet (9.1 m).

Width: 50 feet (15.2 m).

Length: 50 feet (15.2 m).

Weight: 20 tons.

Cargo: Can carry 80 tons and pull another 40. There is a large cargo bay in the rear portion of the platform.

Power System: Fusion power cell; average internal energy supply is good for fifteen (15) years.

Trade Value: None, it is beyond the Technojacker's ability to control for more than a few minutes.

Physical Strength: Not applicable.

Horror Factor: 7

Senses & Features: Standard.

Number of Attacks per Melee: Three actions/attacks.

Combat Bonuses (includes all bonuses): +2 on initiative and +4 to dodge.

Skills of Note: Standard.

Weapon Systems: None.

Flying Body Block/Ram at 60 mph (96 km) or less: 3D6 M.D. and has a 01-65% chance of knocking an opponent (up to 18 feet/5.5 m tall) off his feet.

Full Speed Flying Body Block/Ram (110 mph/176 km): 1D6x10 M.D. and has a 01-85% chance of knocking an opponent (up to 25 feet/7.6 m tall) off his feet, but this kamikaze attack counts as three melee attacks and inflicts 6D6 M.D. to the Transport Platform as well.

Mini-Transport Platform

Essentially the identical twin to the *Transport Platform* above, only everything (except Speed, Altitude, Number of Attacks, Combat Bonuses and Skills) are *half.* Half the size, half the M.D.C., half the cargo capacity, etc. Used for light cargo and troop transport.

Robot Weapons

Any of the following weapons can be assigned to the Steel Troopers, Slicer Robots, Flying Strike Ships, Necrobots, Necroborgs, and Androids who play the role of police or military personnel. Most were originally developed by humans for humans. A few are the creation of the Machine. **Note:** The only humans who can use these weapons are *Technojackers,* who are immune to the Nanobot Plague.

Also note that all energy weapons can be jacked into the robot's power supply with a special conduit cable for unlimited firepower. The cable has 15 M.D.C. but can only be shot or struck when an attacker is deliberately trying to hit and damage it; requires a Called Shot with a penalty of -4 to strike.

Handguns have 35 M.D.C. – Rifles have 80 M.D.C. – Rail Guns and other large weapons have 100 M.D.C., but are only damaged when an attacker is specifically targeting the weapon for the purpose of destroying it (rather than disarming an opponent).

Note: Old S.D.C. handguns, rifles and weapons may also be used, as needed or desired. For a selection of hundreds of modern day weapons, see the Palladium sourcebook: **Compendium of Contemporary Weapons™**, available in stores everywhere.

Robot Ion Pistol

A metal and ceramic ion blaster is the standard sidearm for many of the robots, like the Steel Troopers.

Weight: 3 lbs (1.4 kg).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 500 feet (152 m).

Payload: 20 shots per standard E-Clip or 72 blasts from a Heavy E-Clip. Unlimited when linked via a power cable connected directly to the robot's power supply.

Trade Value: None, except to Technojackers who can use such weapons.

Robot Laser Pistol

This laser pistol is almost as common as the ion pistol above.

Weight: 2 lbs (0.9 kg).

Mega-Damage: 2D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 500 feet (152 m).

Payload: 40 shots per standard E-Clip or 96 blasts from a Heavy E-Clip. Unlimited when linked via a power cable connected directly to the robot's power supply.

Trade Value: None, except to Technojackers who can use it.

Robot Pulse-Laser Assault Rifle

One of the standard robot weapons is the pulse-laser rifle, used by the Steel Troopers and the Slicer Robots. A high-powered, long-range assault weapon with a heavy energy clip. The standard pulse-laser rifle can fire pulse bursts or single shots.

Weight: 12 lbs (5.4 kg).

Mega-Damage: 2D6 M.D. per single shot (suitable for sniping), or 6D6 M.D. per triple-pulse burst (three nearly simultaneous energy bolts).

Rate of Fire: Each single shot or burst counts as one melee attack/action.

Maximum Effective Range: 3000 feet (914 m).

Payload: 96 single shots or 32 three-shot bursts with *two* Heavy E-Clips; unlimited when linked directly to the robot via a power cable.

Trade Cost: None, except to a Technojacker who can use it.

Robot Laser & Grenade Assault Rifle

A standard robot weapon that is a medium laser rifle and grenade launcher. Used by the Steel Troopers, Slicer Robots, other robots and drones. A high-powered, long-range assault weapon with a heavy energy clip.

Weight: 14 lbs (6.3 kg) for the rifle, plus 10 lbs (4.5 kg) for a 30 grenade ammo drum and 16 lbs (7.2 kg) for a 50 round drum.

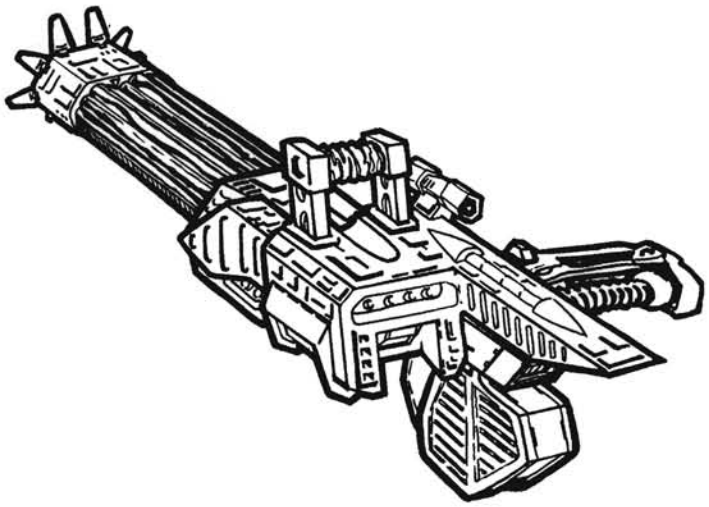
Mega-Damage: 3D6 M.D. laser blast or 1D4x10 M.D. per grenade with a blast area of 20 feet (6.1 m).

Rate of Fire: Each laser blast or grenade fired counts as one melee attack.

Maximum Effective Range: Laser: 3000 feet (914 m). Grenade: 1200 feet (366 m).

Payload: 78 laser blasts per Heavy E-Clip and a 30 or 50 round ammo drum for the grenades. Reloading the grenades by hand costs one melee attack/action per grenade loaded.

Trade Cost: None, except to a Technojacker who can use it.



Robot Grenade Mini-Gun

This is a bulky weapon that resembles a mini-gun with five rotating barrels. To carry and fire the weapon the user must have a Robot P.S. of 23 or higher.

Weight: 40 lbs (18 kg), plus an additional 16 lbs (7.2 kg) for a 50 round drum magazine or 40 lbs (18 kg) for a 100 round belt.

Mega-Damage: A single fragmentary grenade inflicts 1D4x10 M.D. with a blast area of 20 feet (6.1 m). Two grenades do 2D4x10 M.D., three grenades 3D4x10 M.D., four grenades 4D4x10 M.D., and five do 5D4x10 M.D., but each additional rapid-fire grenade after the second only increases the blast radius by 10% (30% total).

Rate of Fire: Single aimed shot counts as one melee attack. A rapid-fire volley of 2, 3, 4 or 5 grenades (all hitting within one second after being fired) counts as two melee attacks.

Maximum Effective Range: 1800 feet (548.6 m).

Payload: 50 round magazine or 100 round disintegrating belt.

Trade Value: None, except to a Technojacker who can use such a weapon (and to drones and robots who scavenge weapons, but they don't trade, they take what they want from the battlefield or the hands of the Technojacker they just slew).

Light Robot Rail Gun

This all-purpose weapon may be used by Steel Troopers, Necrobots, Necroborgs and those with a Robot P.S. of 21 or greater (those with an inferior P.S. are -3 to strike with this weapon).

Weight: Gun: 45 lbs (20.25 kg), short clip: 10 lbs (4.5 kg), light ammo-drum: 30 lbs (13 kg), or a heavy ammo-drum: 100 lbs (45 kg). Ammo-drums are hooked to the back of robots. Bots are typically given the light or heavy ammo-drum.

Mega-Damage: 20 round burst inflicts 6D6 M.D.; a single round does 1D6 M.D.

Rate of Fire: Each burst counts as one melee attack, only hits one target and the bonus to strike with a gun is reduced by half.

Maximum Effective Range: 4000 feet (1219 m).

Payload: The light rail gun can use a short clip with 200 rounds (10 bursts), light ammo-drum with 600 rounds (30 bursts), or a heavy belt feed drum containing 2000 rounds (100 bursts). Reloading a drum will take about 1D4+4 melee rounds, three minutes for a Technojacker, but only 1D4 melee rounds for a Repair Wagon. A combined Robot P.S. of 20 or higher is required to handle the drum.

Trade Cost: None, except to a Technojacker.

Robot Plasma Cannon

An M.D.C. metal and ceramic robot infantry weapon given to the Steel Troopers to inflict devastating damage on the enemy. It uses a Heavy Energy Clip or can be connected directly to the robot's power supply.

Weight: 25 lbs (11.3 kg)

Mega-Damage: 2D4x10 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks.

Maximum Effective Range: 4000 feet (1219 m).

Payload: 16 shots per Heavy E-Clip; unlimited when linked directly to the robot; 60% of the robots given this weapon have it cabled directly to them.

Trade Value: None, except to a Technojacker who can use such weapons.

Typical Robot Patrols

Tactical Deployment: It is interesting to note that the Machine uses squads and formations based on the old Congressional Military, because N.E.X.U.S. was built to incorporate and manage the military computers of the day. The Machine even assigns ranks to its various robots, so that they can coordinate amongst themselves when not controlled by one of the Machine's personalities. The specific types of squads will vary depending on the type of mission and the available robots.

A Typical Drone Squad: Consists of 4-15 troops. Usually 1D4 Necroborgs, 1D6+1 Necrobots and 1D4 Steel Troopers (typically the squad leaders).

A Typical Robot Squad: Consists of 8-17 robots. Usually 2-6 Steel Troopers, 2 Slicer Robots, 1-2 Flying Strike Ships or two Hunter-Searcher Probes, and 1-4 Skitter Pods or Cable Snakes or drones, plus it *may* include one support robot such as a Battle Track or Assault Slayer or one Transport Platform. **Note:** Only 45% of the robot squads have a support robot as part of it.

A Light Recon Squad: Consist of 4-7 robots. Usually one Flying Strike Ship, 1-2 Hunter-Searcher Probes, 1-2 Steel Troopers and 1-2 Cable Snakes or Necroborgs.

A Typical Recon Squad: Consists of 5-13 robots. Usually 2-4 Steel Troopers, one Flying Strike Ship, 1-4 Hunter-Searcher Probes, and 1-4 Cable Snakes or drones. **Note:** Only 40% of the robot squads have a support robot as part of it.

A Typical Extermination Squad: Consists of 7-13 robots. Usually two Steel Troopers, two Slicer Robots or Necroborgs, 1-4 Hunter-Searcher Probes or Necrobots, 2-4 Cable Snakes or drones. **Note:** Only 40% of the robot squads have a support robot as part of it.

A Typical Light Seek and Destroy Squad: Consists of 7-10 troops. Usually 2-4 Steel Troopers, two Hunter-Searcher Probes, two Slicer Robots or Sewer Prowlers, and 1-2 Necrobots or Necroborgs.

A Typical Heavy Seek and Destroy Squad: Consists of 8-13 troops. Usually 2-4 Steel Troopers, one Hunter-Searcher Probe, two Flying Strike Ships, 2-4 Necrobots or Necroborgs, and one or two Assault Slayers or one Sky Fighter (called in for first strike after the enemy has been spotted and/or for troop support).

A Typical Sabotage or Infiltration Team: Consists of 2-4 Steel Troopers, 2-4 Androids, 2-4 Cable Snakes or Sewer Prowlers, and one Hunter-Searcher Probe.

All Drone Platoon: Consists of 40-60 troops. Sixty percent are Necrobots, 30% Necroborgs, and 10% Labor Drones or Nex-Androids.

A Typical Mixed Drone Platoon: Consists of 40-60 troops. Half are Necrobots, 30% Necroborgs, 10% Steel Troopers and 10% exterminator robots like Cable Snakes, Skitter Pods, Slicer Robots, and Sewer Prowlers. May also have one Assault Slayer or one Flying Strike Ship.

All Robot Platoon: Consists of 40-60 troops all of whom are the same *one* type of robot, plus 2-4 Flying Strike Ships, one Repair Wagon, and one Assault Slayer or one Battle Track.

All Air Wing (Platoon): Consists of 40-60 Sky Fighters!

Mixed Air-Support Platoon: Consists of 40-60 robots. Half are Flying Strike Ships, 30% Sky Fighters, 10% Hunter-Searcher Probes, 7% Transport Platforms and 3% Repair Wagons.

A Typical Mixed Robot Platoon: Consists of 40-60 troops. Half are Steel Troopers, 10% Slicer Robots, 20% drones, 10% Flying Strike Ships, plus 2-4 Assault Slayers, 1-2 Battle Tracks, 2-4 Repair Wagons and 2-8 other combat robots like Cable Snakes, Skitter Pods, Probes, etc.

Extermination or Siege Platoon (expendable): 40-60 troops, half are Ratbombs (sent to pour into human strongholds), 30% Cable Snakes, and 20% Popper Mines.

Extermination or Siege Platoon (assault; semi-expendable): 40-60 troops, half Cable Snakes, 20% Skitter Pods or Necrobots, 20% Hunter-Searcher Probes or Necroborgs, and 10% Slicer Robots or Sewer Prowlers, plus two Flying Strike Ships or one Assault Slayer or Battle Track.

A Typical Robot Company: Composed of 4-6 platoons (160 to 360 troops), at least one of which will be an armored platoon (entirely Assault Slayers or Battle Tracks) and one

air-reconnaissance platoon (50% Flying Strike Ships and 50% Hunter-Searcher Probes or Transport Platforms), *plus* one Sentry Tower and a squad of Sky Fighters.

A Typical Robot Battalion: Composed of 3-6 full Companies (1080 to 2160 troops), plus 3-4 Sentry Towers and 2-4 Land Dominators.

A Typical Robot Division: Composed of 2-4 full Battalions (4320 to 8640 troops), plus 6-8 Sentry Towers and 4-8 Land Dominators.

A Typical Robot Army: Composed of 2-4 full Divisions (17,280 to 34,560 troops), plus 10-20 Sentry Towers and 10-16 Land Dominators.

The Human Resistance

Understanding our organization

The Human Resistance started, as all resistance fronts must, as a small collection of freedom fighters banding together to fight oppression, or in this case, *extermination*. The first leaders of the Resistance realized that if everyone stood together as a single army, the Machine could use its superior technology, firepower and robot legions to crush them outright. Thus, the leaders decided that the Resistance must be formed into a group of interconnected cells, each independent, but able to draw upon the forces and strength of the whole to conduct operations small and large. Each cell would be responsible for recruiting more men and equipment wherever it could and supporting the Resistance as a whole when needed. The cells would also have to carve out their own havens underground to have a safe base of operations against the Machine. Operating as both an independent rebel cell as well as a part of a larger whole, each cell established its own form of chain of command and training regime. Actually, in the early days of the resistence, the cells had very little in common with each other.

That all changed with the development of human Bio-Technology. Considering the individualistic nature of the Bio-Tech, one would think that it would make each cell of the Resistance even more diverse, but it had just the opposite effect. As the first Gene-Pools were given to the various cells to work from, the original Engineers had only a few Bio-Weapon designs to draw upon. This created uniformity among the troops (fighter O.C.C.s) and a similar range of abilities, resources and tactics – with the *Dreadguard* being one of those original defenders of humanity. This laid down a pattern of conduct and command structure that followed the code of the Dreadguard, and had the effect of placing the Dreadguard firmly at the top of the social and military rank evolving within the Resistance. The Warlords would be born from this militaristic society in the years that followed.

When the Warlords did appear, many turned their Resistance cells into their own personal kingdoms. This was the birth of the Great Houses, driven by greed, a desire to lead and a hunger for revenge on the Machine. However, the Warlords who lost sight of the needs of their people or who became too extreme, soon discovered their personal kingdoms were fleeting, as new Dreadguard would rise to power and challenge the Warlord to



single combat for the right to rule. This is how the seats of authority within the Human Resistance were originally formed and how they pass from hand to hand even to this day. This system has actually worked out well, for it keeps fresh blood in charge of each of the Great Houses, and insures the men (and women) who rise to the position of Warlord have a burning desire to crush the Machine and free humanity. This system of leadership also limits clashes between the Great Houses. Only during "blood feuds" do the Great Houses go to war upon one another, and although man's tendency to war upon his fellow man has not been banished entirely, the establishment of the Great Houses and the Dreadguard (dedicated to fighting the Machine) has kept internal conflict to a minimum.

The Great House of the Barren Marsh

The Barren Marsh is one of the most notable of the Great Houses. Established 142 years ago, the Barren Marsh is the only Great House to currently control a portion of the planet's *surface*. The Warlord in charge is David Anhorn, a Dreadguard who climbed through the ranks using cunning tactics against the Machine. The name of the Great House was changed from House Silverthorn, to the House of the Barren Marsh just 28 years ago, when David Anhorn led his top Dreadguard and Resistance against the local Computer Core. Using split-second timing and strategies and tactics that exploited an unexpected weakness of the Machine in that area, Anhorn and his troops destroyed the Computer Core and drove out the robots. The calculated use of firepower, war mounts and host armor, as well as the bravery of his Roughnecks division played a critical role in his success. Pivotal in the destruction of the core was *Ralph "the Red" Bellamy* and his *Bad Company*, who were able to sneak their way through the robots' front-lines and blow the Computer Core to high heaven. Once the Core was destroyed, all the robots in the area just ceased to function and were systematically destroyed by the Warlord's troops, liberating the Barren Marsh. This has led to a population boom in the region, as refugees from the Retro-Villages and smaller Great Houses turn to the Barren Marsh as a sanctuary. If things continue as they are, the House of the Barren Marsh may become the "new" human power on the planet.

Population Breakdown:

250,000 total people, the largest single population of any Great House.

8% Archangels
2% Biotics
12% Dreadguard (one of whom is the Warlord)
— Engineers (18 total)
— Librarians (3 total)
8% Outriders
2% Packmasters
20% Roughnecks
4% Saints
1% Scarecrows
2% Skinjobs
1% Technojackers
30% Non-Combatants
10% Other O.C.C.s

Geography

Like all Great Houses, the majority of the territory controlled by the House is actually underground (about an area equal to a small Midwestern U.S. town). The subterranean community was created by linking a series of natural caves and a vast salt mine together. The haven was then expanded upon by generations of Resistance fighters into its current configuration. The underground haven also boasts not one but three of the new Bio-Tech Seedlings (more Seedlings than any other Great House). Which is a an impressive feat when one considers that the Seedling organism is not even a Barren Marsh design, it was stolen from another Great House in a daring raid by Ralph and Bad Company. The majority of the Great House's population still lives underground, about 235,000 people in total. Life in the Barren Marsh underground is good, with a high level of security, prosperity and happiness.

The surface area controlled by the House covers roughly a hundred mile (160 km) radius of the surface and includes at least three known Retro-Villages, but for the most part, it is a giant, stinking marshland devoid of human life. Only 15,000 warriors of the House of the Barren Marsh actually live on the surface and they regularly battle robots that come to investigate or reclaim that part of the world for the Machine. The key factor that assists the Resistance, beyond the lack of a computer core, is that the marsh waters are highly caustic to the robots and any metal vehicles, weapons and constructs, inflicting serious damage to any that brave the marshes.

Government

The Barren Marsh, like all of the Great Houses, is officially a dictatorship, but in the Resistance cells, the title of Warlord (or even dictator) does not have a negative connotation. It is a badge of office, much like "General" or "President" was in 21st Century America. The Warlord is the Chief Executive and Commander of the Armed Forces of his House. He makes decrees regarding all military operations, laws governing his Great House, major public works, holidays, and taxes. He is *advised* by a Senate made up of the wealthiest and most important of the Dreadguard. New Senate members are elected by the vote of the existing members; there are no democratic elections whatsoever. The Warlord is chosen by single combat between members of the Senate, although once the Warlord has been chosen he cannot be dismissed, except by a challenge from one of the Dreadguard of the Senate.

The current Warlord of the Barren Marsh is *David Anhorn* (12th level Dreadguard). Though a typical Dreadguard, he is a self-professed scholar, who is often found with his nose pressed in an old book. Warlord Anhorn has ruled the Barren Marsh for the last 60 years, and while many say he is far too old to continue to rule, no one has challenged him. When his time comes, the Dreadguard most likely to depose him is Ralph "the Red" Bellamy, but Ralph feels great loyalty to Warlord Anhorn and refuses to challenge his rule. A master of politics, Warlord Anhorn has managed to keep the peace and prosperity within his House, despite the menacing presence of the Machine and the robot legions it sporadically throws at the Barren Marsh. The Warlord is an accomplished linguist who speaks and reads over a dozen languages fluently.

Besides the Warlord and Senate, other public offices include the *Sheriff*, in charge of enforcing the law, dealing with crime, fire-fighting, disease control, and public safety. The *Administrator* manages most of the other day to day affairs of the Great

House, including food distribution, sanitation, communications, and similar needs of a city. Taxes are collected by the *Treasurer*, a member of the Senate appointed to this special post. Taxation is relatively light, just a 5% income tax, which goes to supplement the Resistance war fund, which in turn is used to equip the Resistance fighters. In addition to paying taxes, all able-bodied citizens between the ages of 15 and 55 must spend at least five years in the Resistance, but most (70%) spend three to six times that time fighting the Machine. The usual array of functionaries that seem to be part of all human societies help to serve and maintain the community.

The laws of the land are loosely based on the "code" of the Dreadguard. Judges are appointed by the Senate (i.e., the Dreadguard), and serve for ten years before coming up for review and possible reappointment. Trial by jury exists, though trials tend to be short and to the point, and the rules of evidence are a lot more relaxed than our own Earth culture; very few criminal cases are thrown out on technicalities, for example. Penalties are also harsher: Death for such crimes as murder, rape and kidnaping, restitution and Biotic conversion for robbery, and confiscation and expulsion from the Great House (minus any valuables) for using M.D. weapons inside the underground haven. This rule, of course, does not apply to situations where one or more Resistance fighters are defending the underground haven from spies, intruders or enemy incursion.

Splicer Society

Although an outsider from another world might see the Splicers' government as tyrannical and nothing short of a military regime, few Great Houses have ever been particularly repressive or evil. In fact, the leadership provides the citizens of the Great Houses with considerable civil liberties and self-expression, especially considering the living conditions in which the Splicers endure. Those who have money and good paying jobs (normally in the Resistance) may also enjoy a certain amount of prestige within Splicer society and have a great deal of the luxuries and creature comforts. Likewise, the living conditions, though repressive thanks to the constant threat from the Machine, are excellent, the underground havens are usually clean, orderly, and well organized, providing electricity, running water and most of the amenities one would expect in a city. The population is predominantly peaceful, law abiding, dedicated to the cause of human liberation, and, all things considered, happy and prosperous.

The poor, unskilled and those who refuse to serve in the Human Resistance compose the population of the lower classes, and have a low standard of living, few comforts, and little to no access to Bio-Technology. There are no organizations to help the poor, so they must fend for themselves. Not surprising then, 70% of the crime is committed by the lower classes, though crime overall is half of what most urban communities see on 21st Century Earth. While overall literacy in the Barren Marsh is higher than most (45% on the average), the illiteracy among the poorest one-tenth of the population is 80%. Violence and lawlessness are widespread in the poorest sections of the underground, representing 10% to 15% of the overall population. Driven by desperation, many of the poorest turn to crime while others surrender to drugs, alcohol or other diversions to take their minds off their drab lives. Some of the poor feel a great deal of resentment toward the Dreadguard and the upper classes. Some even believe the Dreadguard are thieving, greedy rulers, whose conniving ways have made them prosper at the expense of honest, hardworking people. Although this view is not widespread (even among the poorest), it is often the sentiment behind the occasional riot, brawl and dissension among the population.

The Barren Marsh is prosperous and good, and it is much worse at many of the other Great Houses, where even soldiers and supporters of the government fall into the category of poor (40-55%) and where the average person (a whopping 62%) dies in combat against the Machine by the age of 37. (That statistic is only slightly better in the Barren Marsh where the age is 42). Of course, the fate of the whole Great House hangs in the balance daily, if the Machines were to break through the community's defensive perimeter, find and get to the community, an entire Great House might be lost in a single day. This is just a fact of life within the global Human Resistance, the fate of all hangs on the shoulders of its warriors.

Food in the underground havens is produced by a variety of Bio-Tech creations, most of which appear to be fruit trees or edible plants of one kind or another, both of which are more similar to fungus and lithovores, consuming raw minerals and producing a range of edible and genetically engineered food. These plants enable the Resistance to adequately feed its population without having to put farms on the surface, where they would be exposed to attack and serve as a red flag marking the location of human habitation for the dreaded robots of the Machine. The plants range in flavors from meats and fish, to fruits and vegetables, as well as different spices and herbs grown via hydroponics. Other Bio-Tech aspects of life in the subterranean communities include the use of organic "warmers" to keep the caves, tunnels and rooms underground comfortable, "glow lights" in the ceilings and walls to light the rooms and mark trails, and "recyclers" to remove the human waste and keep the haven sanitary, as well as hundreds of other genetically engineered, organic items, plants, devices and conveniences to make life in the subterranean havens better.

Ralph "the Red" Bellamy

Ralph was born in one of the Retro-Villages near the Barren Marsh (then called House Silverthorn), and a chance meeting changed his life. Warlord David Anhorn had led an elite squad into combat against a legion of robots. After a devastating hit and run strike, he was leading his team in retreat when he and his squad were jumped by a second robot patrol. While the five men clashed with the robots, Ralph (a teenager at the time) was watching from a nearby ledge. As the robots pressed their attack, Ralph was able to cause a rock slide from the high ledge, pinning most of the robots under tons of rock. The Dreadguards made quick work of the rest while Warlord Anhorn praised the young man for his quick thinking and invited him to join the Resistance. Ralph accepted the offer and Anhorn took the young man back to the underground haven where Ralph was signed up as a *Roughneck*. It did not take long for Ralph to rack up an impressive list of kills as a Roughneck and get promoted to the Dreadguard, a promotion that came from Warlord Anhorn himself (a rare honor). Hand selected by the Warlord, Ralph had plenty to prove, but has done so admirably. The rest is history, as Ralph "the Red" Bellamy is one of the most decorated of the

Barren Marsh's resistance fighters. He is known for being a good natured individual who leads by word and example. On the battlefield, he is famous for his quick thinking, resourcefulness, sound tactics and calm under fire, even in the worst of circumstances. A natural born leader, virtually all of the Dreadguard, Roughnecks and other fighters defer to his superior strategies and tactics, and they would follow him into Hell and back without a second thought. The most exceptional of the Dreadguard in the Great House of the Barren Marsh, many expect Ralph the Red to become the new Warlord. Many are surprised he hasn't challenged the aging Warlord Anhorn already.

Ralph appreciates everyone's confidence in his abilities and he looks forward to, one day, becoming Warlord. However, his famous battle savvy and head for strategy that carries him through one success after another in battle, tells him there is no rush. Warlord Anhorn is a superb leader, and though his physical abilities may be waning, his leadership abilities are untouched by the passage of time. As long as his mentor and friend Warlord Anhorn continues to do a good job, Ralph is content to serve as the best of the Warlord's Dreadguard. On the other hand, Ralph the Red's dedication to eradicating the Machine is so powerful that as soon as the Warlord shows signs of reduced mental capacity, he will do what is best for the Great House. **Note:** The people's high regard for Ralph the Red is also what has kept others from considering challenging the rule of Warlord Anhorn.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 15, M.E. 15, M.A. 18, P.S. 20, P.P. 21, P.E. 20, P.B. 9, Spd 42.

Hit Points: 60. **S.D.C.:** 110.

Appearance: An average looking guy, outside of his host armor, Ralph could easily be overlooked as just "one of the guys." He has brown hair and green eyes, muscular build and a clean cut appearance. His good nature and positive attitude are reflected by the smile he usually wears on his face.

Weight: 160 lbs (72 kg).

Height: 5 feet, 11 inches (1.8 m).

Age: 53. **Sex:** Male.

Disposition: Ralph lives by the code of the Dreadguard and is a tough, but genuinely good soldier dedicated to rescuing humanity. Against the Machine and its robot legions he uses a "scorched earth" policy, destroying all machines, robots and drones without hesitation or a second thought. Ralph also has no problem with sacrificing a small number of humans for the greater good of humanity, whether that means his own life, some of his troops or the humans of a Retro-Village, if it means defeating the robots of the Machine. Ralph is so good-natured and pleasant a fellow that none of this ruthlessness shows in his personal life. He is a friendly, approachable character that is beloved by the rest of the Resistance, as well as being admired and adored by the troops under his command, his "Bad Company."

Experience Level: 8th level Dreadguard.

Skills: Bartering (62%), Bio-Comms (98%), Boxing, Climbing (95/85%), Cooking (35%), Dancing (30%), Demolitions (94%), Demolitions Disposal (81%), Detect Ambush (30%), Detect Concealment (30%), Fast Talk (52%), Field Surgery (16%), First Aid (85%), Fishing (80%), Forced March, Host Pilot Combat (98%), Juggling (55%), Kick Boxing, Machine Lore (40%), Military Etiquette (90%), Operate Bio-Equipment (98%), Public Speaking (70%), Running, Spelunking (45%), Trap Construction (20%), Wrestling, W.P. Heavy Bio-Weapons, W.P. Light Bio-Weapons, W.P. Knife, and W.P. Sword.

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: Six.

Combat Bonuses: +5 to strike, +8 to parry, +8 to dodge, +5 to damage, +1 to entangle, +2 to disarm, +3 to pull punch, +2 to initiative, +5 to roll with punch, fall or impact, +3 to save vs disease and poison, and +10% to save vs coma/death.

Other Combat Info: Axe Kick: 2D6, Elbow: 1D6, Forearm: 1D4, Kick: 2D4, Knee: 1D6, Jump Kick: 3D6x2 (but must be the only kick that melee), Punch: 1D6, Critical Strike: Natural 18-20, Paired Weapons (All), Body Throw/Flip: 1D6 (plus victim loses one attack and initiative), Knockout/Stun: Natural 20, Body Block/Tackle: 1D4, Pin/Incapacitate: 18-20, Crush/Squeeze: 1D4.

Weapons of Note: See the Entry for "Rush" under the *Host Armor Construction* rules.

The Bad Company: The soldiers of various Splicer O.C.C.s under Ralph's command, specializing in stealth and sabotage.

Other Notables of Bad Company

Brian Paquette – Quick Stats

The undisputed master of stealth, among a whole Resistance Point dedicated to stealth, Brian is even a reclusive individual in his everyday life. It's not that he is antisocial, mean or hostile, he just makes it a point to stay to himself, at least until he is needed.

Attributes: I.Q. 17, M.E. 17, M.A. 18, P.S. 15, P.P. 14, P.E. 15, P.B. 14, Spd 19.

Alignment: Anarchist.

Experience Level: 7th level Skinjob.

John LaCount

Although John is often off flying ahead of the team, scouting the way for the rest of the squad, he is still a team player who has laid his life on the line many times, taking incredible risks to draw the Machine's robots off his comrades or innocent humans. His personal Wing Pack has all the standard features, plus the Chameleon Skin and a Medium Gore Cannon mounted on the back.

Attributes: I.Q. 12, M.E. 14, M.A. 14, P.S. 18, P.P. 13, P.E. 19, P.B. 12, Spd 21.

Alignment: Unprincipled.

Experience Level: 3rd level Archangel.

Kevin Solima – Quick Stats

An incredibly disturbed young man, Ralph the Red saw something special in the kid, and petitioned Lord Anhorn to spare his life, even if it meant that Kevin had to live out his life as a Biotic. Kevin suffers from Psychosis: Violent Rage, so



Ralph must keep him on a very short leash. The process gave Kevin 66 M.D.C. and Basic Regeneration, a Light Bore Cannon, as well as a Stealth Field. Despite his rages and other mental problems, Kevin is completely loyal to Ralph the Red, dedicated to the Resistance, and he loves battling the Machine's minions.

Attributes: I.Q. 13, M.E. 17, M.A. 21, P.S. 19, P.P. 18, P.E. 15, P.B. 19, Spd 17.

Alignment: Scrupulous.

Experience Level: 1st level Biotic.

Sean Roddy – Quick Stats

The Bad Company's transport specialist, he rides a powerful Dracos named "Verrkalish" which he uses to rush the unit into the thick of combat. Verrkalish has 900 M.D.C. main body, all the normal features and Large Horns on all three heads, the Horned Defense and Chameleon Skin. Sean is a likable, calm and steady in combat, a good soldier, teacher and scholar.

Attributes: I.Q. 14, M.E. 13, M.A. 15, P.S. 20, P.P. 18, P.E. 20, P.B. 14, Spd 24.

Alignment: Aberrant. **Experience Level:** 5th level Outrider.

Splicer Technology

Host Armor & Bio-Tech Construction Rules

In the **Splicers™ RPG**, players are able to construct Host Armor for the *Dreadguard, Outrider* and *Roughneck* characters, as well as customize *Living Body Armor* and a few other characters, with Bio-Tech *Enhancements.* "Enhancements" include wide variety of weapons, appendages, sensors, optics and special equipment and abilities, as needed or desired by the character (and player).

The focus of the following section is on *Host Armor* – a suit of living, but non-sentient – body armor that works like traditional high-tech power armor suits. They are the creation of *Bio-Tech Engineers* and *Librarians,* but deliberately designed in such a way that the individual user (select player characters like the *Dreadguard, Outrider* and *Roughnecks*) can mold the suit to reflect their specific combat needs and desires as well as reflect aspects of their personalities. A Host Armor has absolutely no brain (although they do have instinct driven reflexes to help in target acquisition) nor any willpower to act on its own. Without a pilot to operate it, Host Armor is just a useless pile of synthetic flesh and chitinous armor waiting to be donned.

Using these rules for living Bio-Tech items other than Host Armor. The *Biotic O.C.C., Gorehounds, War Mounts* (bio-synthetic war machines), *Wing Packs* and *Living Body Armor* use these same Bio-Tech construction rules to be customized and enhanced with additional weapons, abilities and features to the specific requirements of the individual user. HOWEVER, these other Bio-Tech creations (Biotics, Gore Hounds, War Mounts, Wing Packs and Living Body Armor) only use **Step Four** and the amount of Bio-E (Biological Enhancement) points is listed with the appropriated O.C.C. or item descriptions. In all cases, the G.M. should be reasonable and feel free to slightly adjust (5%-10%) what is allowed to make an interesting character.

Step One:

Determine the Host Armor's Basic Statistics

The *basic* Host Armor resembles a very heavy set of living organic armor, with chitinous plates, but without any type of weapons. Host Armor is humanoid in shape (i.e., has two arms, two legs, a head and a torso) simply because the pilot is human, but additional appendages are one of the available *enhancements.* Although each armor starts out fundamentally the same, each looks a little different and has personal touches and styling that makes it stand out as unique.

The pilot suits up by stripping naked and sliding into his living suit by stepping through an opening in the Host Armor's back. The pilot's arms, legs and head are slid into place like slipping on a glove, only the entire body is covered. Once inside the living suit, the Host Armor seals the opening in the back, and the suit and human pilot become as one, as if wearing a second skin, only a skin with Mega-Damage resistance and an array of body weapons. New Dreadguard may be surprised they must enter the armor totally nude, but this is absolutely necessary in order for the Host Armor to completely bond with its wearer. The Host Armor secretes a neurolytic jelly (often called "wonder snot") that creates a direct neural interface between man and armor. Control of the Host Armor is established and maintained by neural connections made through the Dreadguard's bare skin (via the neurolytic jelly) and tiny tendrils that attach to the pilot's temples. The neural connections turn the impulses of the pilot's nervous system into commands that cause the armor to respond with the same natural speed and smoothness of the wearer's own muscles. In fact, the Host Amor and pilot share all physical stimuli, sensations and even pain, making for a truly unparalleled method of symbiotic union. The Host Armor acts and reacts as if it were an extension of the pilot's own body. The slightest movement, a nervous twitch, the tensing of muscles, every physical action of the pilot is instantaneously transmitted

and felt by the living armor. Every thought instantly executed, including engaging sensors, using special abilities, and firing Bio-Weapons.

Step One represents the Host Armor at its most basic form, without any weapons or upgrades. All its basic stats are presented below, with the player rolling to determine the Host Armor's starting M.D.C., its life span, running speed and starting P.S., all of which can be increased later with the use of Bio-E points, while others improve with experience. **Note:** Host armor, though a living thing, is very much a suit of armor, meaning it has no mind or mental attributes of its own and augments the wearer's own physical attributes; most notably the P.S. Host Armor can *never* function without a pilot. The pilot represents the skeleton and brain for the armor. Without a human inside, the armor is nothing more than a strange biological construct that sits like a potted plant devoid of willpower, desire and movement. In short, a potted plant that is worn as a suit of environmental power armor made of living, organic material.

Basic Statistics for All Host Armors

Class: Host Armor.

Crew: One human pilot.

Base M.D.C. by Location: (Roll up the starting M.D.C.)

Arms (2): 2D6x10 +10 M.D.C., +5 additional M.D.C. points per level of experience (starting at level two); both arms have the same M.D.C.

* Hands (2): 1D6x10+10 M.D.C., +10 additional M.D.C. at level seven and fourteen; both hands have the same M.D.C.

Legs (2): 3D6x10+10 M.D.C., +5 additional M.D.C. per level of experience (starting at level two); both legs have the same M.D.C.

* Feet (2): 1D8x10+10 M.D.C., +12 additional M.D.C. at level seven and fourteen; both feet have the same M.D.C.

* Head: 2D6x10+20 M.D.C., +5 additional points per level of experience (starting at level two).

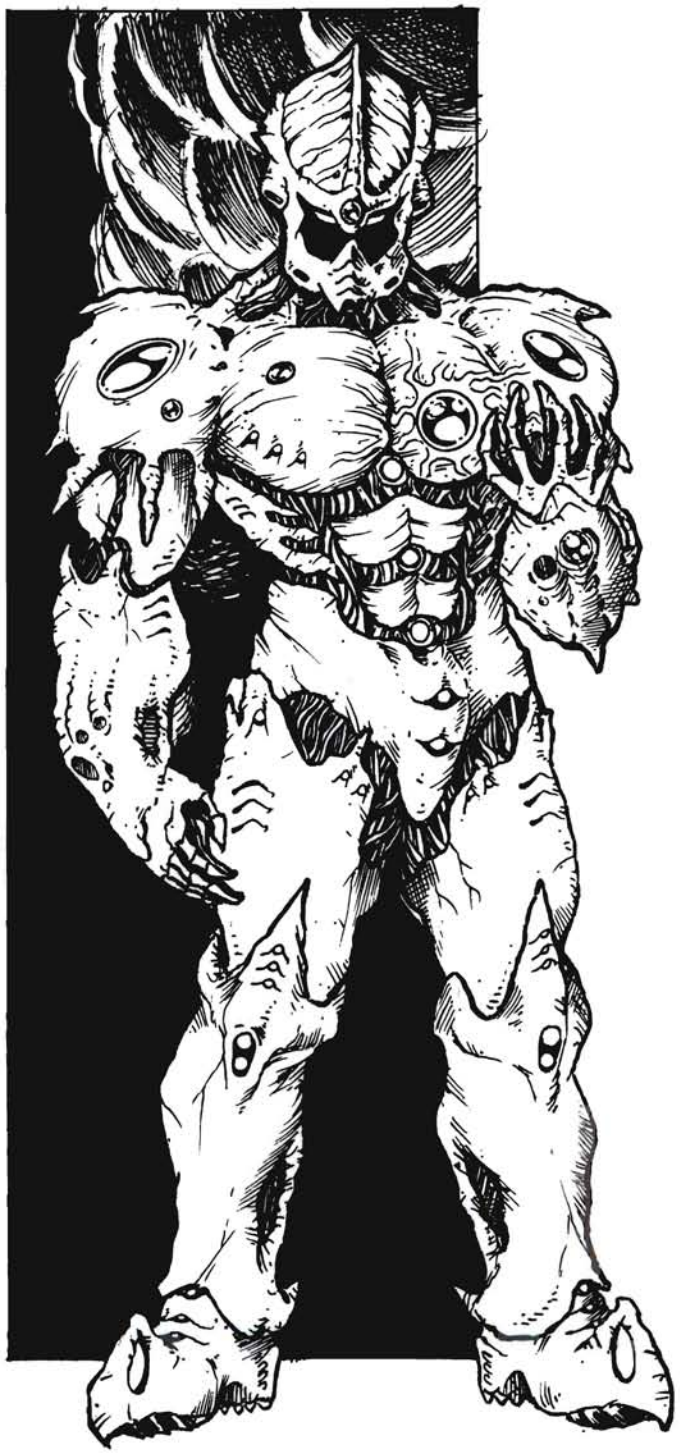
** Main Body: 4D6x10+60 M.D.C., +2D8+8 additional M.D.C. points per level of experience (starting at level two).

* Destroying the head/helmet of the Host Armor will eliminate all optics and sensory systems, and reduces the maximum speed, the number of melee attacks and all bonuses by half, as well as exposing the pilot's own head to attack. **Note:** The head and other items marked with a single asterisk are small and difficult targets to hit. Thus, they can only be hit when an attacker makes a "Called Shot," and even then he is -3 to strike.

** Depleting the M.D.C. of the main body effectively destroys and kills the symbiotic organism, turning the living armor into a motionless slab of dead weight with the pilot trapped inside. The pilot is in real jeopardy of suffocating to death or being captured by the enemy or gunned down where he lays. There is a self-release mechanism, but it only works 01-55% of the time without help from a comrade to peel it off. Depending on how long the trapped pilot can function without air, the character may die, smothered by his own Host Armor. For most ordinary people, dizziness will occur within two minutes (-2 to strike, parry and dodge, -30% to skills), fall unconscious within four minutes, lapse into a coma within five minutes and die within six. Dreadguard are not ordinary, however, and can last twice as long (dizziness and penalties occurring after four minutes, falling unconscious after eight minutes and into a coma after 10 minutes, with death occurring in 1D4+12 minutes). If a fallen Dreadguard is to be rescued, it must be done within 15 minutes and helpers require a combined P.S. of 50, or a Robotic/Splicer P.S. of 30 to open up the Host Armor forcibly (once it is *dead*) and peel the pilot out of the heavy armor before he suffocates. **Note:** The Host Armor never seems oppressively heavy when it is alive, but in death, it is like a dead weight and the pilot inside like a turtle on his back, barely able to move and escape his suffocating shell.

Speed (Starts the same for all Host Armors):

Running: Starting maximum speed is only 60 mph (96 km) +1D6x10 mph (16 to 96 km). The act of running *does* tire the



pilot/wearer, but at only 10% the normal fatigue rate, thanks to the musculature and augmentation of the Host Armor.

Leaping: A young Host Armor can only leap up to 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km) 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 melee rounds.

Swimming: 30 mph (48 km/25.9 knots); swimming tires the pilot but at 10% the usual rate.

Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down.

Flying: Flight is *not* possible for a basic Host Armor.

Statistical Data (Starts the same for all Host Armors):

Height: Approximately 1-2 feet (0.3 to 0.6 m) is added to the height of the pilot.

Width: About 3-4 feet (0.9 to 1.2 m), based on the size of the pilot.

Length: About 2-3 feet (0.6/0.9 m), based on the size of the pilot.

Weight: Adds 1D4x100+200 pounds (300 to 600 lbs/135 to 270 kg) to the weight of the pilot.

Cargo: None, other than what the character can carry. Handheld Bio-Weapons and gear contained in satchels, backpacks and bags can be strapped to the back of the Host Armor, slung over the shoulder or hung on various appendages (spikes, spines, and outcroppings).

Physical Strength (P.S.): 4D6+10 – Splicer P.S. is equal to *Robotic Strength.*

Production Cycle: Six months gestation, plus 3 months growth time.

Operational Lifetime: 2D10+40 year life span.

Trade Value: None, because each Host 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, the Host Armor *cannot* regrow severed limbs or destroyed weapon systems that have been reduced to zero (there must be some M.D.C. remaining), but an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: 7 for humans and other intelligent live forms; none against the machines.

Senses & Features: All Host Armors have advanced sight, about equal to that of an eagle, able to recognize a face or read a small sign up to a mile (1.6 km) away, passive nightvision (light amplification, range: 2000 feet/610 m), polarization (to prevent blinding and reduce glare), sound amplifying hearing (able to hear a whisper 300 feet/91.5 m away) and a sense of taste and smell about twice as acute as an ordinary human. The Host Armor can also accurately sense magnetic north at all times, as well as project the pilot's voice at up to 80 decibels as if amplified by a megaphone/loudspeaker. The Armor itself is shielded from damage by high intensity sounds, radiation and normal (S.D.C.) heat, fire and cold. The Host Armor purifies the air before it is passed on to its pilot, removing all toxins, poisons and impurities before it is breathed. The Host Armor also has a built-in system of gills to allow an armored pilot to breathe via the Host Armor, underwater for an unlimited period of time.

Special Communications: All Host Armors possess a unique set of communications gear called *Bio-Comms*. These organic resonators create sympathetic vibrations in other living creatures that can then be decoded by other Bio-Comm units, creating a system of telepathic-like communication that has proven to be undecipherable to the creations of the Machine. However, maximum Bio-Comm range is only 6 miles (9.6 km).

Feeding: See **Step Two**; based on the metabolism chosen for the Host Armor.

Sleep Requirements: **See Step Two**; based on the metabolism chosen for the Host Armor. The Armor does not actually "sleep" but needs a certain amount of inactivity per day. **Note:** Even if the Host Armor does *not* require sleep or rest, the pilot still does.

Combat Bonuses: All combat bonuses are based on the *metabolism*, but *all* Host Armors have instinct driven reflexes that are roughly the equivalent of a biological combat computer that adds +1 to strike, parry and dodge. These instinctual drives assess threats, plot available targets and route the relevant data directly to the pilot's mind as sort of an enhanced reflex action. The Host Armor is able to simultaneously track up to 18 targets and to identify as many as 4000 enemy images and sounds.

Damage: Hand to hand damage is based on the final Splicer/Robotic P.S. of the Host Armor, bite damage is based on metabolism, and as per any handheld weapons or melee weapons that are part of the suit. Ranged attacks are based on which *Bio-Weapons* are grown onto the Host Armor with the available Bio-E points.

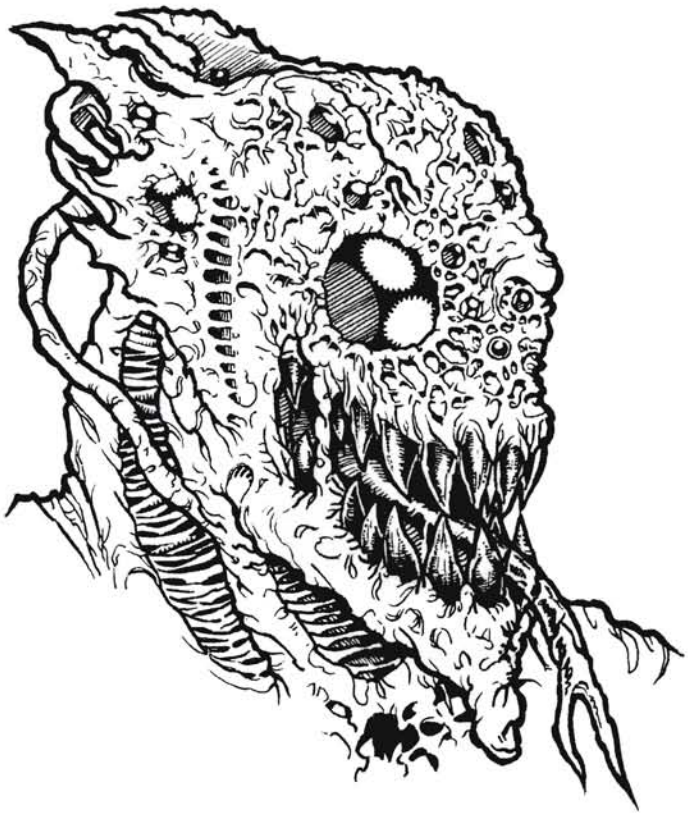
Step Two:

Determine the Host Armor's Metabolism

While all Host Armors are basically humanoid in shape (living armor worn like a second skin by a single human operator), the exact nature of Host Armor is determined by its basic physiology and metabolism. Remember, Host Armor is a living creature and as such, requires sustenance and rest. The Librarians who design the living Host Armor and the Engineers who produce them have made a variety of metabolisms available for these suits, with each metabolism requiring a slightly different basic physiology. For instance, some Host Armors have a mouth and jaws for ripping and devouring flesh, making them predatory animals and driven by predatory instincts. Others have green skin, no mouths and feed by photosynthesis, and so on. Players building Host Armor should read the following descriptions and choose one of the metabolisms they find most interesting or desirable. Each *metabolism* has its share of special abilities, instincts, advantages and disadvantages.

Carnivore Host Armor

The Host Amor is a simple meat eating predator, only able to eat raw meat. Even cooked meat cannot be consumed by it. This forces the pilot to regularly stalk and kill animals in order to



feed his Host Armor. A lot of people find this cruel and/or just can't stomach killing other living beings and watching this armor eat it raw, so there are comparatively few Carnivore Host Armors. It is also important to note that Carnivorous Host Armors, like most predators, can also eat carrion (corpses/rotting, uncooked meat), but the corpse cannot be more than two or three days old.

Feeding: The suit eats from 10 to 30 lbs (4.5 to 13.5 kg) of animal matter a day, and may gorge on up to 50 to 80 lbs (22.5 to 36 kg) at one time. After gorging, the Host Armor can go for 2D4 days without feeding and without suffering any ill effects.

Sleep Requirements: The Host Armor requires 2D4 hours of sleep/rest/inactivity per day, generally during the daylight hours.

Color of Host Armor: The Host Armor will be splotched, striped, spotted, brindled or camouflaged, with the typical range of colors being like those of most predators, including brown, black, white, tan, grey, golden, beige, rusty, etc.

Special Senses: Enhanced passive nightvision (light amplification). Range: 6000 feet (1829 m).

Bonus Bio-E Points: 40 additional Bio-E points.

Bite Damage: 3D8 M.D.; the head typically has a canine or feline muzzle and teeth.

Bonuses: +3 on initiative, +2 strike, +1 to parry and dodge, +1 to pull punch, +3 to roll with fall, and +2D6 to Spd, as well as base instinctive skills of Land Navigation 70%, Track (people) 65%, Track Animals 80%, and Wilderness Survival 60%.

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.

Herbivore Host Armor

The suit is a plant-eating construct, designed to burn plant matter for food. The suit comes equipped with a special pre-stomach, so that it can eat just about any type of vegetation, like a ruminant (cow, deer, moose, etc.). This means that while food will be plentiful for the Host Armor, the pilot must remember to continually feed his/her suit, frequently munching on leaves, grass or other vegetation, or re-chewing the Host Armor's cud to help with digestion.

Feeding: The suit must eat from 30 to 50 lbs (13.5 to 22.5 kg) of vegetable matter a day. Due to the suit's pre-stomach this can include grasses, leaves, weeds, straw, bark, seaweed and other plant matter that is normally inedible by most animals, as well as vegetables, fruits, and grains.

Sleep Requirements: The suit requires only 1D4 hours of sleep/rest/inactivity per day, generally during the nighttime hours, but the pilot may need more than that (typically six hours).

Color of Host Armor: The Host Armor will be solid colors, dappled, Holstein, crested, calico or socked, with the typical range of colors being like those of most cattle and prey animals, including brown, black, white, golden, beige, rusty, tan, and similar.

Special Senses: Enhanced amplifying hearing; able to hear a whisper 900 feet (274.3 m) away.

Bonus Bio-E Points: 20 additional Bio-E points.

Bite Damage: 1D8 M.D.; the Armor has a plant eater's horse or cow-like cud grinding teeth.

Bonuses: +4 on initiative, +2 to parry, +3 to dodge and +2 to roll with fall, as well as base instinctive skills of Identify Plants & Fruits 90%, Land Navigation 70% and Wilderness Survival 60%.

Penalties: No additional penalties to speak of, just the need to be munching most of its waking hours and finding enough food for the Host Armor. Tends to be a bit jumpy.

Lithovore Host Armor

The product of alien DNA, this Host Armor draws all its nutrients from eating raw minerals in a similar manner to some deep sea organisms that live on the ocean floor near volcanic vents. This makes feeding the Host Armor rather simple (it eats rocks and dirt), but from time to time the pilot will need to track down some specific minerals to keep his suit healthy, like taking vitamins.

Feeding: The suit eats from 30 to 80 lbs (13.5 to 36 kg) of minerals (stones, rocks, dirt, clay, etc.) a day.

Sleep Requirements: The Host Armor requires 3D4 hours of sleep/rest/inactivity per day, during the day or night hours.

Color of Host Armor: The suit will be some kind of earth tone; black, brown, tan, grey, charcoal, white, gold, silver, bronze, cobalt blue, and other colors common to stone. The colors may be mixed and muddied, as if they were swirled together in a mixer, with highlights, or a single, pure unmuddied earth tone, and/or have a slight crystalline appearance like quartz.

Special Senses: Seismic sense, like a seismograph the Lithovore Host Armor is able to detect minuscule 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 (19.2 km) away. The suit also has chemoreceptors that are capable of diagnosing the exact chemical composition of any dirt, stones, rocks, soil, clay, and other minerals and soil samples, when tasted by the Host Armor, with a skill percentage of 50% +4% per level of experience.

Bonus Bio-E Points: 20 additional Bio-E points.

Bite Damage: 3D8 M.D., has powerful rock crushing teeth in an extendable, one foot (0.3 m) long flexible, trunk-like muzzle.

Bonuses: The armor provides the pilot with a bonus of +2 to parry, +1 to dodge, +4 to roll with fall, and +3D6 to M.D.C., as well as base instinctive skills of Dowsing 60%, Excavation/Mining 50%, Land Navigation 80% and Masonry 60%.

Penalties: No additional penalties to speak of, just the need to find enough food for the Host Armor. Has a tendency to be quiet.

Omnivore Host Armor

Just like a human, the Host Armor is able to consume both plant and animal matter, but also like a human, the Host Armor is limited to eating the most palatable of foods. So the suit *cannot* eat grass, leaves, bark or other rough vegetation, nor can it eat rotting meat, its food must be cooked and prepared as if it were to be eaten by humans. This means that the pilot will not be able to feed the Host Armor cheap, burned or spoiled foods, but must spend as much on the armor's upkeep as he does on himself.

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 the nighttime hours.

Color of Host Armor: Omnivorous suits tend to run the gamut of colors seen in the insect world, with solid colors like a beetle's shell to iridescent combinations of reds, yellows, orange, blues, greens, purples, black, white and others, much like that of the flamboyant butterfly.

Special Senses: The suit possesses no enhanced senses unless purchased with Bio-E points.

Bonus Bio-E Points: 30 additional Bio-E points.

Bite Damage: 1D8 M.D.; has teeth similar in shape and form to its human pilot.

Bonuses: +2 on initiative, +1 to strike in hand to hand combat, +2 to parry, +1 to dodge, +1 to pull punch and +2 to roll with fall, as well as base instincts that provide Dowsing 50%, Identify Plants & Fruits 60%, Land Navigation 60%, Prowl 40%, Track Animals 40% and Wilderness Survival 50%.

Penalties: None per se, as long as it gets sufficient food.

Parasitic Host Armor

While most Host Armors draw nourishment and energy from an outside source, this armor is a parasite that feeds directly on the body of its human pilot. The parasitic suit first devours all the waste materials from the human body, including urine, feces, dead skin cells, and body hair. Once the Host Armor has consumed all waste materials, it slowly feeds upon the pilot's skin, gently eating it away, bit by bit. The process is not painful but very telling. A sure sign of a Dreadguard with a parasitic suit is a totally bald man/women, with no eyebrows or facial hair and a pink, raw tinge to the skin.

Feeding: The Host Armor consumes 2D4 of the pilot's Hit Points each day that it is worn, but when it is not being worn, it can survive 2D4 days without feeding at all, before feeling the effects of starvation. (It begins feeding the moment the suit is put on.)

Sleep Requirements: As a parasitic organism, the Host Armor does *not* require sleep or rest, but its pilot does.

Color of Host Armor: Typically solid colors with the odd highlight and accent. Skin color ranges among the usual colors of human skin tones, including browns, black, albino/white, pink, tanned, red, and olive.

Special Senses: No enhanced senses, unless purchased with Bio-E points.

Bonus Bio-E Points: 40 additional Bio-E points.

Bite Damage: Not applicable; has no mouth, just small breathing vents.

Bonuses: +2 attacks per melee round, +3 on initiative, +2 to strike, +1 to parry and dodge, +4 to roll with fall, +3 to pull punch, +2 to disarm and add 1D6x10 M.D.C. to the main body of the Host Armor due to its strong bond with the pilot. Powerful survival instincts that provide Escape Artist 55%, Camouflage 50%, and Wilderness Survival 70%.

Penalties: On the down side, the Host Armor slowly does irreparable damage to its wearer. Although the damage is minimal, the results are accumulative and permanent. Reduce P.B. attribute by one point every 10 years the Host Armor is worn. Reduce S.D.C. (or Hit Points if there is no S.D.C. left) by 1D6 points per year. This loss is irreversible and *cannot* be regenerated or healed in any way, even by a Saint, magic or psionics.

Photosynthetic Host Armor

Just like a plant, the Host Armor uses sunlight and microorganisms filtered from the air (like an air fern) to produce its own food via photosynthesis conversion. This means other than sunlight, the suit needs no outside food source. This type of metabolism also means that the Host Armor functions much better in the daytime than at night or in darkness.

Feeding: Needs exposure to strong sunlight for at least *six hours* (12 hours if artificial light or overcast) per day. Failure to do so brings on weakness and starvation. A starved and weak suit sees its wearer's number of melee attacks and combat bonuses reduced by half. Once weakened, the Host Armor must be exposed to at least eight hours of direct sunlight (or 20 hours of artificial light) over the next three days, or the Host Armor will die of starvation.

Sleep Requirements: As a photosynthetic organism, it is sluggish in darkness and while the Host Armor does *not* require sleep or rest, its pilot does (ideally six hours).

Color of Host Armor: The suit most likely will be some shade of green, be it very light or rather dark (to an almost black), but a few may also have other colors as accents and highlights, the most common being reds, oranges and yellows, but violet, purples, blues, and pink may also appear.

Special Senses: No enhanced senses, unless purchased with Bio-E.

Bonus Bio-E Points: 15 additional Bio-E points.

Bite Damage: Not applicable, the Host Armor has no mouth, just small vents to breathe through.

Bonuses: When exposed to direct sunlight (not overcast) it can operate at peek efficiency. Increase running Speed by 58 (40 mph/64 km), +1 attack per melee round, +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch, fall or impact, +2 to pull punch and +2 to disarm. Reduce bonuses by one point when in *artificial light* and it needs twice as much exposure to artificial light to get the bare minimum of nourishment.

Penalties: After being in deep shadow, darkness or night for more than 20 minutes, the suit becomes sluggish. Running speed is reduced by half, P.S. by 20%, -1 attack per melee round, and bonuses are reduced by one quarter. The pilot tends to dislike being confined, underground or being in the dark.

Thermosynthetic Host Armor

The Host Armor uses thermal energy generated from micro-organisms and ambient, background heat filtered from the air to create its own food. This is a reaction similar to photosynthesis, but since the suit depends on the ambient temperature around it, in very cold temperatures the Host Armor can starve to death. This type of metabolism also means that, like a cold-blooded reptile, the living armor functions best in warm temperatures and is sluggish in cold climates.

Feeding: The Host Armor needs no outside food source as long as it remains in temperatures of 40 degrees Fahrenheit and higher (the warmer the better). Cold can kill it quickly, see Penalties.

Sleep Requirements: As a thermosynthetic organism, the Host Armor does *not* require sleep or rest, but its pilot does.

Color of Host Armor: Solid black, deep blue, hunter green, dark purple or blood red in color, without any highlights or accents. All the colors will be so dark as to be almost black, which helps in the absorption of heat.

Special Senses: Thermo-imaging/infrared/ultraviolet vision enhancements (all with a 1200 foot/366 m range).

Bonus Bio-E Points: 10 bonus Bio-E points.

Bite Damage: Not applicable, the Host Armor has no mouth, just small vents to breathe through.

Bonuses: The Host Armor (and its pilot inside) cannot be distinguished from the background temperature by infrared optics, thermal or heat sensors, and functions without fatigue, physical stress, dehydration or difficulty even in extremely hot temperatures, up to 140 degrees Fahrenheit. +44 (30 mph/48 km) to running Spd, +1 attack per melee round, +2 on initiative, +2 to strike, +2 to parry and dodge, and +2 to pull punch when the air temperature is above 75 degrees Fahrenheit.

Penalties: Functions at normal capacity in temperatures between 55-74 degrees Fahrenheit, but is impaired in cool temperatures.

In temperatures between 40 to 54 degrees Fahrenheit, the thermosynthetic Host Armor is sluggish: Reduce running speed by 20%, -1 attack per melee round, -2 on initiative, and -1 to dodge.

In temperatures under 39 degrees Fahrenheit, reduce running speed by half, -2 attacks per melee round, and reduce all combat bonuses by half, plus the Host Armor suffers 1D6 M.D. for every 1D4 hours of exposure.

In temperatures below 15 degrees Fahrenheit, the Host Armor suffers 2D6 M.D. per hour of exposure, is completely immobilized (similar to a human coma state), trapping the pilot inside, unless he can manage to unsuit, and it will die within 12-24 hours if not warmed up. The armor cannot revive from the coma state until exposed to temperatures of 40 degrees or higher for 1D4+2 hours and will remain in a sluggish state for 1D6 hours thereafter.

Vampiric Host Armor

This Host Armor must feed on the blood of other living creatures; unfortunately, the feeding process can kill its victim, particularly small animals or young children. This blood drinking attack inflicts 4D6 points of damage direct to Hit Points, because the armor is literally draining the victim's very life's blood! When the victim of this survives the feeding, he is weak for 1D4 hours, has no initiative and reduce combat bonuses, skill performance, attacks per melee round, P.S. and Spd by half during that time. It is also interesting to note that the Host Armor cannot feed on the blood of its own pilot, only others, humans and animals.

Feeding: The Host Armor must feed on the equivalent of at least 30 Hit Points (about 3 to 5 pints) of blood 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 30 Hit Point meal of blood within the next three days, the Host Armor dies of starvation.

Sleep Requirements: Does *not* require sleep, but must *rest* 2D4x10 minutes after feeding, during which time the armor is sluggish (reduce attacks per round by -2, Spd and all combat bonuses by 25%).

Color of Host Armor: Deathly pale grey, stark white or blanched blue, without much in the way of highlights or accents. The Host Armor only looks more healthy and pink 1D4 hours after feeding.

Special Senses: Enhanced sense of smell that allows the pilot to detect very faint scent traces. This sense allows for tracking by smell alone (as a bloodhound) at a skill percentage of 50% +5% per level of experience. One can also recognize the distinct smells of individuals and can detect when people experience extremes of emotions (60% +2% per level of experience). This is occasionally used as a lie-detector, but is rather unreliable. The Host Armor even enables the wearer to analyze the contents of food or beverages (including the blood within a victim) by its smell, with a 75% chance (+2% per level of experience) of detecting poison and a 50% chance (+3% per level of experience) of identifying even the most subtle of trace elements.

Bonus Bio-E Points: 30 additional Bio-E points.

Bite Damage: 1D8 M.D. (or S.D.C. when feeding); has a vampire-like fanged mouth and must bite into its victim before it can use its blood draining attack. The fangs can also be used in melee combat to inflict Mega-Damage attacks; they are very strong.

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: In addition to the feeding requirements, the Host Armor has a problem with the smell of blood. The scent of blood, human or animal, makes the pilot (due to chemicals produced by the Host Armor) tense, anxious and aggressive. Meanwhile, the scent of blood in combat drives the character into a bloodletting frenzy (+2 on initiative and +1 to strike, but *cannot* easily stop fighting). During this bloodletting the pilot *cannot* tell friend from foe, and will attack anyone around him/her indiscriminately. A roll to save vs insanity of 15 is required to stop the bloodletting! Also, once a living opponent has been defeated, the pilot will have to roll a save vs insanity (15 or higher) to keep from draining *all* the blood from the fallen victim.

Step Three:

Determining Available Bio-Energy Points for Customization of the Host Armor

Host Armor and other Bio-Tech can be *customized* by the use of Biological Enhancement/Energy points. These Bio-Energy points – commonly referred to simply as *Bio-E* – represent the amount of change that both the Host Armor and its pilot can handle. Remember that the pilot, a Dreadguard, is still just a human, and the Host Armor generates enormous stress on the character. The Host Armor taxes the character's Physical Endurance (P.E.) and strains the nervous system as well as the mind (M.E./Mental Endurance). This places a limit on the amount of Bio-E and physical change one can make on Host Armor that is manageable for the human pilot who must wear and operate it. As time goes on, the pilot becomes hardened to the stress and can handle more enhancements (gains more Bio-E as one goes up in level), but even then the amount is limited.

Bio-E customization may include adding additional armor (M.D.C.), enhanced senses, and all manner of weapons and special abilities, but exactly what enhancements are to be chosen is up to the individual Dreadguard (i.e., *the player*). These choices will determine the shape, appearance and abilities of the character's primary weapon system, his Host Armor.

When designing *your* Host Armor there are a few limitations to keep in mind. First is the amount of available Bio-E you have to work with. Your *Dreadguard* gets an amount of Bio-E equal to his *M.E. attribute number +P.E. attribute number +3D6x10*, in addition to any bonus Bio-E gained from the *Metabolism* chosen in Step Two. Each level of advancement gets the character an additional 1D4x10 Bio-E to add to the capabilities of his current Host Armor. If the Dreadguard's Host Armor should be killed/destroyed, the character will get a new suit (roll another 3D6x10 and add it to M.E. and P.E. numbers to calculate a new Bio-E total). HOWEVER, any Bio-E from the old suit or Bio-E gained before from experience level advancement is *lost,* and the character must gain new levels to gain additional Bio-E.

(**Note on Splicer O.C.C.s and Organic Creations:** The Outrider and Roughneck O.C.C.s also get a Host Armor, though its range of enhancements is considerably less than the Dreadguard. Furthermore, the lesser *Living Body Armor* and the *Wing Pack*, as well as *War Mounts, Gorehounds* and the *Biotic O.C.C.* get Bio-Energy customization and enhancements, but are limited to the types and amount of Bio-E available as listed in their respective descriptions.)

The next limitation is that many weapons and enhancements have **prerequisites** that must be purchased first. These prerequisites represent the growth of that weapon or feature. Remember, the Host Armor is a living, biological construct, and weapons and enhancements are all part of its "body" or "hide." As a result, one cannot add some new ability or weapon system as quickly as a machine can be upgraded. Only *one upgrade* in a series of *prerequisites* can be taken at any given time. **For Example:** If you wish to add a Casting "Cannon" (the largest type of the Casting Guns) to your Host Armor, you must *first* purchase (with Bio-E) the *Casting Thrower*, then, the next time you can upgrade, purchase a *Casting Launcher* (transforming the Thrower into a more powerful weapon), next time the *Casting Rifle* (making it more powerful still) and, at last, at fourth level, say, you can finally transform the weapon into the *Casting Cannon* (the most powerful of the Casting Guns) which is what you've been working toward since the beginning. Each of these steps represents a level of *growth* in the development of the living weapon, as such each step *replaces* the one before it, and the gun *grows* larger and more powerful. **Note:** Weapon *prerequisites* are always *replaced* by the new Bio-E purchase/upgrade, they are *never* in addition to each other (i.e., the player does NOT first purchase the Casting Thrower, and then, next time, get a Casting Launcher as a new, additional weapon. No, the Casting Thrower becomes the Casting Launcher – a biological transformation, just as a seed grows into a mature plant, that grows a flower bud, and that bud turns into a flower, which then grows into fruit or a seed). Of course, you can have more than one of the same items/weapons/enhancements, but the individual upgrade of each item must follow the line of progression and each costs Bio-E points. Only one of upgrade in the development, per item, can be taken at any given level, which provides the time needed for the living item to mature to its new form. Of course, limited Bio-E will force the player to determine where his points are best spent, resulting in improvements in one or more weapons/items/areas and no improvement in others. Thus, as per the example, if the character had three Casting Guns on his Host Armor, one might grow into a Casting Cannon by fourth level while the other two remain simple Casting Guns, his Bio-E spent on other types of enhancements and improvements.

Placement of weapons and enhancements will vary and should be dictated by logic and reason. Remember, this is a living suit of power armor that is worn by a human like a second rhinoceros-like skin. Although just about anything should be possible when designing a Host Armor, after all you are working with the suit's very DNA, simple physiology makes the placement of many items obvious, if limited. For instance, if you have a cannon mounted on your suit's right shoulder, it would be rather difficult to mount a series of organic rocket launchers on that same shoulder. Of course, if the G.M. thinks that some combination of mountings is possible, then it's okay, even if it may seem unlikely or unusual. Many of the enhancements will state within their description if the Host Armor is limited to a specific number of them as well as the specific (and best or only) locations they can be mounted on the body, others are left to reason. These locations, however, pertain to the Host Armor only, and may not fit the physical shape and form of the other *Bio-Tech* creations available as O.C.C.s. You and the G.M. will have to make logical choices that make sense for these characters and constructs **For example:** A Casting Can-

non that would fit on the shoulder of a Host Armor will also fit on the shoulder of a Biotic, but probably not on the shoulder of a Gore Hound, although it could be mounted on the Gore Hound's back, between the shoulders and behind the head.

Unspent Bio-E can be saved! That's right, unspent Bio-E can be saved, provided the Game Master is given the amount leftover for his records. HOWEVER, unspent Bio-E points do not become available again until the character reaches his or her next level of advancement. Leftover Bio-E may then be combined with new Bio-E gained by reaching a new level of experience.

On the same note, it is also possible that, from time to time, an Engineer may grant a Dreadguard (or other O.C.C.) additional Bio-E (1D4x10 Bio-E at a time) as a reward for some special service or truly impressive heroic act performed by the character. This should be done very sparingly, however, and is only made possible by the Game Master. Librarians can offer a similar reward as well, though very rare, by maximizing the Host Armor's design, but this is limited to just 10 Bio-E points.

Unless stated otherwise, these rules also apply to *War Mounts, Wing Packs, Gore Hounds, Biotics* and the other forms of Bio-Tech constructs that can be modified through genetic manipulation and physical growth.

Step Four:

Biological Enhancements & Weapons

Now that you have your Bio-E total, it is time to finish designing your Host Armor.

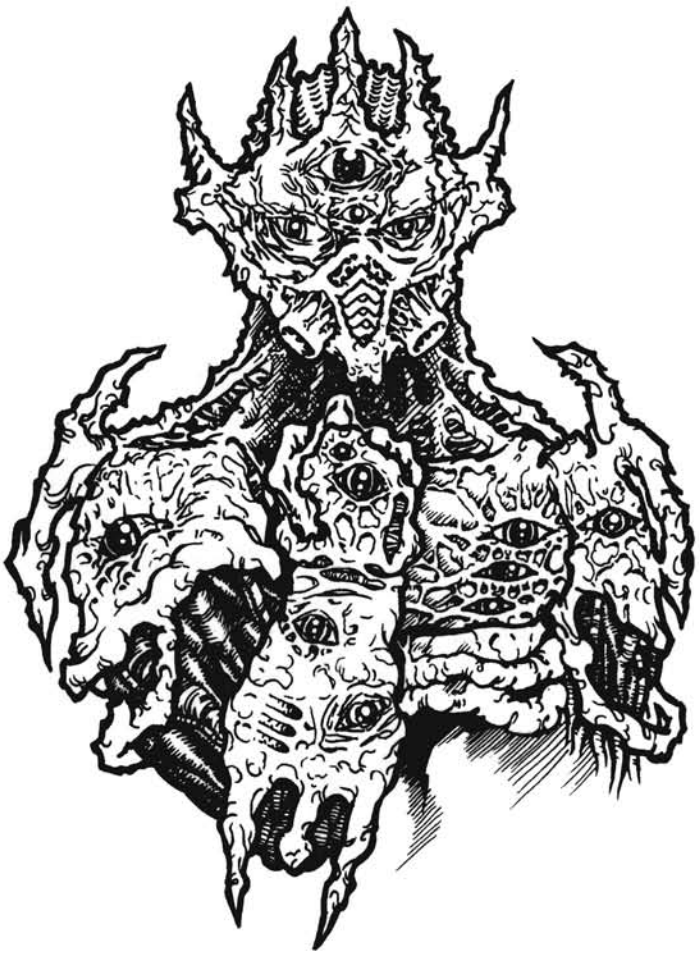
This is done by "purchasing" the Biological Enhancements (and with them, special abilities) you want for your Host Armor (or to customize your *Living Body Armor, War Mount* or other Bio-Tech creations). It is best if you try to decide which features are *most important* to your character and buy those traits for the Host Armor first. Then purchase additional, secondary enhancements and weapons that you think will be fun to play and helpful in the fight against the robot legions of the Machine. Of course, you can *NOT* spend *more* Bio-E than the character has available, but you can spend less than the total amount and hold some back for future enhancement. Just be careful not to hold back too much and leave your character weak and insufficiently prepared for the war against the Machine.

Enhancing other Bio-Tech Armor and Systems: Though only a few O.C.C.s get full fledge *Host Armor,* most O.C.C.s get a suit of *Living Body Armor* (described in the Weapons & Equipment section) and bonus Biological Enhancement (Bio-E) points to augment their "Living Armor" with a handful of the Bio-Weapons and Enhancements presented in the pages that follow. Likewise, a number of Bio-Enhancements can be purchased and grown by the *Archangel* for his *Wing Pack* as well as living weapons and genetic enhancements for *Gorehounds* (see Packmaster O.C.C.), *War Mounts* (see Outrider O.C.C.) and the *Biotics O.C.C.* (an unwilling living weapon). The exact amount of Bio-E available for enhancements will be presented under the corresponding O.C.C. and/or genetically enhanced creature (the section on War Mounts, for example).

Biological Enhancements

Sensory Enhancements & Bio-E Cost

Many insects see in ultraviolet, some snakes have thermal senses, canines track by scent and have sensitive hearing, and the list goes on and on. Such genes can be mimicked or copied to augment the human Bio-Tech constructs and give them some of the same capabilities. Some of these augmentations can be temporarily turned off or subdued with additional genetic coding. The player and Game Master should use common sense for which systems can be switched off in this way.



Eyes & Vision Enhancement

A single pair of eyes can only receive a single "upgrade," with the exception of Armored Eyes which may be added to any other type of eyes. However, each pair of eyes (or compound eye or eye stalks) can receive a different upgrade, ultimately giving the character a wide range of optical enhancement. Of course, losing that pair of eyes will also mean losing that special optical enhancement. Also remember that the upgraded abilities

are in addition to the normal sight of the eyes, even if they are "advanced" eyes.

Advanced Eyes: Biotics, Gore Hounds or Wing Packs can be given Advanced Eyes like that of the Host Armor. These eyes provide vision similar to that of an eagle, enabling the wearer of the armor to recognize a face or read a small sign up to a mile (1.6 km) away, and also provide passive nightvision (sees by light amplification and must have at least starlight to see by; cannot see in absolute darkness, requires a small light source. Range: 2000 feet/610 m) and polarized eye filters (to block out glare and reflected light that might otherwise blind the character). **Note:** If a Host Armor has extra eyes added to it, those additional eyes start as regular human eyes with normal 20/20 color vision. If the Advanced Eyes enhancement is desired, it must be purchased as an upgrade.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.

Armored Eyes: The eyes are toughened and protected by sturdy, transparent eyelids that automatically slide into place to shield the eyes as necessary. Protects the eyes from dust, grit, floating particles and when the air is fouled (including smoke and tear gas), as well as protects them from physical injury (i.e. when underwater, sand tossed at the eyes, punches, etc.). Thus, irritants, dust and things thrown at the eyes or face do not bother the Armored Eyes, except for the initial distraction of the eye being hit or vision blocked (-2 to strike and parry for the next attack/action only). Dirt, sand, smoke and chemicals, including mace and tear gas, do not have any physical effect or damage to the eyes, though a cloud of smoke or dust still obscures/blocks vision and may blind the character even though the eyes are unharmed. Likewise, other aspects of a chemical or magical cloud/gas/smoke attack may affect the character with partial or full effect depending on what it is.

M.D.C.: 10 per eye.

Bio-E Cost: 10 points to protect a pair of eyes with this upgrade.

Prerequisite: None.

Compound Eyes: Large, multi-faceted pairs of eyes that look like those of an insect and extend the character's peripheral vision to 180 degrees (like a bird's), allowing him to see just over each shoulder as clearly as if he had turned his head. However, Compound Eyes do not see as clearly as normal human sight and it is much like looking through a glass window frosted over with ice or like looking through a heavy screen mesh.

Bonuses: Cannot be caught by surprise from attacks from the sides or overhead, adds +1 to roll with impact, +1 to dodge, but there is a -10% penalty to read the written word and it takes 20% longer to read than is average for most people.

Bio-E Cost: 15 points per pair of eyes to be upgraded into compound eyes.

Prerequisite: None.

Electromagnetic Vision: An enhancement that allows the wearer to see and sense (feel) the flow of electricity in electrical wires and machines (including robots) and living creatures as well as natural electromagnetic energy. Natural magnetic energy radiates from the earth above the ground and underwater. Scientists believe that dolphins and whales can see electromagnetic signatures and use them like beacons, signposts and trails by which to navigate and travel underwater, as do some birds, like homing pigeons. The pilot can use the Host Armor in a similar way (see bonuses) as well as feel the presence of a robot or machine from behind a wall, around the corner or hiding behind cover or under camouflage. **Note:** The eyes appear to be slightly bulbous looking, as if they were popping out of the Host Armor's head.

Range: This is an up-close ability, limited to just a five foot (1.5 m) radius.

Bonuses: +20% to Land Navigation skill, +10% to Surveillance (but not the Tailing part of the skill) and +5% to all Electronic skill.

Bio-E Cost: 10 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes (these come standard on Host Armor and the War Mount's normal sets of eyes).

Enhanced Sight (Infrared, Ultraviolet & Thermal Vision): Changes the pair of eyes into a natural, but a bit unusual looking pair with pupils noticeably larger than normal eyes, and the irises an unusual violet or alizarin color. These eyes enable the wearer of the Host Armor to see into the thermal, infrared and ultraviolet spectrums of light and color, so everything is seen in hues of purple, purple-blues, deep greens, and violet, much like wearing red or purple tinted sunglasses all the time. But the benefits far outweigh the detractors of purple vision.

Infrared is an extension of normal vision past red into the (normally invisible) infrared range. Infrared light is normally used for targeting and combat systems of the robots which means the character with Enhanced Sight can see the infrared target beams the same as we can see the beams of ordinary flashlights. Smoke blocks infrared sight.

The ultraviolet sight is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet range, which is used by some security systems of the Machine.

Thermal vision allows the Host Armor to see the heat coming off of all warm objects, enabling him to see through a wall to the heat patterns directly behind it, tell if a human has been recently active (higher than usual body heat), and see heat signatures given off by living, warm-blooded beings in total darkness, as well as heat patterns of machines and engines, indicating they are active/in use or were recently running, and similar. Thermal sight can see through smoke where infrared is blocked by it.

Range: 2000 feet (610 m) for special optics.

Bio-E Cost: 10 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes. (The initial pair of eyes given to Host Armors and War Mounts start out as Advanced Eyes, though additional eyes start as normal ones.)

Extra Eyes: Host Armor can literally have eyes placed anywhere on the upper body, but they are commonly located on the front, sides, back and top of the head. Other suitable locations include shoulders, chest, back or neck. An eye may be placed in or on the hands (good for looking around corners), but an eye on the hand or forearm, even if mounted on an Eye Stalk, tends to get in the way and is easily damaged in combat. Extra eyes may be in constant use or kept closed and asleep until needed.

Bonuses (available only when the eyes are open and alert): +1 on initiative, +1 to parry, +1 to dodge, plus eyes located in the back of the head may make it impossible for the Host Armor to be attacked from behind.

Note: Extra eyes come in pairs and are normal, human eyes. They can have additional enhancement, but each augmentation (Advanced Eyes, Nightvision, etc.) is a separate cost for each pair of eyes.

Bio-E Cost: 20 points per pair of eyes to be added.

Prerequisite: None.

Eye Stalks: A pair of eyes are mounted on top of flexible "eye stalks" – antenna-like appendages that can be as short as 3-10 inches (7.6 to 254 cm) or as long as 1-3 feet (0.3 to 0.9 m). Regardless of size, each stalk can bend, turn and twist independent of the other to look in any direction; 360 degrees, up, down, etc. If long enough, they can even look around corners or into small pipes and through holes and openings. The eye stalks' natural state is to be standing upright like the antennae of a butterfly or snail, but they can also be made to lean up, tight against the body to avoid getting targeted or lopped off. However, vision is likely to be impaired when made to hug the body.

Bonuses: The individual eye stalk is +2 to dodge (cannot attack), but its dodging action (or bending to peek around a corner) counts as one of the character's melee attacks/actions.

Bio-E Cost: 20 points per pair of eye stalks to be added.

Prerequisite: None.

Macro-Vision: The wearer of the Host Armor can see tiny details up close as if he were using a magnifying glass or even a microscope. Magnification is changed by concentrating and squinting with the Macro-Eyes (counts as one melee action/attack). Magnification is limited to x2, x4, x8, and x16, and enables the character to see tiny particles and fibers, skin cells, bacteria, nanobots, stress fractures, etc., but the area of vision is focused on a very small three inch (7.6 cm) diameter.

Range: 20 feet (6.1 m) for macro optics.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes.

Nightvision Eyes: Perfect 20/20 nightvision, with the normal range of the average human's daytime vision, but there must still be starlight or some other ambient light source available to see that distance. In a completely blacked out area, like a cave, for example, the character can only see for 100 feet (30.5 m). The eyes look feline and even glow in the dark like a cat's. Very popular among Dreadguard who operate mainly at night, as well as thieves, spies, Biotics and others who work (or play) in darkness.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.

Underwater Eyes: The corneas of these eyes are designed to automatically distort when submerged underwater, enabling them to adjust to the watery environment without need of outer eye protection like goggles. The Host Armor enables the wearer to see with crystal clarity underwater and in low light at depths of up to 600 feet (183 m). The Underwater Eyes also contain a self-replicating oil automatically released into the eyes whenever the water is murky or bright with sunlight. The oil droplets serve as haze filters which reduce glare from sunlight and filter out reflections as well as keep out tiny debris particles floating in the water. The oil droplets are also released above water when exposed to bright light, creating a natural and instant filter that's as good as a cheap pair of sunglasses, reducing glare (nowhere as good as polarized vision).

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.



Other Sensory Enhancements

Advanced Senses: Biotics, Gore Hounds and Wing Packs (only) can acquire Advanced Senses by spending Bio-E points. Advanced Senses include sound amplifying hearing (able to hear a whisper 300 feet/91.5 m away), as well as a sense of taste and sense of smell about twice that of an ordinary human. The user can also accurately sense magnetic north at all times and can amp up his voice up to about 80 decibels (roughly the equivalent of using a megaphone/loudspeaker). **Note:** Host Armor automatically starts with this enhancement at no additional Bio-E cost.

Bio-E Cost: 20 points.

Prerequisite: None.

Antennae: These are a pair of thin, whip-like extra limbs, one to three feet (0.3 to 0.9 m) long, attached to the head of the Host Armor. They can hear and smell, and are sensitive to temperature. As a result, the sensitive antennae can feel a change in the wind (direction, speed, temperature), feel general changes in air temperature (anything more than a single digit drop or increase), detect odors on a level similar to a wild predatory animal (a dog's sense of smell is still better) and work as "feelers" in the dark. This makes the antennae useful for feeling around in darkness or when blinded, as well as to identify changing circumstances and environment.

Bonuses: +2 on initiative, +2 to roll with impact, +1 to strike, parry and dodge.

The abilities of the antennae include:

- The antennae can hear and smell at roughly human levels, but at about twice the normal range.
- Track/Locate by Sound Alone: 60% +4% per experience level.
- Track/Locate by Scent Alone: 40% +2% per experience level.
- Identify Common Odors: 80% +2% per experience level.
- Identify Specific Scent: 40% +2% per experience level.
- Accurately Identify Common, Known Objects/Items by Touch or Scent: 60% +2% per level of experience (-40% if uncommon or covered in dirt, clay or other goop).
- Identify Temperature of Object: 80% +2% per level of experience, within five degrees.
- Detect a Change in Air Temperature by more than one percent: 80% +2%, and 60% +2% per level of experience to identify the actual air temperature within two degrees.
- Accurately Identify Wind Direction and Speed: 80% +2% per level of experience.
- Feel the Vibrations of an approaching ground vehicle(s), robots/troops (two dozen or more), a herd of animals, or giant monsters up to six miles (9.6 km) away; running or walking humans or a few large animals 3000 feet (914 m) away; large, loud aircraft (typical airplane or jet) or hover vehicle one mile (1.6 km) away; and stealth vehicles or large flying animal (silent) at 2000 feet (610 m) away.
- Also, all penalties from being blinded or being in total darkness are reduced to just: -4 to strike, parry and dodge, but the wearer of Host Armor does not get any other bonuses, and skills that require sight are still impossible to perform.

Bio-E Cost: 55 points.

Prerequisite: None.

Bio-Comms: Biotics and Wing Packs are eligible to get a set of organic communications implants called Bio-Comms installed. These organic resonators create sympathetic vibrations in other living creatures that can then be decoded by other Bio-Comm units, in effect, creating a system of telepathic-like communication between anyone with a Bio-Comm enhancement. Best of all, this form of communication has proven to be undecipherable to the Machine and her robots. The downside is range is limited to a maximum distance of only 6 miles (9.6 km). **Note:** All Host Armor and Packmasters automatically start with this enhancement at no additional Bio-E Cost. Other human characters can also get this enhancement; available to all characters in the resistance who may want a Bio-Comm implant.

Bio-E Cost: 5 points.

Prerequisite: None.

Echo-Location: The Host Armor has very large, flexible ears, at least as large as a hand. The Echo-Location is used by bouncing high-pitched sound waves off the suit's surroundings and using the reflected sounds to "see" the locations, shapes, numbers and sizes of objects around the Host Armor, even in total darkness. This sense is used like a short-ranged radar.

- Estimating the Shape and Configuration of One's Surroundings: 60% +4% per level of experience.
- Interpreting Specific Shapes (i.e., is that a gun or spoon he's holding): 60% +3% per level of experience.
- Estimating Distance (precise): 50% +4% per level of experience.
- Estimating Direction (precise): 60% +4% per level of experience.
- Estimating Speed (precise): 40% +4% per level of experience.
- Estimating Location of Enemy Targets (precise): 40% +4% per level of experience.

Note: Echo-Location is very similar to sonar, in that it emits high-pitched sound waves when used that can 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.

Range: 1000 feet (305 m).

Bonuses: +1 on initiative, +1 to strike, parry and dodge, and +10% to Detect Ambush, but only when actively using Echo-Location. +1 additional attack per melee round. Penalties are only a -2 to strike, parry and dodge when the character is blind or in total darkness.

Disadvantages: Echo-Location is totally fouled in heavy rain, thick fog, snow, dust or smoke, and similar conditions, or if unable to make the high-pitched, ultrasonic whine. If these conditions exist at night/dark or while blinded, Echo-Location is rendered useless and the full penalties for blindness apply.

Bio-E Cost: 35 points.

Prerequisite: None.

Enhanced Hearing: Further improvements for the sense of hearing that enables the wearer of the Host Armor to hear into the ultrasonic and subsonic ranges of sound, like dog whistles and vocalizations given off by animals and insects. The Host Armor also has an increased sensitivity to sounds enabling it to also hear very faint sounds (light footsteps, small animals breathing, down to 10 decibels). Thus, the wearer can listen in on conversations up to 600 feet (183 m) away and has a parabolic hearing ability to detect, locate and isolate a single sound/voice within a whole host of background sounds (i.e., a particular voice or pair of voices, a particular mechanical noise, etc.) at a base skill of 50% +4% per level.

The Decibel Scale: The following Decibel Scale is presented for easy reference. A 20 decibel sound is ten times louder than a 10 decibel sound, a thirty decibel sound is 100 times louder than a 10 decibel sound, and 40 decibels is 1000 times louder than 10. One decibel is the smallest difference between sounds detectable by the human ear.

- 10 decibels is a light whisper.
- 20 decibels is a quiet conversation or a muffled noise. 30 decibels is a normal conversation.
- 40 decibels is light traffic.
- 50 decibels is a loud conversation.
- 60 decibels is shouting or a blaring radio.
- 70 decibels is heavy traffic or automatic gunfire.
- 80 decibels is loud noise like a subway train, roaring car engine, megaphone, or rock concert.
- 90 decibels is very loud noise, like thunder or an explosion.
- 100 decibels is the roar of a jet engine and temporarily deafening (2D4 seconds).
- 140 decibels is a sonic boom, painful and temporarily deafening (2D4 minutes).

Bonuses: +2 to initiative, +1 to parry and +2 to dodge, as well as +5% on all language skills, Sing, Play Musical Instrument, Imitate Voices and Ventriloquism.

Bio-E Cost: 40 points.

Prerequisite: Advanced Senses (these come standard on Host Armor and War Mounts).

Enhanced Senses: The character's sense of *smell, taste* and *touch* are further enhanced for greater range and acuity.

- Advanced sense of smell allows the Host Armor to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 50% +4% per level of experience.
- 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.
- An enhanced sense of taste gives the wearer of the Host Armor the ability to recognize the exact components in anything the Armor *tastes*, at a skill of 30% +6% per level of experience.
- Touch is improved to give the Host Armor an increased chance (+5%) to perform delicate skills and actions like Forgery, Palming, Picking Locks, Pick Pockets, Safe Cracking, Sewing, Carpentry and defusing bombs (Demolitions and Demolitions Disposal skills). The fingers of the suit can also recognize very slight differences in texture.

Bio-E Cost: 15 points.

Prerequisite: Advanced Senses (these come standard on Host Armor and War Mounts).

Forked Tongue: The Host Armor has a forked tongue similar to most snakes and lizards. By continually flicking the tongue in and out, the suit is able to taste the air around it in a way mammals cannot. The information from this tasting of the air gives the Host Armor pilot a sense of the environment surrounding the Host Armor. If it is carried on the wind, the character can taste it.

- Track by Taste Alone: 70% +2% per level of experience.
- Identify Specific Taste: 50% +2% per level of experience (+20% if a common taste).
- Identify Common Odors: 70% +2% per level of experience.
- Locate/Track Taste or Odor to its Source: 40% +2% per level of experience (+20% if the taste/odor is strong, like a fire; but -20% in rain, strong winds or if there is another overpowering odor or taste).

Range: 3000 feet (914 m); half that for faint, light or delicate tastes and odors.

Bonuses: +5% to Brewing, Cooking, Dowsing (can taste water) and Identify Plants and Fruits skills.

Penalties: -10% to skills involving the voice, including Sing, Impersonate Voice and Ventriloquism.

Bio-E Cost: 20 points.

Prerequisite: Must have a mouth.

Heat Pits: Two sunken pits, one on each side of the Host Armor's head, are heat pits, similar to a viper's. They are sensory organs used to "feel" and "see" heat in the general area around the Host Armor, even invisible people or objects.

Range: 30 foot (9.1 m) radius around the character.

Bonuses: The Host Armor will sense the approach of a warm-blooded individual or active robot (or anything that radiates a measurable amount of heat) the moment it comes within sensing range (30 feet/9.1 m). Track by heat sense alone 70% +2% per experience level. +1 to parry and dodge.

Bio-E Cost: 10 points. Prerequisite: None.

Motion Detection: Sensitive hairs and eardrums (or very small antennae) among other subtle modifications enable the Host Armor to pick up the slightest, but telltale signs of motion around the suit. This makes it impossible to sneak up on the wearer of the Host Armor.

Range: 30 foot (9.1 m) radius around the character wearing the Host Armor, or up to 60 feet (18.3 m) if the motion is very fast, or creates a large disturbance in the air.

Bonuses: +1 on initiative, +1 to parry, +2 to roll with punch, fall or impact. +4 to *automatic dodge.* An automatic dodge is "automatic" in the sense that it is a quick, reflex action like a parry, in which the character bends, bobs and weaves in such a way as to dodge without using up a melee attack/action. Roll 1D20 to determine if the dodge attempt succeeds; do not apply other dodge bonuses to the automatic dodge. An automatic dodge can be used to try to dodge any attack, including bullets and energy blasts!

Note: High winds (30 mph/48 km plus) will negate the character's sensing abilities; no bonuses from Motion Detection enhancement.

Bio-E Cost: 15 points.

Prerequisite: None.

Radar: This radar sense sends out high-frequency radio waves which bounce off objects and return to indicate the direction and distance of the reflecting objects. This sense provides the Host Armor with a crude type of radar and compensates for being in the dark. Although the ability enables the character to know/sense the location of objects and movement, it is not as long-range or accurate as radar machines. Still this ability is especially useful underground, sensing large targets approaching in the distance, and combat situations, providing a relatively full view of the combat area.

- Interpreting Shapes: 50% +5% per level of experience.
- Estimating Distance: 60% +4% per level of experience.
- Estimating Direction: 60% +4% per level of experience.
- Estimating Speed: 40% +4% per level of experience.
- Estimating Exact Location: 50% +4% per level of experience.

Maximum Range: 6 miles (9.6 km) in open spaces, half that if there is a lot of ground clutter (tall buildings, trees, or mountains).

Bonuses: +1 attack per melee round, +1 on initiative, +1 to strike, parry and dodge. Also no minuses/penalties apply while blinded or when in total darkness.

Disadvantages & Limitations: Radar does not go through cloth, walls, people or any solid objects. Consequently, the Host Armor cannot see or sense through walls or doors. Likewise, while he may sense a car, estimate its speed, direction and distance, he cannot tell how many people are inside the vehicle. Cannot detect opponents hiding behind walls, debris or ground cover. Cannot detect opponents smaller than 8 feet (2.4 m) tall or traveling close to the ground unless moving faster than 40 mph (64 km).

Radar is totally fouled in the rain, snow, dust, sandstorms, and similar obscuring conditions. No bonuses apply under these conditions, including no additional attacks per melee. If these conditions exist at night, in total darkness or while blinded, the radar is ineffective and the wearer of the Host Armor suffers all the penalties that usually apply for being blind. Smoke and fog

also fouls radar, but not as severely as the aforementioned conditions: All the abilities to estimate speed, direction, distance, shape and location are -30%. All bonuses are reduced by half.

Bio-E Cost: 50 points.

Prerequisite: None.

Sensitive Whiskers: Like a cat or a rodent, the Host Armor has a set of long whiskers (3 feet/0.9 m) that feel along in tight or narrow areas and help to form an early warning system for the Host Armor, especially underground and in tunnels. Can also detect air movement.

Bonuses: Penalties for being blind or in the dark are halved; +1 to dodge.

Bio-E Cost: 5 points.

Prerequisite: None.

Seismic Sense: When its feet are in contact with the ground, the Host Armor can feel vibrations like a living seismic sensor. This means the wearer cannot be snuck up on or caught by surprise by an opponent or multiple opponents approaching on the ground. In fact, the wearer of a suit with this enhancement can tell how many opponents are approaching, how fast they are coming, whether they are heavy or lightweight, and from which directions, including from the sides and behind. **Note:** Long-range attacks from energy weapons, guns and flying assailants are not detected because they are either outside of the sensing range or are not touching the ground.

- Estimate the number and speed of *heavy* vehicles, robots, giants, company sized and larger numbers of troops, large animal herds, and similar: 56% +4% per level of experience up to a distance of one mile (1.6 m); increase range a half mile at levels 3, 6, 9, 12 and 15.
- Estimate number and speed of an individual or a small number of people or animals within a 200 foot (61 m) radius: 70% +2% per level of experience (-30% if those who approach are successfully Prowling).
- Estimate Distance: 60% +3% per experience level.
- Estimate Location: 50% +3% per experience level.
- Detect Seismic Activity (earthquakes, mining, explosions, digging): The Host Armor can detect and measure the size, force, and direction of the epicenter (originating location) of an earthquake, explosion, mining, etc., within 100 miles (160 km; double for earthquakes), with a skill of 56% +4% per experience level.

Bonuses: +1 on initiative, +1 to dodge, and +10% on Detect Ambush, but only when standing on the ground.

Range: Varies as noted above.

Bio-E Cost: 30 points.

Prerequisite: None.

Sonar: Like a dolphin, the Host Armor can emit high-pitched clicks or whines that bounce off of the underwater surroundings and return to the Host Armor, where a special organ in the bulbous, oversized forehead (called a melon) translates the signals into an awareness of its environment. This system is not highly precise and will not allow the Host Armor to pick out details such as facial features or whether the sonar image is holding a gun or a flashlight (01-40% chance to recognize the difference between such small objects, +3% per level of experience), but it will allow the wearer of the suit to operate in complete darkness underwater by "seeing" sonar images, shapes and movement in the water where the sonar is directed (typically below or in front of the character). Sonar is not constantly going, but as it is used it emits high-pitched sound waves that can be heard and *traced* by those with the right senses, equipment or also using Sonar and passive means of underwater detection.

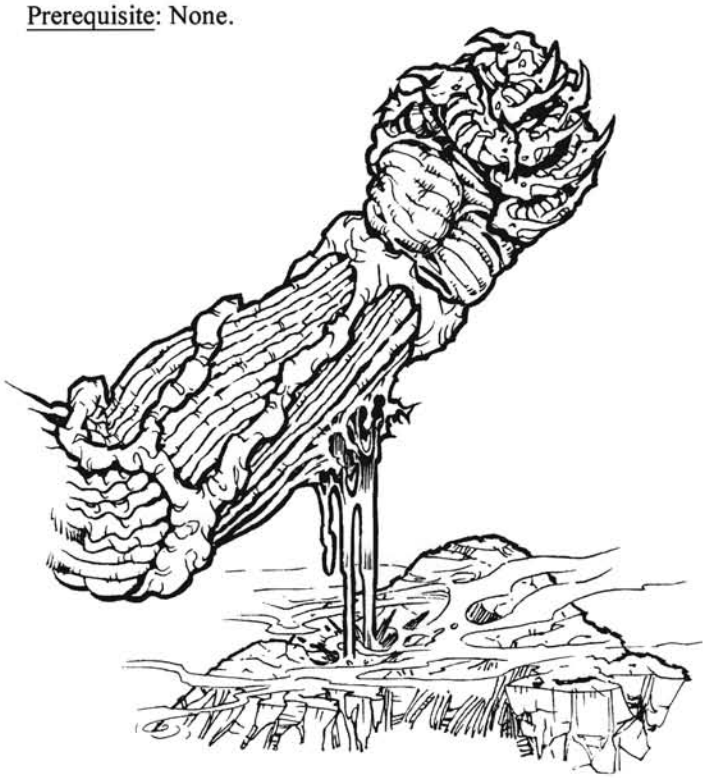
- Interpreting Shapes: 60% +3% per level of experience.
- Estimating Distance: 60% +4% per level of experience.
- Estimating Direction: 50% +5% per level of experience.
- Estimating Speed: 60% +4% per level of experience.
- Estimating Location: 40% +4% per level of experience.

Bonuses: +1 on initiative, +1 to strike, parry and dodge, and +10% on Detect Ambush, but only when underwater and using sonar. No bonuses or minuses/penalties apply while blinded or when in total darkness while underwater (like the depths of the ocean).

Range: 1000 feet (305 m).

Bio-E Cost: 30 points.

Prerequisite: None.



Biological Defenses

Acid Blood: The Host Armor's blood and bodily fluids are made of a highly corrosive acid that is meant to be a natural defense mechanism. The acid is produced by an unusual combination of chemicals in the Host Armor's body and becomes immediately active the moment the blood or bodily fluids hit the air. By slicing the suit's skin the blood is released. The best part of this is that the acidic blood is relatively harmless (only doing 1D4 S.D.C. damage) to humans and animals but does significant damage to metal and other inorganic material.

Mega-Damage: The acid does 3D8 M.D. per melee round to inorganic material (ceramics, plastic, metals, metal alloys, concrete and similar), but is relatively harmless to human flesh and most organic materials (skin, wood, leather, fur, etc.), as well as glass. The acid is very corrosive and will eat through even the

hardest M.D.C. alloys. The acid burns for one minute (4 melee rounds) or until washed off.

Duration: The acidic quality of the blood only lasts for a minute before becoming totally inert.

Bio-E Cost: 20 points.

Prerequisite: None.

Armored Head Crest: The Host Armor has a triceratops-like bone plate running around his head, typically rising up and out from the forehead or rimming the entire head like a headdress or crown from the top of the head to the lower jaw. In both cases the boney crest protects the head and neck. The Host Armor also has a pair of horns protruding from the forehead and boney crest for hand to hand combat.

M.D.C.: The armored head crest adds 2D4x10 M.D.C. to the Host Armor's *head.*

Mega-Damage: An extra +1D6 M.D. from head butts, +2D6 M.D. from a ram attack using the horns (both are in addition to the usual punch/P.S. damage).

Bonus: +2 to roll with punch, fall or impact.

Penalties: -5% on Acrobatics, Gymnastics and any skill that requires balance.

Bio-E Cost: 10 points.

Prerequisite: Horned Defense.

Bio-Force Field: By amplifying the natural neurolytic energy of the Host Armor, the suit is able to create a powerful bio-electric force field to protect itself and the pilot under its hide. While the field is strong, it takes a long time to recharge. Damage should be taken from the force field, and after the force field is depleted, then from the M.D.C. of the armor.

M.D.C. of the Bio-Force Field: 3D6x10 M.D.C. is standard (costs 35 Bio-E), but the M.D.C. can be increased by spending more Bio-E on it, up to a maximum of 300 M.D.C. See Bio-E Cost.

Penalty: If the M.D.C. of the Bio-Force Field is depleted, it cannot be reactivated again for 12 hours! As long as the Bio-Force Field's M.D.C. has not been depleted, it regenerates lost M.D.C. at the rate of one point per minute (that's 60 M.D.C. points per hour).

Duration: Indefinite; as long as the pilot is conscious, the force field can remain in place.

Bio-E Cost: 35 points (3D6x10 M.D.C.). If so desired, the Bio-Force Field's M.D.C. can be increased by 20 M.D.C. per every additional 5 Bio-E points spent.

Prerequisite: None.

Chameleon Skin: The color and pattern of the Host Armor's exterior can be changed to adapt to any situation, so that the armored hide can transform to look like rippling water, moving or stationary leaves, green grass and scrub, dirt and rocks, a brick wall, concrete, metal, tree bark, and similar "natural earth" patterns, colors, and environments with exactly the right shades and reflections. Cannot do bright colors; bright red, shocking pink, brilliant blue, iridescent, or neon. **Note:** Anything that is worn over or covers the changing skin colors underneath stands out on the otherwise chameleon concealed Host Armor, as do any weapons or equipment that are carried.

Likelihood of Remaining Unseen/Camouflaged:

90% Undetectable if completely still; +5% if laying flat on the ground.

70% Undetectable if moving 2 feet (0.6 m) per melee round or slower.

50% Undetectable if moving 3 feet (0.9 m) to 4 feet (1.2 m) per melee round.

30% Undetectable if moving 5 feet (1.5 m) to 7 feet (2.1 m) per melee round.

10% Undetectable if moving 8 feet (2.4 m) to 10 feet (3 m) per melee round.

Totally ineffective if moving any faster.

Bio-E Cost: 20 points.

Prerequisite: None.

Horned Defense: This is a kind of specialized heavy body armor that adds 80 M.D.C. to the main body and 30 M.D.C. to each of the armor's other locations. Any and all hand to hand attacks directed against the Host Armor with a strike roll of 12 or less mean the attacker will hit one of the horns and inflict damage to himself. The horn does 2D10 M.D. to the attacker.

Unfortunately these horns are too broad and mounted in too awkward of positions to be used as effective weapons in hand to hand combat, but help to block and absorb attacks directed at the character wearing the Host Armor (represented by the additional M.D.C.). The horns are strongly anchored to the armor and each has an M.D.C. of 22 points. Horns are arranged in rows extending outward from the spine, from just below the ears and down the back at regular intervals, right down to the sides of the legs. Each of the shoulder blades and shoulder joints have horns that extend down to the elbow joints in pairs. The overall effect looks very similar to an Ankylosaurus dinosaur.

Mega-Damage: As noted above, any attacker rolling a 12 or less cuts or impales himself on one or two of the horns and takes 2D10 M.D. Meanwhile, a running ram/body block by the Host Armor inflicts an extra 2D6 M.D. (in addition to the usual punch/P.S. damage for the character).

Bonuses: +1 to parry and +1 to disarm.

Bio-E Cost: 30 points.

Prerequisite: Horns (any size, see genetic weapons).

Increased M.D.C.: The physical structure, density and toughness of the Host Armor's flesh is genetically altered (may become thick, leathery, scaley, lumpy or hard) to withstand greater physical damage.

M.D.C.: Adds 30 pounds (13.5 kg) to the weight, 40 M.D.C. points to the main body, and 10 M.D.C. to all the other locations per each reinforcing enhancement procedure. As many as 11 reinforcements can be done, so +440 M.D.C. to the main body is the maximum that can be purchased this way. Each reinforcement instills an accumulative skill penalty of -5% to the skills Prowl, Acrobatics, Dancing, Escape Artist, Gymnastics, and Swimming.

Bio-E Cost: 10 points per Increased M.D.C. enhancement.

Prerequisite: None.

Quill Defense: Like a porcupine, the Host Armor can extend durable, sharp spines all along its body, but these quills are made of a natural ceramic-like compound able to pierce even the toughest metal alloys. These quills are limited to the back of

the arms, lower legs, and the top of the head and back, as a defense mechanism. The quills are 9 to 12 inches (22.8 to 30.4 cm) long and look like large, sharp knitting needles or thick rows of spiked hair, especially on the head and back, at least until they are raised in defense.

The quills inflict 3D6 M.D. to anyone grappling with the Host Armor or trying to apply a wrestling hold, squeeze attack, body block or pounce/leap attack on the Dreadguard. Likewise, adversaries throwing a punch or kick at the character will inflict damage but take 1D6 M.D. in return from the sharp bed of quills.

The quills can also be used as a weapon. Extending them in conjunction with a kick, elbow, knee strike, punch or forearm or backhand attack adds 1D6 M.D. to the character's normal punch/kick damage (i.e., normal punch/P.S. damage +1D6 M.D. from the quills, plus any P.S. damage bonus). The wearer of the quilled Host Armor may also pluck one or two quills (no damage or pain from plucking) and use them like a long ice pick or spike to stab and slash an opponent (1D6 M.D. per quill) as well as use plucked quills to parry an attack from an M.D. melee weapon. **Note:** The quills *cannot* be "launched," unless augmented with a Quill Launcher (see Genetic Weapons), but the quills can be pulled out by hand and thrown up to 20 feet (6.1 m), 1D6 M.D. damage per quill (up to three can be pulled out and thrown at one time).

Bonuses: Add +30 M.D.C. to the main body, +7 M.D.C. to the other body locations, and a bonus of +1 to roll with punch, fall or impact.

Bio-E Cost: 45 points.

Prerequisite: None.

Reinforced Exoskeleton: An extra-thick, extra-hard, and resilient exoskeleton and bones that are difficult to break.

Bonuses: +30 M.D.C. to the main body and +7 M.D.C. to all other locations. A head butt does +1D6 M.D., a running ram/body block does an extra +3D6 M.D., and +2D6 M.D. bonus to punches, elbows and kicks from the character. +1 to roll with punch, fall or impact.

Bio-E Cost: 5 points.

Prerequisite: None.

Regeneration: Basic. The base regeneration rate is 3D4 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other body locations. The Host Armor cannot regrow severed limbs or destroyed weapon systems unless there is M.D.C. remaining (at least one or two points), but an Engineer can generate a replacement limb and attach it with minimal difficulty. **Note:** All Host Armor and War Mounts automatically get this healing ability at no Bio-E cost. Biotics, Gore Hounds and Wing Packs can also get this enhancement for the listed cost.

Bio-E Cost: 5 points.

Prerequisite: None.

Regeneration: Enhanced. Even though all Host Armor and War Mounts have Basic Regeneration, many get Enhanced Regeneration to give them even more of an edge in combat. Enhanced Regeneration heals damage at a rate of *1D6 M.D.C. per minute* (or 6D6x10 M.D.C. per hour) for the main body and one M.D.C. per minute (or 1D6x10 M.D.C per hour) for all other locations. The Host Armor cannot regrow severed limbs or destroyed weapon systems unless there is M.D.C. remaining (at least one or two points), but an Engineer can generate a replacement limb and attach it with minimal difficulty. **Note:** Biotics, Gore Hounds and Wing Packs can also get this enhancement for the listed cost.

Bio-E Cost: 10 points.

Prerequisite: Basic Regeneration (Standard for Host Armor and War Mounts).



Regeneration: Super. This is the best regenerative power the Engineers can provide, but is performed on less than 12% of the Host Armors due to the high Bio-E cost. Damage is healed at the rate of 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 round (or 4D6 M.D.C. per minute) for all other body locations. Fingers, toes, ears and the nose can be regenerated in 4D6+24 hours. Hands and feet are regenerated in 6D6+40 hours, and an entire limb, such as an arm or leg, is regenerated in 4D6+12 days. Cannot regrow a heart or brain, but can regenerate a sick or damaged one. Of course if the human limb was lost too, the pilot will still be unable to use that limb until the healing powers of the Host Armor can regrow it. **Note:** For the pilot to regrow a lost or severed limb, he must remain inside the Host Armor until it is completely restored. Exiting the armor early means a mishapened limb or no limb at all.

Bio-E Cost: 30 points.

Prerequisite: Enhanced Regeneration.

Resistance to Cold: The Host Armor has layers of fur and/or blubber or other type of insulation that provides protection from the cold. Blubber adds a bit of extra bulk, making the Host Armor appear a little chubby or heavyset. Temperatures as low as zero Fahrenheit have no adverse effect. Magic cold and super-cold attacks do half damage.

Bio-E Cost: 3 points.

Prerequisite: None.

Resistance to Electricity: The Host Armor is resistant to electricity in all its forms and takes half damage from electrical based attacks, including lightning. It can be jolted with up to

2,000 volts without adverse effect and is impervious to the effects of static electricity. The Host Armor and its pilot are also immune to all stun weapons and attacks.

Bio-E Cost: 10 points.

Prerequisite: None.

Resistance to Heat: Glands and water storage organs, or other methods to vent heat and cool the body, enable the Host Armor to tolerate extreme heat. Temperatures as hot as 140 degrees Fahrenheit have no adverse effect. Likewise, the character can pick up and hold an item that is as hot as 200 degrees Fahrenheit without injury or pain. Fire and heat greater than that, including plasma blasts and magic fire, do half damage.

Bio-E Cost: 5 points.

Prerequisite: None.

Resistance to Kinetic Energy/Attacks: Below the surface of the Host Armor's exoskeleton is a weave of tough fibers that are very similar to Kevlar. This weave of natural internal fibers serves to cushion and slow down stabbing, cutting and piercing weapons and attacks enough to minimize damage. Bullets, arrows, knives, swords, Vibro-Blades, other sharp implements, and even rail gun rounds, shrapnel and impalement do half damage. **Note:** Blunt attacks such as punches, kicks, clubs, etc., as well as falls, explosions and impacts do full damage, as do energy blasts, fire, cold, magic and psionics.

Bio-E Cost: 20 points.

Prerequisite: None.

Resistance to Lasers: The exoskeleton of the Host Armor is embedded with tiny, naturally growing salt crystals (and no, it's not sodium/table salt). These crystals are generated as a byproduct of the suit's sweat, and as such, constantly replenish themselves. The crystals give the Host Armor's exterior a glimmering appearance, making hiding more difficult (-20% to Prowl, Camouflage and hide), but are able to scatter and deflect laser beams. As a bonus, because the tiny salt crystals are all individually formed, variable lasers are useless in overcoming the effect of the salts. Reduce all laser attacks against the suit by half.

Bio-E Cost: 15 points.

Prerequisite: None.

Resistance to Physical Attacks: A layer of heavy tissue filled with impact resistant fluid like a sort of bladder or layer of blubber cushions the Host Armor from blunt attacks (punches, kicks, bludgeons, etc.), as well as falls, explosive concussion and impacts; half damage. **Note:** Bullets, arrows, and cutting and stabbing attacks (knives, swords, spears, etc.) do full damage, as do energy blasts, fire, cold, magic and psionics.

Bonus: +2 to roll with punch, fall or impact.

Bio-E Cost: 15 points.

Prerequisite: None.

Slime Coating: The Host Armor is able to generate a slippery mucus from a variety of pores on the suit's exterior. This slimy coating makes the Host Armor incredibly slippery and difficult for an opponent to grasp, wrestle or hold on to. The only portion of the Host Armor not coated is the palms of the hands and the soles of the feet.

Bonuses: The slimy suit is +1 to dodge, +10% to Escape Artist skill and cannot be grabbed and held; slips and squeezes out of all wrestling holds, lock, pin, crush, squeeze, grapple, choke, grasp and similar holds (no damage and takes only one melee action to slip a hold).

Bio-E Cost: 5 points.

Prerequisite: Hands & Feet: Non-Skid Pads.

Stealth Field: While not true "invisibility," the Host Armor can generate a stealth field around it that renders it and anything carried by it (up to 200 lbs/90 kg in weight) semi-invisible at will. If the suit is carrying weight exceeding the weight limit, the Host Armor will remain visible, unable to generate the stealth field. The stealth field makes the suit nearly invisible, as if it were a sheet of shimmering water that reflects its surroundings. When not moving at all, the suit is completely invisible, but when the Host Armor moves it appears as a blur on the landscape. The Host Armor is 90% undetectable if standing still, 80% if moving at a leisurely walking pace or slower, 60% undetectable if jogging at half Spd., and only 33% undetectable if moving at a full run.

Neither normal vision, infrared optics, thermal-imaging systems, heat sensors, nor nightvision can see through the stealth field; however, motion detectors, sonar and radar can detect and track the blurred Host Armor with reasonable accuracy (-20% to the Read Sensory Equipment skill of those trying to locate and/or track the invisible character). Although the Host Armor may be imperceptible to the naked eye, it retains its physical mass, meaning that it cannot go through walls, and it is affected by physical attacks. The armor also still makes noise – footsteps, breathing, bumps, knocks, etc. – and may be tracked down by tracing the sounds.

Bio-E Cost: 50 points.

Prerequisite: Chameleon Skin, which is replaced by the Stealth Field.

Anatomical & Physiological Features

Any number of structural changes can be made to the Host Armor's basic anatomy and physiology to make it more effective in combat against the machines. These changes are hampered only by the fact that Host Armor contains a *living human pilot*, so many of the other possible alterations cannot be used on Host Armors. Most of these features are also available to Biotics, War Mounts, Gore Hounds, and other Bio-Tech constructs.

Adrenaline Surge: Automatically activated in life and death situations, but can also be activated on demand to accomplish any number of incredible feats. The Host Armor can initiate a surge of adrenaline once every hour to increase its wearer's speed and strength, as well as the reaction time of the pilot, by pumping additional adrenaline into his system.

Duration: The surge lasts for 1D4 minutes (4 melee rounds per minute).

Bonuses: +1 attack per melee round, +1 to dodge, +3 to save vs poison or drugs, +10 to the Splicer P.S. of the Host Armor. Also +20 mph (32 km) to the suit's running speed, +20 feet (6.1 m) to the suit's leaping distance and +20 to M.D.C. to the main body of the Host Armor. **Note:** Damage comes off of the Adrenaline bonus M.D.C. first, then the Host Armor's own M.D.C.

Penalties: After the surge subsides, the Host Armor feels tired and is -2 on initiative, -2 to strike, parry and dodge, and reduce Spd by 20% for 5D6 minutes.

Bio-E Cost: 30 points.

Prerequisite: None.

Ambidextrous: The wearer of the Host Armor can use both the right and left hands with equal skill, even if the pilot is not ambidextrous outside the suit.

Bonuses: +1 attack per melee round, +1 to entangle, automatically gets W.P. Paired Weapons skill when in the Host Armor, and +5% to the following skills: Climbing, Demolitions, Escape Artist, Pick Locks, Palming, Concealment and other sleight of hand skills.

Bio-E Cost: 15 points, plus 5 points per additional pair of limbs, but the only additional benefit is a +1 to parry bonus per each additional pair of limbs. Ambidextrous is not applicable to insect limbs, tentacles, articulated spikes, tails or feet.

Prerequisite: Enhanced Neurological Connections.

Butcher's Organ: This is the genetic memory cannibalism organ. The pilot (through the neural connections to the Host Armor) can relive the last 1D6x10 minutes of a victim's life by having the armor eat the flesh of a person who has died within the last 24 hours. But, the Host Armor is helpless for the full duration, locked in reliving the last moments of the dead person's life.

Bio-E Cost: 15 points.

Prerequisite: The Host Armor must be a carnivore (no other metabolisms can have this feature).

Circadian Rhythms: By altering the rhythms of the pilot's body, the Host Armor can adjust the pilot's dependence on sleep. With the machines attacking at all hours, this can be really helpful, because the Host Armor can allow its pilot to stay awake for up to four days straight without any ill effect (recovers from days of sleep deprivation after only ten hours of sleep).

Bio-E Cost: 10 points.

Prerequisite: Enhanced Neurological Connections.

Cosmetic Alterations: The Host Armor can have any number of small cosmetic features, tufts of fur, ridges, spines, tiny horns, pointed ears, or any other type of small alteration to customize the looks of the Host Armor (these features have no combat use).

Bio-E Cost: 1 Bio-E point for each cosmetic feature added to the Host Armor.

Prerequisite: None.

Enhanced Leaping Ability: The leaping ability can be increased to a maximum of 200 feet (61 m) high or across from a standing position. Plus, at no extra Bio-E cost, the Host Armor can hurl itself an additional 50 feet (15.2 m) high or 100 feet (30.5 m) across, with a running start of at least 40 feet (12.2 m).

Bio-E Cost: 5 points per each additional 10 feet (3 m) high or across.

Prerequisite: None.

Enhanced Mental Attributes: Biotics and Gore Hounds (but *not* the other Bio-Tech constructs) can have starting attributes increased by a maximum of six points each.

Bio-E Cost: 20 points per each attribute point increased beyond the initial attributes rolled. Prerequisite: None.

Enhanced Neurological Connections: The Host Armor's spinal cord and neurological connections to the pilot are modified to carry signals from the pilot's brain to the Host Armor's body faster than normal. This allows for faster reaction time and excellent reflexes: +2 to initiative, +1 to disarm, *+2 to automatic dodge.* An automatic dodge is "automatic" in the sense that it is a quick, reflex action like a parry, in which the character bends, bobs and weaves in such a way as to dodge without using up a melee attack/action. Roll 1D20 to determine if the dodge attempt succeeds as usual; do not apply other dodge bonuses to the automatic dodge. An automatic dodge can be used to try to dodge any attack, including bullets and energy blasts. This enhancement causes the pilot and Host Armor to be a bit jumpy and fidgety.

Bio-E Cost: 20 points.

Prerequisite: None.

Enhanced Operational Lifetime: A Host Armor or War Mount can have its total life span increased by up to forty years.

Bio-E Cost: 3 points per five years added to its overall life span.

Prerequisite: None.

Enhanced Physical Strength: The maximum P.S. for Biotics and Gore Hounds (or other constructs) is only P.S. 40. Host Armors and War Mounts can have a maximum P.S. of 60. Physical Strength does not apply to Wing Packs.

Bio-E Cost: 10 points per each P.S. point beyond the starting P.S. attribute. Also, the Biotics and Gore Hounds can have their basic P.S. increased to Splicer/Robotic P.S. for just 50 Bio-E points. Thus, to increase a Biotic's normal P.S. of 22 to the Splicer level P.S. of 34, costs a total of 170 Bio-E Points.

Prerequisite: None.

Enhanced Speed Factor: The basic Host Armor is listed with a standard speed rating for running, digging and swimming. However, the Speed Factor can be increased. The maximum running speed for a Biotic or Host Armor is 300 mph (480 km), but it is increased for Gore Hounds (approx. 450 mph/720 km). The maximum increase possible for the War Mounts is only 60 mph (96 km). Wing Packs obviously cannot run. Digging rates for a Biotic, Host Armor, Gore Hounds and War Mounts (but not Wing Packs) can be increased to a maximum speed of 60 mph (96 km). The swimming speeds can also be increased to a maximum of 60 mph (96 km) for all. Of course, flight capabilities can be built into a Biotic, Host Armor or Gore Hound, but not the others.

Bio-E Cost: 10 points per each 5 mph (8 km) of speed rating beyond the starting Spd attribute. Thus, to increase a speed rating of a standard Host Armor from 60 mph (96 km) to the maximum of 150 mph (240 km) would cost 180 Bio-E points.

Note: The individual speed ratings for running, digging and swimming must be increased separately.

Prerequisite: None.

Floating Air Bladder: Similar to a fish, this is an internal air bladder that is used to control one's depth in the water, and is like having a built-in life jacket or submarine (remember that a basic Host Armor already includes a system of gills). Maximum depth tolerance for the Host Armor increases to 3000 feet (914 m) without fear of contracting the bends. In the alternative, the Host Armor can float effortlessly on the surface of the water for an unlimited number of days.

Bio-E Cost: 10 points. However, 30 points extends the maximum depth tolerance to 6000 feet (1828 m) total. Biotics, Gore Hounds and War Mounts may also get this enhancement and can get gills for breathing underwater for just 5 Bio-E points.

Prerequisite: None.

Glow Cells: The cells are clustered on the arms, chest or forehead (can have up to six on one arm or up to four on the forehead) of the Host Armor to generate a weak light from a biochemical reaction. About 60 watts is produced by the bioluminescence, roughly equal to a dim light bulb, but is enough to read by. The light produced can be seen from about three hundred feet (91.5 m) away. Glow Cells may be genetically tweaked to radiate visible light or ultraviolet or infrared spectrums of light (the player may choose).

Bio-E Cost: 3 points for each glow cell.

Prerequisite: None.



Increased Metabolic Rate: This feature makes the Host Armor more alert and fast, but also tends to make it, and its pilot, a bit hyperactive and antsy during peaceful, quiet times. The high metabolic rate comes with a price, it must be supported with frequent naps and constant eating (triple the usual amount for its metabolism). The armor must be totally inactive for 20 minutes for every four hours of activity in addition to its normal sleep/rest requirements, but the pilot can always get out of the Host Armor while it rests.

Bonuses: +1 attack per melee round, +1 on initiative, +1 to strike, and +20 mph (32 km) to running speed. It can also leap 20 feet (6.1 m) higher and 40 feet (12.2 m) farther across than usual.

Bio-E Cost: 45 points.

Prerequisite: The Host Armor must be a carnivore, herbivore or omnivore (no other metabolisms can have this feature).

Lazarus Glands: This is one of the pinnacles of genetic manipulation. These glands are able to completely regrow the Host Armor even after its "death," using the Host Armor's own dead flesh, as well as any nearby organic waste as the fuel for the regrowth process. Only the complete destruction/atomization of the Host Armor and the Lazarus Glands will stop the regrowth of the Host Armor.

Complete physical regeneration takes the form of a slowly growing blob of flesh, that takes 2D6 days to grow. At the end of that period, the Host Armor is reborn, emerging from the blob whole again, with all its *original* bonuses and abilities, but its M.D.C. is permanently reduced by 10% on all locations. In this way the pilot can save the DNA code of his original Host Armor (and its Bio-E), thereby preventing the pilot from having to create an all new Host Armor (and losing all that Bio-E already spent). There is a percentage chance equal to the P.E. of the pilot that the Lazarus Glands also regenerate, if not, this rebirth will be its last, due of the loss of the glands.

Bio-E Cost: 80 points.

Prerequisite: Increased Metabolic Rate is necessary to fuel the regrowth process.

Quick Clotting Blood: The Host Armor's blood clots and binds quickly to prevent bleeding and blood loss. Stops bleeding from small cuts and abrasions in 4D6 seconds, and serious wounds in 1D4 melee rounds without need for any bandages or sutures. Although bleeding is only a minor problem for Host Armor, this clotting feature will also heal over any wounds or amputations of the pilot's caused by the loss of a Host Armor's limb (and the pilot's with it), saving the life of the pilot inside the armor.

Bio-E Cost: 5 points.

Prerequisite: None.

Resin Ducts: In combat, the Host Armor can exude a 3 foot (0.9 m) glob of soft, sticky resin that dries in a matter of one melee round (15 seconds) to be as hard as stone. In combat, the sticky glob can be used to slow, trip or incapacitate an opponent. Or it may be used to glue an opponent (especially if the opponent is momentarily incapacitated) to a stationary vehicle, a tree, wall or floor, provided the victim can be made to stay still long enough. Who needs handcuffs when one can exude a fast drying resin?

Size: Each glob represents about 3 feet (0.9 m) of resin which is enough to cover roughly half a human-sized target. A person must be covered halfway to suffer the penalties listed below. To be restrained completely, the victim must be "globbed" twice, once at the feet and legs, and once above the waist. But the Host Armor can release smaller amounts to pin/bond just a hand or a weapon (a weapon covered in resin can't fire), create resin handcuffs, or resin patch, etc.

The location from which the resin is released is typically in the forearm or an opening in the base of the palm, the wrist, or elsewhere on the back of the forearm.

Range: Touch or hurl up to 50 feet (15.2 m) and it is treated as a thrown attack.

Duration: Instant creation of the resin which dries to rock-hard solid in one melee (15 seconds). The Host Armor can release an enzyme that removes the resin in just one melee action (4 seconds).

Damage: None, but the heavy goop clings to the clothes, body armor and flesh and impairs movement. The victim can feel the

material getting firm and less giving with each passing second. This is the time to remove the stuff! Getting the resin off while it is still soft uses up 1D6 melee actions, and there will still be a thin coating with small clumps stuck to the victim like caked mud (only it's as hard as concrete and doesn't flake or brush off). However, there is not enough to impair movement, only mar clothing, shoes or armor.

Removal can be accomplished by scraping the resin away with anything that is sharp or shovel-like (while soft, even a piece of wood will do the trick). Turpentine, gasoline, or paint thinner helps to reduce the stickiness and aid in the removal. While still soft, the thick, heavy resin sticks to everything, making unprotected fingers and hands especially vulnerable to getting stuck together (and making the use of handheld weapons and tools impossible or impaired). Getting the "enzyme" fluid released by the Host Armor will dissolve even hardened resin, but it also does 1D6 S.D.C. damage to the victim or object covered by the resin.

Effects: Having one's legs and feet encased in resin makes mobility impossible. The victim's speed is zero, and all combat bonuses (if any) are reduced by 70% (to about 1 or 2). Obviously, running, leaping, dodging, swimming, acrobatics and gymnastics are impossible, and the only climbing one can do is rappelling at -40% due to the awkward weight holding one down and the inability to use one's legs.

If the resin hits squarely in the chest, covering the torso and arms up to the neck, joints are welded in place by the hard, unbending crust. The victim is effectively wearing a resin strait jacket, his limbs frozen in whatever position they were in when the glob hardened. This can give the victim the appearance of being a living scarecrow or a runaway mental patient in a body cast. Speed and balance are reduced by half, all combat bonuses (if any) are reduced to zero, and attacks per round are down to only two. Climbing and any use of one's arms and hands is impossible, as is performing any skills that require the use of the hands. Even if the head is encased in the resin, the victim will NOT suffocate, because the resin is naturally porous and lets air in, but the eyes will be covered, effectively blinding him (-10 to all combat rolls).

M.D.C. of the Resin: After the resin hardens, a single gob (covering half a body) requires 3D4x10 M.D.C. to be remove. If the resin covers the whole body, double the M.D.C. Small hand-size or handcuff-size resin gobs have 1D4x10 M.D.C. Removal of resin can be done with carefully placed energy blasts, explosives, or a chainsaw, chiseling and so forth, but whatever method is used, one must be careful not to injure the person underneath. Alternately, the Dreadguard who created the resin, or any other Host Armor who can create resin, can secrete an enzyme fluid that dissolves the resin. But as noted earlier, it also does 1D6 S.D.C. damage to the victim or object covered by the resin.

Other Uses than Combat: The resin can be used to create weapons and tools, patch stone, concrete and steel, or reinforce construction projects or to do quick repairs on buildings, armor, or other simple objects. To make weapons and tools, the resin is usually placed into molds, like plaster, and allowed to harden.

Attacks per Melee: Each use of resin or each creation of a resin glob counts as *two* melee attacks, but each resin duct can only be used *once* per melee round.

Payload: The Host Armor can manufacture enough resin for only *eight uses per hour*, +1 per additional 5 Bio-E spent. Regeneration of resin is a natural occurrence.

Bio-E Cost: 25 points per resin duct and 5 Bio-E per each additional glob available per hour added to the payload.

Prerequisite: None.

Righting Reflex: The Host Armor automatically relaxes, rights itself and lands on its feet or in a way to minimize any damage the same as a cat. Like felines, the Host Armor has a unique "vestibular apparatus" that allows the wearer to orient himself in midair and land safely on all fours (hands and feet), spreading and absorbing damage that would otherwise cause injury.

Bonus: +3 to roll with fall or knockdown impact (but not punches and kicks), and takes no damage from any fall less than four stories high (approximately 48 feet/14.6 m), automatically landing safely on all fours, and takes only half damage from any falls from a greater height up to 1000 feet (305 m). A fall from a height greater than 1000 feet (305 m) requires a successful roll with fall to reduce damage by half.

Bio-E Cost: 5 points.

Prerequisite: None.

Spinnerets and Webbing: The Host Armor can spin and release webbing similar to a common spider. The location of the spinnerets on the Host Armor is typically the forearm, but it may also come from the mouth or a separate appendage mounted on the forearm or shoulder or on the feet.

Weight Limit: A webbing strand or line can support 2000 pounds (900 kg) and has 10 M.D.C. per 10 foot (3 m) length.

Range: Webbing has a few uses. 1) It can be created and woven to create a netting-like web. The netting web can be large or small and used to cover and block an entrance, or for climbing. It can also be used to create a man-sized net to toss on/over an opponent to entangle, capture or impair his movements (+3 to entangle), or used like the gladiators of old to entangle an opponent's foot or disarm him, using the web netting more like a whip; +2 to disarm or entangle.

2) Webbing can be created and used like rope to climb, tie up and secure articles or bind prisoners.

3) Casting or flinging web outward, up to 100 feet (30.5 m), to be used like a short-range grappling hook that sticks to whatever it hits. In this case, the use of the webbing is treated as a *thrown attack* and can be climbed once cast, or used to entangle, disarm, or tie up an opponent.

A cast web attack (shooting the webbing on an opponent) will entangle him. Getting caught in a single strand of the stuff reduces the victim's movements and inflicts the following penalties: -1 on initiative, -1 to strike, parry and dodge, and reduces Spd by 10%. An additional web line inflicts the same accumulative penalties, with each line entangling and tying up the victim more and more until he can barely move at all. Five lines typically completely entangles and pins/incapacitates an opponent. Each web line counts as one of the shooter's melee attacks. Bound victims can cut themselves loose fairly easily with an M.D. blade, unless they are pinned/entangled and incapacitated (15% chance of being pinned/incapacitated per web line).

Duration: The webbing dissolves 6D6+10 minutes after it is released by the Host Armor, unless a special chemical secretion is

applied (done at will as the web is released) to make it semi-permanent (lasts for 4D6 months unless cut or shredded like rope). However, the application of the permanence chemical makes each release of webbing count as three melee attacks. Besides, the Host Armor seldom needs long-lasting webbing.

Payload: The Host Armor can manufacture enough webbing for 12 uses per hour, +2 additional for every extra 5 Bio-E spent at the time of purchase. Natural Regeneration of webbing.

Bio-E Cost: 20 points per spinneret; 5 Bio-E per extra two uses added to the payload.

Prerequisite: None.

Additional Limbs & Enhanced Arms & Hands

When adding additional appendages (arms, insect limbs or tentacles), the limbs taken reduce all the numbers of additional appendages available, regardless of the type. For example: If the character takes an extra pair of humanoid arms, he is now limited to adding just one more pair of humanoid arms, two pairs of insect limbs or four pairs of tentacles, and so on.

Additional Pair of Humanoid Arms: The Host Armor can get an extra pair of arms and hands added to its frame. Strength is equal to whatever P.S. the Host Armor already has, but any other enhancements must be purchased separately for the pair.

Bonuses: The extra pair of limbs adds one melee attack and a bonus of +1 to parry, disarm and entangle.

M.D.C. of the Additional Limbs: 2D6x10+10 M.D.C. for each limb.

Maximum Number of Additional Humanoid Limbs Possible: Two pairs.

Bio-E Cost: 30 points per pair.

Prerequisite: None.

Additional Pair of Insect Limbs: These appendages can be added to the rib cage, upper arms or shoulders. The P.S. of the limbs is +10 to the P.S. the Host Armor already has, but any other enhancements must be purchased separately for the limbs.

Insect Limbs are hard as steel but have no hands or fingers, so they cannot perform skills, but they can strike in combat and parry blows from melee weapons. A strike from an Insect Limb does 2D6 M.D. plus the usual damage from Splicer/Robotic P.S. punch. Multiple Insect Limbs can strike at the same target, as part of a single, simultaneous "volley attack" to do additional damage, but only add in the Splicer's normal punch damage once, regardless of the number of Insect Limbs that hit. Also, like using a missile volley, roll to strike only once, either the entire volley of limbs hit or they all miss. The victim of an Insect Limb volley attack can only parry or dodge two of the limbs in the volley, four if he has the Paired Weapons skill.

Bonuses: +1 melee attack per pair of limbs, and +1 to parry, disarm and entangle.

M.D.C. of the Insect Limbs: 4D4x10+40 M.D.C. per limb.

Maximum Number of Limbs Possible: Four pairs (that's up to eight limbs).

Bio-E Cost: 30 points per pair.

Prerequisite: None.

Additional Pair of Tentacles: The Host Armor can have a number of tentacles growing from its rib cage, back, upper arms or shoulders. Tentacles are not as articulated as hands with opposable thumbs, but can hold and carry objects, thus they can use melee weapons and tools, open doors, and operate basic equipment. The tentacles do the same damage as a punch when striking in combat.

Bonuses: +1 to parry, +5% to the Acrobatics, Gymnastics, and Climb skills. For every *four* tentacles the Host Armor acquires, it gets one additional melee attack and is +2 to entangle and pin.

Penalties: Skills that require fingers and a delicate touch, such as Demolitions, Palming, Pick Pockets, Pick Locks, Medical and Mechanical skills, and similar, suffer a skill penalty of -20% when performed with the tentacles alone. Likewise, tentacles only get half the character's usual combat bonuses to strike and parry when using a handheld weapon.

M.D.C. of the Additional Limbs: 1D6x10+10 each.

Maximum Number of Limbs Possible: Eight pairs (that's as many as 16 tentacles).

Bio-E Cost: 25 points per pair.

Prerequisite: None.

Arms: Elongated Arms: The arms of the Host Armor are unnaturally long and oversized like those of a monkey or gorilla. However, they add five points to the Host Armor's P.S., with a reach advantage; can reach four feet (1.2 m) beyond a Host Armor's normal arm length.

Bio-E Cost: 10 points per pair of enhanced arms.

Prerequisite: None.

Hands: Armored Skin: The hands are made thick and a bit oversized because they are given a heavy, tough skin that feels like the hide of a rhinoceros. In addition, the tops of the hands have a segmented, hard shell-like covering dotted with a dozen small spikes reminiscent of a crab or some insects. The armored coverings add 1D4x10 M.D.C. to the hands (both hands get the same amount), but there are penalties in addition to the obvious advantages.

Mega-Damage: +1D6 M.D. to punch damage in addition to the usual punch damage for Splicer/Robotic strength.

Bonuses: +1 to pull punch, and the armored hands are M.D.C., so they can parry and grab Mega-Damage blades and other weapons without injury to the hands. The hands are also resistant to heat and cold which means they take half damage from them.

Penalties: -1 to shoot guns and other ranged weapons, -10% to use small or delicate tools and equipment (fingers are 50% to 200% thicker than normal), and -10% on skills that require a delicate touch such as Demolitions, Demolitions Disposal, Mechanics and building, Palming, Pick Pockets, Pick Locks, Medical skills, and similar.

Bio-E Cost: 10 points per pair of enhanced hands.

Prerequisite: None.

Hands: Pincers or Scythes: A replacement of normal hands with those resembling the pincer claws of a crab or scorpion. In the alternative, the hands can be turned into praying mantis-like short swords/scythes (straight edge or serrated) that fold up, under the forearm when not out for combat. While both are decent weapons, they are greatly inferior to articulated hands needed to perform most skills and to operate machinery.

Mega-Damage: +4D6 M.D. plus the usual punch damage as per Splicer P.S., and can parry other M.D. weapons and attacks without taking damage themselves.

Bonuses: +1 to strike and parry, +2 to disarm, +1 to pull punch, and the pincers or scythes have a starting M.D.C. of 40 each, so they can parry and grab blades and other weapons without injury. They are also impervious to heat and cold, which means the inhuman hands can plunge into boiling or icy cold water, pick up burning coals, etc., and suffer no damage at all.

Penalties: -20% on most skills requiring limited use of the hands such as rappelling (pincers can grasp a rope nearly as well as hands) and Swimming, but -50% on skills that require fingers and or manual dexterity such as Demolitions, Palming, Medical skills, building, and so on.

Bio-E Cost: 10 points per single hand (1) to be augmented.

Prerequisite: Armored Skin hand coverings (new enhancement replaces the old hand). Cannot be added to or replace Insect Limbs or Tentacles.

Hands: Stabbing Tendrils: The Host Armor's fingertips end in hardened, claw-like caps, but these caps are actually small tentacles that can be extended at will to attack victims up to 12 feet (3.6 m) away, or used to reach objects at a distance.

Mega-Damage: Each of the stabbing tendrils only does 1D4 M.D., but all the stabbing tendrils on a single hand may be used in one volley (for a total of 5D4 M.D.; assuming all five fingers have Stabbing Tendrils). Once the target has been stabbed/pierced, the Host Armor can remove the tendrils at any time or can keep them impaled in his victim/target, yanking and pulling the victim around, but not so hard as to pull the tendrils completely out. This yanking the victim around tactic does an additional 5D4 M.D. with every move/yank attack and impairs the victim (-2 on all of his combat moves). If stuck fast, the target can either try to cut through each of the small tentacles (they each have 1D6+12 M.D.C.), or try to pull them out of the body (requires a combined P.S. of 30), or just try to destroy the Host Armor itself. The wearer of the Host Armor can also "reel in" a victim in just one melee action/attack (3-4 seconds), and once he has brought the victim in close, can then go to work on him with other weapons.

Bonuses: +10% to Climbing skill when using the tendrils, and +2 to entangle.

Penalties: Skills that require delicate fingers and/or manual dexterity such as Demolitions, Palming, Picking Pockets or Locks, Medical skills, etc. suffer a skill penalty of -15% when performed with the Stabbing Tendrils hand.

M.D.C. of the Stabbing Tendrils: 1D6+12 M.D.C. (all tendrils have the same M.D.C. amount).

Maximum Number of Tendrils Possible: All 5 digits on each hand can be upgraded, but only one hand is used in a given attack.

Bio-E Cost: 5 points per each finger to which a Stabbing Tendril is added.

Prerequisite: None.

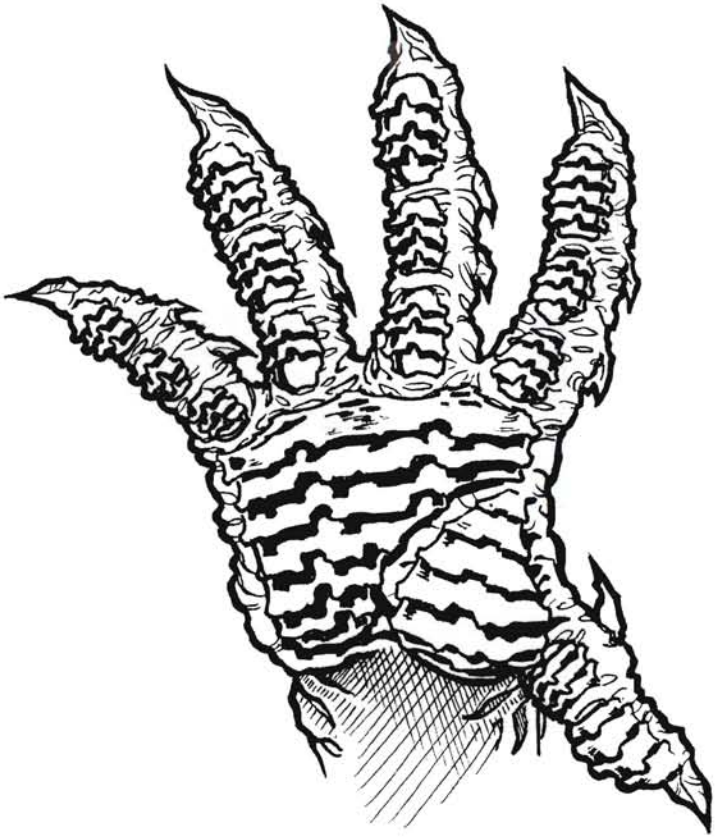
Hands: Suction Cups and Gripping Hairs: This enhancement can be added to the fingers and toes, as well as any extra limbs, insect limbs or tentacles. The suction cups stick to any smooth surface (polished metal, glass, plastic, etc.), and the gripping hairs cling to most rough surfaces that the suction cups cannot (concrete, rock, wood, etc.). The end result is the Host Armor can attach itself to most solid surfaces, and climb and scurry across walls and ceilings. Only loose rocks, crumbling plaster, ice, oil, force fields, and similar surfaces are unclimbable.

Limitations: Climbing speed is one third the usual running speed of the Host Armor and the pilot cannot carry more than a third of his usual amount when climbing or upside down.

Bonuses: +30% to Climbing skill (if the pilot does not have the Climbing skill this power gives him a base Climbing ability of 50%).

Bio-E Cost: 5 points per pair of hands or feet (10 points to do a pair of hands and feet).

Prerequisite: None.



Hands & Feet: Non-Skid Pads: The pads of the Host Armor's hands and feet (or even tentacles) are covered with a rough, granular, sandpaper-like skin that can be used for extra grip. Host Armor is not likely to lose its grip even if a 1-4 is rolled on a D20 in combat, and the pilot inside gets good traction and balance running even on smooth or oily surfaces such as polished metal, glass, stone, etc. – running speed is reduced by half on slick surfaces, but there is little chance of actually falling; 01-08%.

Bonuses: +5% to Climbing and Gymnastic skills and +10% to maintain balance.

Bio-E Cost: 3 points per pair of hands or feet (6 points for a pair of hands and feet).

Prerequisite: None.

Hands & Feet: Webbed Fingers & Toes: A very simple modification that adds a bonus of +15% to the Host Armor/pilot's Swimming skill or gives him a base skill of 40% if he does not have the Swimming skill; requires fingers and toes.

Bonus: Also increases swimming speed by 30 mph (48 km/25.9 knots).

Bio-E Cost: 5 points per pair of hands or feet augmented.

Prerequisite: None.

Legs & Feet

Legs: Articulated Spines: There are 2D4+6 stubby spines on the upper body (chest and shoulders) and 2D4 on each hip. These are firm, rubbery appendages that resemble short, thick spikes or the stubby legs of a caterpillar, protruding 6-10 inches (15-25 cm) from the Host Armor. They cannot perform skills or inflict damage to an opponent, but can move and rotate to climb walls and rough surfaces (concrete, stone, wood, rusted metal, etc.) very much like a millipede or caterpillar. The Articulated Spines can also be used to wiggle out of rope, a straight jacket and similar bindings (+5% to Escape Artist skill). Climbing speed is one quarter the normal running speed, but there is no fear of losing one's grip and falling.

Special Reflex Defense: If the pilot is stunned or knocked unconscious, the Articulated Spines of the Host Armor take action and slowly crawl away to the nearest hiding place (under a table or desk, behind cover, down a hole, etc.), but cannot go more than 1000 feet (305 m) before becoming inert. If the ground is soft enough the spines may dig into the earth to hide just below the surface.

M.D.C. of the Articulated Spines: Each of the Articulated Spines has 10 M.D.C.

Bonus: +5 to the Climbing skill (climbs like a slow moving caterpillar up walls), +5% to Prowl skill or provides a basic Prowl ability of 25%.

Bio-Cost: 20 points. Costs an extra 10 Bio-E points to add the same number of spines to the back and underside of the hips.

Prerequisite: None.

Legs: Elongated Running Legs: The legs of the Host Armor are exceptionally long and have a third leg section with an additional joint just before the foot, very similar to a dog's hind leg. These elongated legs provide +28 (+20 mph/32 km) to the running speed of the Host Armor, and add three feet (0.9 m) to the Host Armor's height.

Speed Burst: Legs designed for running make it possible to put on a burst of speed that doubles the character's Speed for a short burst of 3D4 melees (45 to 180 seconds). After a short burst, however, the Host Armor must be allowed to rest for at least 3D6 minutes and is -3 on initiative, and -3 to strike, parry and dodge until the Host Armor does get rest and recovery.

Bio-E Cost: 15 points.

Prerequisite: None.

Legs: Multiple Pairs of: The standard pair of humanoid legs is removed and two or more pairs of inhuman legs put in its place. Having four or more legs requires a modified torso similar to that of an insect, spider, or horse. The multiple legs of the Host armor often have an animal or insect appearance and all usually look the same. The pilot's own legs are curled or tucked away inside the Host Armor (typically in the lower body of the modified torso) and may require him to assume a seated or kneeling position.

Bonuses: Each pair of legs adds +20 mph (32 km) to the Host Armor's running speed and +10% to its overall balance.

M.D.C. of the Modified Lower Body: +3D6x10 M.D.C.

M.D.C. of the Legs: 3D4x12+10 per each leg; all have the same M.D.C.

Maximum Number of Legs Possible: Total of four *pairs* of legs can be made part of the Host Armor, that's a total of eight (the pilot's legs are tucked inside the armor).

Bio-E Cost: 25 points for two pairs of legs (4); this includes the cost for the modified torso to accommodate them. Each additional pair of legs (2 or 4 more legs may be added) costs another 25 Bio-E points (75 Bio-E to have a total of eight legs).

Prerequisite: None.

Legs: Hoofed Feet: The normal humanoid feet of the Host Armor are replaced with hard, horse-like hooves designed for running.

Bonuses: +40 mph (64 km) to the Host Armor's running speed, +1 to dodge, and +2D6 M.D. to kick damage in addition to the usual kick damage as per Splicer P.S.

M.D.C. of the Hoofed Feet: 40 M.D.C. per foot.

Bio-E Cost: 10 points for both feet to be hoofed.

Prerequisite: None.

Legs: Leaping Legs: Special "rubber band" muscles in the Host Armor's legs enable the Host Armor to leap 60 feet (18.3 m) high or 100 feet (30.5 m) across from a standing position, and increase the distance by 30% with a running start.

Bonuses: +1 to dodge when leaping and adds +6 M.D. to leap attacks and kicks only.

Bio-E Cost: 10 points.

Prerequisite: Elongated Legs.

Legs: Serpentine Lower Body: The Host Armor's normal lower body, hips, legs and feet are replaced by a long serpent body and tail. The snake portion of the body alone is about twice the size of a man and gives the Host Armor the mythical appearance of being half-man and half-snake. The pilot's own legs are held together in the topmost part of the Host Armor's serpentine lower body. The serpentine portion of the body has a starting M.D.C. value of 5D6x10 points. The pilot's legs are only vulnerable if the lower body is destroyed.

Size: Adds 1D4+12 feet (3.9 to 4.9 m) to the Armor's overall length, and can crawl/slither close to the ground (about 3 feet/0.9 m tall) or raise its upper body like a cobra or rattlesnake to stand up to 11 feet (3.3 m) tall.

Bonuses: +6 to Host Armor's P.S. attribute, +6D10+12 M.D.C. to the main body, +1 on initiative, +3 to entangle, +5 to automatic dodge (can bob and weave to dodge without using up a melee attack/action, but the character must still roll to see if the dodge is successful; only use the bonus listed here), and +10% to balance, Prowl and Swimming skills.

Penalties: The serpentine lower body is slower than legs; reduce the Host Armor's final speed by half.

Mega-Damage: 4D6 M.D. for a tail slash (do not add any other damage bonuses).

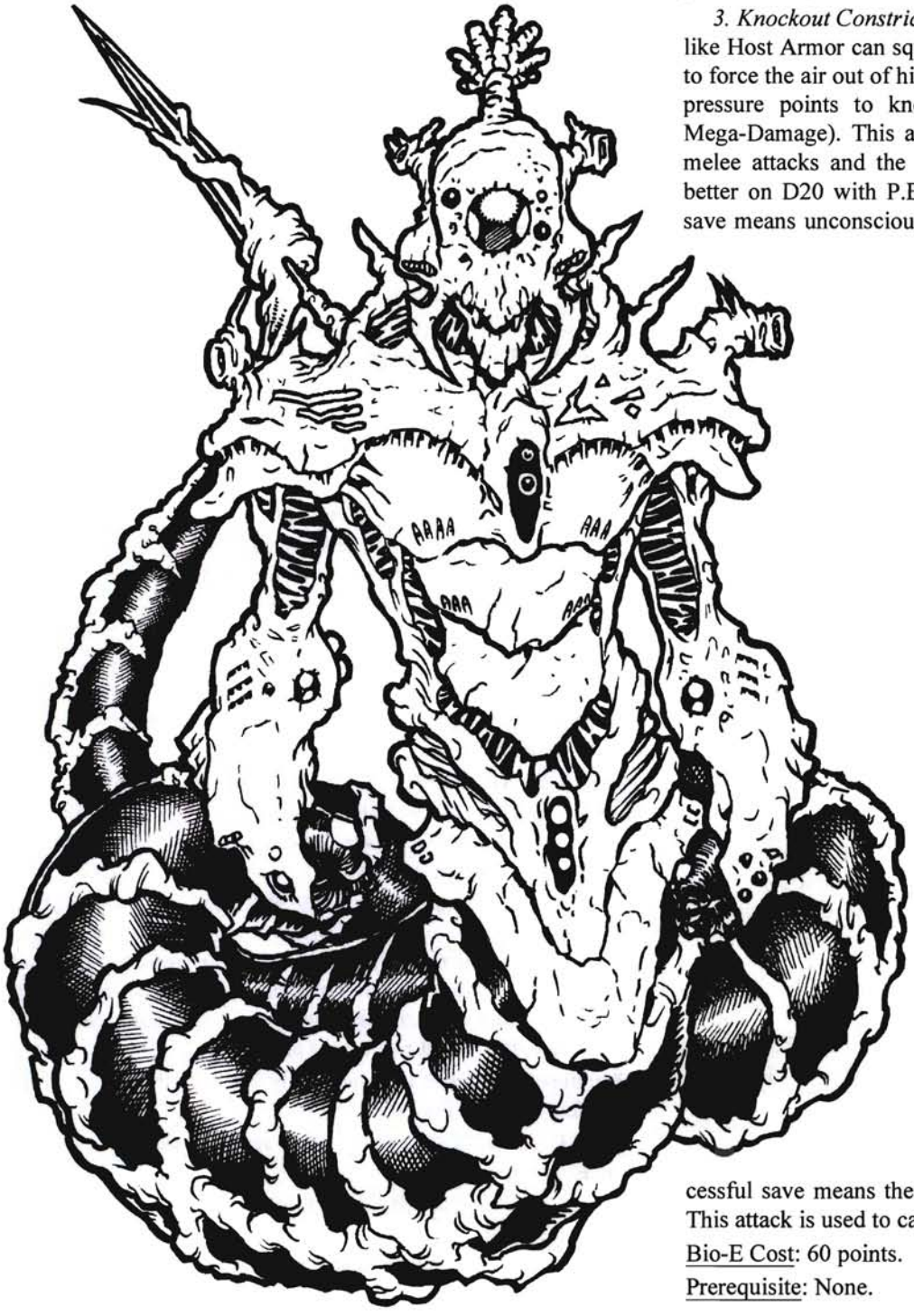
Special Constriction Attacks: All of the Host Armor's muscles are of the constrictive type, able to hold, squeeze and crush his victim. All squeezing, whether from wrapping a flexible body

around a victim, or from wrapping the arms around in a wrestling style lock, is stronger and quicker because of the special design of the Host Armor's muscles. Constriction can be used to Pin/Incapacitate or for Crush/Squeeze attacks the same as the Wrestling skill. Both combat moves require a successful roll to strike. If successful, and the attack is not parried or dodged, the Host Armor has a "bear hug" or "body lock" on his victim.

1. Pin/Incapacitate: If constrictive body muscles are used to pin/hold an opponent, then the victim is completely helpless, unable to attack, defend, or take any physical action until released. (**Rifts® Note:** Psionics or any "mind power" can be used while pinned. Likewise, magic spells can be cast as long as the mouth is not covered.) The victim does not take damage, but remains incapacitated and helpless until released or allies pull him from the clutches of the serpent. However, that requires a combined Splicer or Robotic P.S. that is double the P.S. of the Serpentine Host Armor. The only way to save vs this attack in the first place is to *dodge* out of the way.

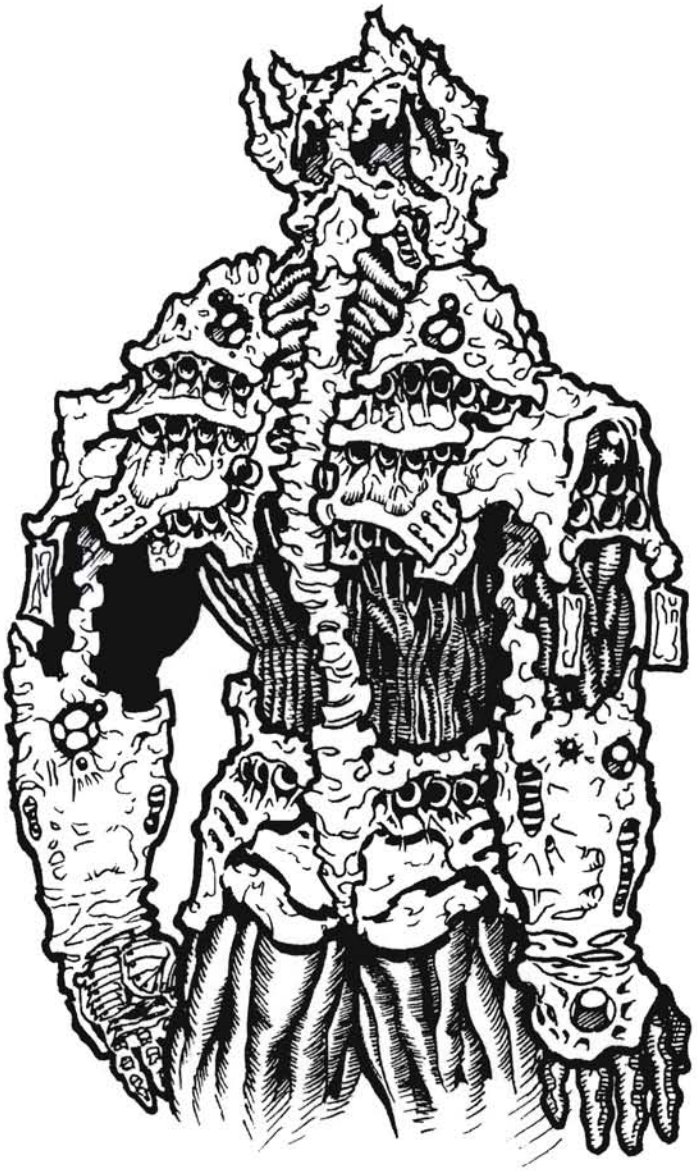
2. Crush/Squeeze: Constricting Attacks first require that a victim is successfully entangled/grabbed and held. But instead of holding tight, the Serpentine Host Armor squeezes with the intent to crush and hurt its captive. Damage is 3D6 M.D. per squeeze +Splicer P.S. punch damage. Each constriction of the body counts as one of the Host Armor's melee attacks/actions. However, because the intent is to hurt rather than hold, victims can use their Escape Artist skill at +10% to escape (slip the hold), or the victim can pull away (counts as one melee action/attack) or be pulled out of the serpent's hold by comrades, provided they match the armor's Splicer P.S.

3. Knockout Constrictive Attack: In the alternative, the snake-like Host Armor can squeeze an opponent in just the right place to force the air out of his victim's lungs or press on just the right pressure points to knock the character out (without doing Mega-Damage). This attack uses up two of the Host Armor's melee attacks and the victim gets to *save vs blackout* (16 or better on D20 with P.E. bonuses to save applicable). A failed save means unconsciousness that lasts for 1D6 minutes. A successful save means the victim's body aches, but nothing more. This attack is used to capture S.D.C. targets like humans.



Bio-E Cost: 60 points.

Prerequisite: None.



Flight Appendages

Fully Functional Wings: A pair of feathered, leather, or insect (wasp or dragonfly-like) wings are grown from the Host Armor's back to give the Host Armor flight and VTOL capabilities.

Flying Ability: 100 mph (160 km) with a maximum altitude of 15,000 feet (4572 m).

Bonuses When in Flight: +1 on initiative, +1 to strike, +2 to dodge and +1 to roll with fall or impact in flight.

M.D.C. (2 Wings): 4D6+30 for Feathered Wings, 5D6+30 for Leathery, and 3D6+30 for Insect (same M.D.C. for both wings).

Bio-E Cost: 25 points. Flight speed can be increased by +20 mph (32 km) for 6 Bio-E points. The speed can be upgraded in this manner seven times (140 mph/224 km extra) for a possible maximum speed of 240 mph (384 km).

Prerequisite: None.

Gliding Membranes: The Host Armor has a blanket of loose skin that extends from the wrists to the ankles, like that of a flying squirrel. This membrane is used to "ride" the air currents. Take-off requires strong winds or jumping from a height of at least 30 feet (9.1 m). Typical speed is 20 mph (32 km), but can increase up to 50 mph (80 km) if riding a strong wind. However, when riding an actual wind, the suit can only glide in that same direction, and winds greater than 50 mph (80 km) are too strong to use. Maximum altitude is 10,000 feet (3048 m).

Bonuses When in Flight: +1 to dodge and +1 to roll with fall or impact in flight.

Bio-E Cost: 10 points.

Prerequisite: None.

Organic Thrusters: Mounted on the back of the Host Armor is a set of Organic Thrusters, that are the equivalent of a biological jet pack. At the top of the Organic Thrusters are two large air intake orifices that suck in the air. Then an internal set of baffles, similar to a set of hearts, compresses the air and forces it out through four small cones at the base of the thrusters. Direction and control is performed by moving the cone-like thruster ports, and the overall effect is like a vectored thrust jet engine, just not as fast.

Flight Ability: 200 mph (320 km), with a maximum altitude of 25,000 feet (7620 m).

Underwater: May be used underwater with a speed of 100 mph (160 km).

Bonuses When in Flight: +1 on initiative, +1 to strike, +2 to dodge and +2 to roll with fall or impact in flight.

M.D.C.: The Organic Thrusters have 4D4x10 M.D.C. each, and the four thruster ports have 1D4x10+10 each.

Bio-E Cost: 35 points. Speed can be increased by +20 mph (32 km) for 10 Bio-E points. The speed can be upgraded in this manner up to 10 times (200 mph/320 km extra), for a maximum possible speed of 400 mph (640 km). Underwater speed is half the air speed.

Prerequisite: None.

Prehensile Appendages

Prehensile Feet/Toes: The genetically altered feet greatly resemble those of a monkey or chimpanzee, with long, finger-like toes, and a thumb-like big toe for grasping and holding. The Prehensile Foot is not developed enough to throw an object or fire a weapon with any degree of accuracy (-6 to strike), but can easily pick up and hold or carry items, press buttons, untie rope, turn doorknobs, pull levers and even play the piano (although not too well; half the normal skill with hands).

Bonuses: The barefoot Host Armor is +15% to Climb or rappel (if he has no formal Climbing skill use 30% as a base skill proficiency), +5% to Acrobatics and Gymnastics, +1 to dodge, and can use his feet like hands.

Penalties: The use of the feet to perform skills that require *fingers* and *manual dexterity* such as piloting a vehicle, Mechanics, Palming, Picking Pockets or Locks, Medical skills, handwriting and similar skills suffers a skill penalty of -25%. Highly technical skills, such as surgery, Demolitions, Demolitions Disposal, and similar, are impossible to perform with any accuracy and are -60%. Prehensile feet also provide one additional melee action/attack, provided that action is done with the feet.

Bio-E Cost: 10 points for both feet to be made prehensile.

Prerequisite: None.

Prehensile Tail: The Prehensile Tail is typically long and nimble, able to grip objects like the tail of a monkey and some lizards. Like the tail of a monkey, it can seize and grasp, hold and carry, and even use simple tools like a knife, axe or hammer, as well as simple weapons such as a club, sword, etc.

Length & M.D.C.: The tail is 4D4 feet (1.2 to 4.9 m) long and has 2D4x10+8 M.D.C. points.

Appearance: As desired: Monkey-like and hairless, monkey-like and furry, a devil's tail, a scaley lizard-like tail that is thick at the trunk and tapers toward the end, long and skinny like a rat's tail or whip, and so on.

Maximum Number of Tails Possible: The Host Armor can have up to three tails, if they are all limited to Prehensile Tails.

Bonuses: The tail is also helpful for Climbing (+20%) and Acrobatics (+10%) and can turn knobs, press buttons, and provides one extra attack per melee round. The tail itself has a bonus of +5 to dodge and +3 to strike and parry (no additional bonuses can be added to these). The tail is quite strong, able to support the Host Armor's full body weight when suspended above the ground (dangling by his tail like a monkey or swinging from a trapeze or tree limbs), but it can only carry the equivalent of one third of the Host Armor's normal P.S. amount or drag half that amount.

Penalties: Somewhat limited, the tail cannot be used to untie rope or string, and aiming and firing a weapon or throwing an object is clumsy at best (-4 to strike).

Bio-E Cost: 20 points for each Prehensile Tail.

Prerequisite: None.

Prehensile Tongue: The Host Armor's tongue can stretch from its normal size to 2D4+10 feet (12-18 feet/3.6 to 5.5 m) in length. The end has a large ball of muscle that can grip most any surface like that of a toad, or it can wrap itself around objects like a whip. The tongue can support the Host Armor's full weight and can be used to snatch weapons, coins, tools or items out of an unsuspecting opponent's hands, as well as steal items, climb and swing (though it looks freakish and disgusting), turn knobs, press buttons, and similar quick strike actions. The tongue is so strong it can pull weight equal to the Host Armor's normal carrying limits toward it with minimal effort. The tongue's incredible length does not impede the Host Armor's ability to talk, and looks surprisingly normal until it is unleashed.

M.D.C.: The Prehensile Tongue has only 4D6+12 M.D.C.

Tongue Bonuses: +2 on initiative, +5 to strike, +5 to entangle, and +4 to dodge and disarm; other bonuses do not apply to tongue lashings (pun intended). +20% to Climb and +5% to Acrobatics, Palming, Concealment and Pick Pockets when the tongue is used. **Note:** These bonuses apply only to the use of the tongue and are not added to the Host Armor's other bonuses, nor are other bonuses added to the tongue. Its bonuses are exclusive to that appendage, though it does provide the Host Armor with one extra attack per melee round provided that attack is via the tongue. Each use of the tongue counts as one melee action/attack. Can grab a weapon, but cannot fire one, nor can it use handheld weapons like knives or swords, or throw an object.

M.D.C. of the Prehensile Tongue: 1D6x10+10 points, and if destroyed the tongue regenerates in just 8 hours.

Bio-E Cost: 25 points.

Prerequisite: The Host Armor can *not* be parasitic, photosynthetic or thermosynthetic (it must have a mouth to have this feature).

Prehensile Trunk: The Host Armor has a Prehensile Trunk like that of an elephant, instead of a more human-like nose. The trunk is long enough to touch the ground without the Host Armor bending over, and it can function as a third hand. An elephant's trunk is much more articulated and sensitive to touch than a Prehensile Foot, Tail or Tongue. That means a trunk can be used to disarm a bomb, undo a turn-key lock or even a tumbler lock, pick up a dime, turn pages, move chess pieces, write a letter, untie rope, pick locks or pockets and operate most equipment.

M.D.C.: The trunk has 2D6x10+24 points.

Trunk Bonuses: +1 attack per melee, +1 to strike and parry, +2 to dodge, and +10% to Climb when the trunk is used. In this case, bonuses from skills, abilities and the P.P. attribute are added to those of the trunk. The trunk is quite strong, able to support the Host Armor's full body weight, and can strike out and punch doing normal punch damage.

Penalties: A Prehensile Trunk can fire a weapon at -1 to strike, -2 to strike with a thrown object, and suffers a penalty of -10% on skills that demand high manual dexterity and require fingers, like Forgery, Surgery, Demolitions, and similar. -1 to P.B. attribute.

Bio-E Cost: 20 points for the Prehensile Trunk.

Prerequisite: None. Limited to one trunk.

Tail Appendages

Combat Tail: The tail is about as long as the Host Armor is tall (typically 8-11 feet/2.4 to 3.3 m). It is very muscular along its entire length and is flexible in the sense that it can bend, twist and lash out to strike an opponent like a whip, but cannot curl, grasp or carry objects.

M.D.C. (varies with tail type): 3D6x10 for hammer/club tail, 2D6x10 for sword/dagger tail, and 1D6x10 for spiked/barbed tail.

Mega-Damage (varies with tail type): Hammer or club-like tail weapon that is used like a built-in mace inflicts 5D6 M.D. Sword or dagger-like blade tails do 4D6 M.D. A barbed or spiked tail (1D4+2 spikes) like that of the stegosaurus dinosaur does 6D6 M.D. All in addition to the usual punch damage from Splicer P.S.

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 these bonuses only apply to the combat that involves the tail.

Maximum Number of Tails Possible: Only one tail is possible.

Bio-E Cost: 15 points for the Combat Tail.

Prerequisite: Must have a single Prehensile Tail that is replaced by the Combat Tail.

Prehensile Tail: See the Prehensile Appendages described previously.

Stinger Tail: The Host Armor's tail ends in a stinger. The stab of the stinger only does 2D6 M.D., but do *not* add the

Splicer P.S. damage to the stinger tail. Of course the real purpose of the stinger is its acid injection capability. The acid delivered by the stinger tail is a special concoction designed to consume metal, yet it is relatively harmless to human flesh and Bio-Tech constructs. The acid does full damage to metal, half damage to ceramic and plastic, but is relatively harmless (only does 1D4 S.D.C. damage) to humans, animals, plants and most organic materials (wood, leather, fur, fabrics, etc.), as well as dirt, stone and concrete.

Length & M.D.C.: The tail is 4D4 feet (1.2 to 4.9 m) long and has the same M.D.C. points as the Prehensile Tail.

Mega-Damage: On the initial attack, the acid does 4D8 M.D. to metal and metal alloys, plus an additional +2D8 M.D. each subsequent melee round that the acid is active or until washed away. Half damage to ceramic, plastic, and rubber.

Duration: The acid remains active after the initial attack for 3D4 melees and can do considerable damage over the span of two or three minutes. The acid can also be used to burn through metal locks, doors, hatches, etc., and is ideal for acts of sabotage against the machines. The acid can be neutralized sooner than its full duration with common salt water, but of course water is not too good for most machines.

Stinger Tail Bonuses: +5 to strike, +3 to parry and dodge, +3 to disarm, and +4 to pull punch/tail strike (do not add in any other bonuses).

Maximum Number of Tails Possible: Only one tail is possible.

Bio-E Cost: 20 points for the Stinger Tail.

Prerequisite: Must have a Prehensile Tail that is replaced by the Stinger Tail.

Whip Tail: This flexible tail is muscular at the base and rigid along its length as it tapers to a fine point like the tail of an iguana. The tip of the tail may be a point or barbed but both do about the same damage and are designed as a whipping weapon.

Length & M.D.C.: The tail is 2D4+6 feet (8-14 feet/2.4 to 4.2 m) long and has the same M.D.C. points as the Prehensile Tail.

Mega-Damage: 3D6 M.D., but do *not* add the Splicer P.S. punch damage to the whip tail attack.

Tail Bonuses: +1 attack/action per melee round (by tail), +3 to strike, +2 to parry, +3 to disarm and +4 to pull punch/tail strike. **Note:** Do not include any other bonuses, and eliminate the bonuses and abilities of the old Prehensile Tail, it is changed.

Maximum Number of Tails Possible: Only one tail is possible.

Bio-E Cost: 5 points for the Whip Tail.

Prerequisite: Must have a single Prehensile Tail that is upgraded to the Whip Tail.

Splicer Bio-Weapons & Defenses for Host Armor

The following are biological weapons and defense mechanisms that can be acquired/grown for the Host Armor. Many are close-range melee weapons, except for a few things like electrical discharge, but even ranged weapons are comparatively short ranged (under 100 feet (30.5 m). Most Bio-Weapons are concealed, capable of extending and retracting as needed. Unless stated otherwise, the Host Armor's combined bonuses to strike, parry, disarm, etc., apply to the use of Bio-Weapon.

Offensive Bio-Weapons

Claws: Like the claws of a tiger, these razor sharp finger blades retract into the tips of thick fingers *or* into the knuckles, leaving only a slight, telltale opening that the casual observer is not likely to notice . . . until it's too late.

Mega-Damage: **Small Claws:** +1D6+3 M.D. to normal punch damage. **Medium-Sized Claws:** +2D6 M.D. in addition to punch damage. **Large Claws:** +2D6+6 M.D. in addition to Splicer P.S. punch damage.

Bonus: For an additional cost, the Host Armor's claws can be *climbing claws* which adds a bonus of +15% (+25% if the feet are also clawed) to the Climbing skill.

Bio-E Cost: 5 points per hand or foot for Small Claws, 10 points per hand or foot for Medium-Sized Claws and 20 points per hand or foot for Large Claws. The claws cost 5 Bio-E less (3 less for small) if they are not concealed or retractable. *Climbing Claws* cost an additional 10 Bio-E points.

Prerequisite: Must have a hand and fingers to get claws.

Combat Spurs: The Host Armor has a set of Combat Spurs – fin-like, sharpened horn blades – along the forearms that can be used for raking and slashing attacks, or to stab (with a backhand motion) enemy robots, drones and machines. They can also be used to slice cables, hoses and other weak points on an enemy. The Splicer must announce his intention to target a cable or hose and roll to strike as usual. On a successful roll to strike (may be a "Called Shot" if the target is small or hard to reach), inflict damage as usual, but then roll percentile dice. A roll of 01-45% means the Splicer has cut clean through the cable or hose, which is likely to impair or disable the machine or robot. These Combat Spurs can fold down along the forearms when not in use, so that they are out of the way, at least until they are raised for an attack. There are either two large spurs on each arm or four small ones. Similarly, Combat Spurs may be attached to the heal of the foot (back kicks) or the leg just above the knee, but neither is as effective in combat as the forearms.

Mega-Damage: 4D6 M.D. for either size of spurs plus the usual kick damage as per Splicer P.S. When used to attack cables, hoses and other weak points on the enemy, a successful strike with spurs counts as a Critical Strike (double damage).

Bonuses: +1 to strike and +2 to parry (bonuses only apply when the Combat Spurs are used).

Bio-E Cost: 10 points per set (two limbs), regardless of size.

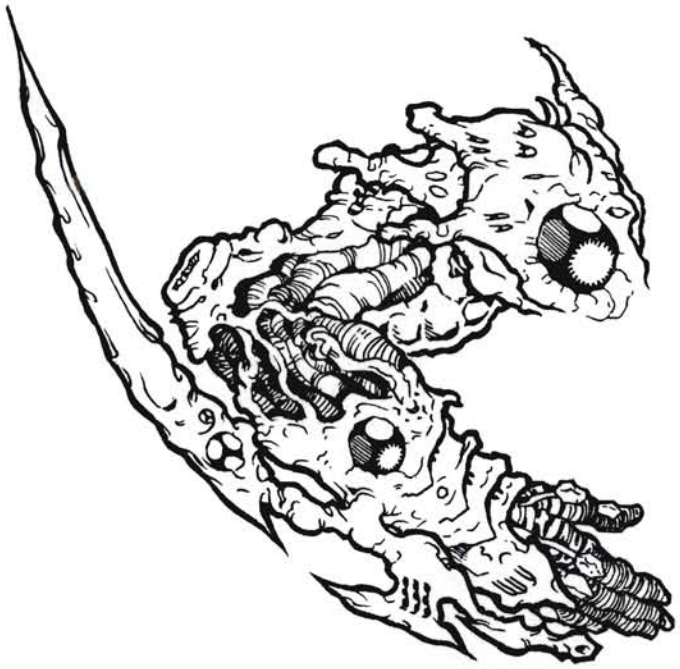
Prerequisite: None.

Fangs, Tusks or Saber Teeth: Partially retractable fangs and lower canines, a pair of large tusks, or slashing saber teeth, any of which give the Host Armor a notably feral appearance, and all of which can be used in close combat to bite and rend foes.

Mega-Damage: Small and retractable (easy to conceal), 1D8 M.D. added to the Host Armor's bite damage. Medium-sized but rather obvious teeth, 2D8 M.D. added to the Host Armor's bite damage. Large and protruding tusks (or a pair of wicked saber teeth), 4D8 M.D. added to the suit's bite damage. Splicer P.S. and combat damage bonuses do not apply to bite attacks.

Bio-E Cost: 5 points for the small bite, 10 points for the medium bite or 15 points for the large bite.

Prerequisite: The Host Armor can *not* be parasitic, photosynthetic or thermosynthetic (it must have a mouth, to have this feature).



Forearm Blades or Bone Blade Weapons: A blade of super-strong bone that is either attached to the wrist or forearm or which slides out of a forearm housing at the wrist. The weapon is used like a sword to cut, stab and slash opponents. In the alternative, the Bone Weapon could appear as large bone talons growing from the fingertips or knuckles, or any similar blade-like bone protrusions growing from the hand or forearm as a sword-like weapon. Bone Blades can also be grown on the shoulders or head, but are not nearly as effective a weapon as those grown on the forearm or hand. All Bone Blade Weapons are very obvious and even those that retract into a concealed housing never retract more than half the length of the blade.

M.D.C. of the Bone Weapon: 2D4x10+18 M.D.C., but only takes damage when it is specifically targeted and heals from damage. If completely destroyed or broken away from the Host Armor, the Bone Blade will regrow within 24 hours.

Mega-Damage & Bio-E Cost: 10 Bio-E per 2D6 M.D. inflicted by the weapon (the larger the blade is, the more damage it inflicts), up to a maximum of 1D6x10 M.D. per Bone Weapon (at a total Bio-E cost of 50 points).

Bonuses: +2 to strike, +1 to parry and disarm, and +1 to pull punch, but these bonuses only apply when the Bone Weapon is used.

Prerequisite: None.

Horns: Horns grow from the Host Armor's head. They may be like those of a bull or triceratops, point forward like devil horns, grow from the center of the head like a rhinoceros, resemble antlers like a deer or moose, or look strange and alien. Likewise, as many as six may grow down the center of the Host Armor's head, with the largest starting at the forehead and the other(s) running down the center of the skull on the top and back of the head, each 20% smaller than the former.

Mega-Damage: **Small:** +1D6 M.D. to head butt damage. **Medium:** +2D6 M.D. to head butt damage and +1 to parry with head/horns. **Large:** +3D6 M.D. to head butt damage, and +3 to parry using the head/horns.

Bio-E Cost: 4 points for a pair of small horns, 8 points for a pair of medium ones, and 12 points for a pair of large horns. A total of three large pairs (six horns), four medium pairs (8 horns) or five small pairs (10 horns) may be grown on the head. Or may include a combination, say, two large horns like a bull and three pairs of medium horns, or two large and four pairs of small, and so on.

Prerequisite: None.

Reinforced Knuckles or Body Area: The Host Armor can have any of his joints reinforced to deliver more damage from punches and other attacks. This means that particular part of the body – typically the knuckles, forearms, elbows, shoulders, knees, heels, and the head – are either plated or made with greater bone density to be stronger, heavier and harder.

M.D.C.: Double the usual amount for that area (15 M.D.C. minium).

Mega-Damage Bonus: An attack delivered by the reinforced area does an additional 1D6 M.D. in addition to the usual Splicer P.S. punch/kick/strike damage that body area normally delivers.

Bio-E Cost: 5 points per pair of body parts or Head/Skull.

Prerequisite: None.

Serrated Whips: A thorny whip-like cable spools out from the palm of the Host Armor's hand, wrist or forearm. It extends 10 feet (3 m) and functions as a serrated whip covered in small shark-like teeth/thorns. The whip has 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 Host Armor's palm, wrist or front part of the forearm (usually on the underside), and does not interfere with the use of the hand at all.

M.D.C. of the Serrated Whip: 15 M.D.C. It is actually a living, tentacle-like appendage, so if a piece of it is severed, it writhes on the ground like an manic worm for 1D4 melee rounds before it stops. Even if cut to the quick, the dismembered whip regenerates within 24 hours.

Mega-Damage: 2D8 M.D. per lash of the whip. May also be used to entangle or trip an opponent; roll to *entangle* rather than strike, to coil the Serrated Whip saw around the target's limb/body. The teeth-like barbs dig into flesh, fellow Host Armor, and metal, especially pitted and rough metal. Initial damage is only 1D4 M.D., but it impairs that limb (cannot use it), and can be pulled by the Host Armor to knock the opponent off his feet (roll 1D20 same as strike and parry, high roll wins. If the winner is the defender he retains his balance and takes no damage from that attack. If the winner is the attacking Splicer, his victim falls flat on his face or backside, loses two melee attacks/actions and suffers an additional 1D8 M.D.). The entangled whip can also be yanked in such a way that it inflicts damage without trying to knock an opponent down, to deliver an additional 1D8 M.D. (counts as one melee attack). 1D8 M.D. is also inflicted every time the victim tries to pull away or free of the entangled whip, and 2D8 damage is inflicted if the living whip coils and tightens its grip like a constricting snake (counts as one melee action). Entanglement may also hold and incapacitate an opponent who remains still in order not to take additional damage. Splicer P.S.

punch damage and other damage bonuses do *NOT* apply to any of the Serrated Whip attacks.

Whip Bonuses: +1 to strike and parry, +2 to disarm, and +4 to entangle. Bonuses apply only when the Serrated Whip is used.

Bio-E Cost: 15 points per Serrated Whip; may have one for each hand/arm.

Prerequisite: Must have a hand and arm.

Tendril Injectors: With a successful strike the Host Armor impales his opponent with a hollow bone spike that is, in effect, a large injector tube. The character must state his intention to use this attack before rolling to strike, and needs to roll a *Natural* (unmodified) 18, 19 or 20 (or a 22 or higher with strike bonuses) to penetrate the metal hide of a robot or machine – needs only a 14 or higher if the robot has already lost 50% or more of its main body M.D.C. Once impaled, a batch of very thin, thread or hair-like tendrils are instantly injected into the body of the opponent to rip at the internal workings before the Injector Tube is removed, and the ripping tendrils with it. Against robots and machines, these tiny tendrils invade the circuits, computer chips and wiring of machines (or the organs and soft tissue of living victims) and rips them apart from the inside with additional side effects. (**Note:** As a rule, this attack is NEVER used on fellow organic/living opponents, and to ensure this, the Host Armor is programmed *NOT* to deliver his attack on fellow Host Armor or humans. Horrific, alien beings and monsters that are not humanoid in shape or appearance may be an exception. In that case, the internal damage is 1D8x10 S.D.C. and counts as damage to the main body, but the horror of this invasive attack causes the victim to lose initiative and half his normal attacks per melee round.)

Payload: The Host Armor can manufacture enough tendrils for eight single attacks/uses per day, +1 per 10 extra Bio-E spent. Regenerates tendril attacks at a rate of one per every three hours.

Bio-E Cost: 40 points per blade weapon transformed into a Tendril Injector.

Prerequisite: Forearm Blade or Large Bone Weapon that is transformed into a Tendril Injector.

Mega-Damage: After the opponent as been stabbed with the Bone Injector, which inflicts 5D8 M.D. (counts as one attack), the thin, ripping tendrils are immediately sent inside the body to inflict an additional 5D8 M.D. to the internal systems of the victim (counts as a second attack). To keep the tendrils inside for a longer period of time, the Host Armor must grapple with his opponent to keep his injector stuck into the robot. Every 4 seconds (counts as two melee attacks) that the Tendril Injector remains inside, it does another 5D8 M.D.C. and is likely to inflict additional temporary impairment/side effects to the machine. However, grappling leaves the Splicer open to easy attack from the robot or machine as the device tries to pull itself free or destroy its attacker. Grappling while one hand remains impaled in the machine means the character cannot parry or dodge incoming attacks, but he can try to pin/hold the robot's arm(s) with his other hand(s) to limit the robot to using close-range attacks from the eyes, mouth, head butts, or tail. **Note:** Attack can not be maintained for more than one melee round (using up 7 attacks; 5D8x3 and three rolls on the table below).

Against robots and machines, this unique attack damages the internal systems, electronics, computer chips, sensors and other vital components of the automaton or device. In addition to the 5D8 M.D., the internal attack may inflict any of the following impairments and damage (roll percentile on the table below). The robots of N.E.X.U.S., however, have many redundant systems and internal repair mechanisms, so side effects are usually temporary.

01-15% The enemy lucked out! No additional problems or side effects.

16-20% Memory snap. For 1D10 melee rounds the machine forgets its mission/job and either pauses while it searches for data or wanders off aimlessly. In both cases it attacks only if it is attacked first, but once engaged it battles until its enemy flees out of sight or is destroyed.

21-25% Internal damage slows the machine's ability to respond. It has no initiative, its number of attacks per melee round are reduced by half, and Spd is reduced by half.

26-30% Internal damage causes an energy leak and drain. All energy weapons and physical attacks by the machine do half their normal damage for 2D6 melee rounds. Meanwhile, streams of leaking energy crackle around the machine, so touching it (including punching, stabbing or grappling with it) does 3D8 M.D. to the attacker. Striking with energy weapons, explosives and from a distance is advised.

31-40% Critical Strike, double damage!

41-50% Sparks fly as the unit's sensor systems are temporarily knocked offline. It will take 1D4 melee rounds before sensors are restored. Until then the machine loses the initiative (if it had it), two melee attacks/actions, and loses all combat bonuses. Furthermore, special scanning features such as radar, sonar, motion detection, and computer targeting are offline (hence no combat bonuses), forcing the machine to rely entirely on basic optics and touch, in effect rendering it partially blind. This may give the attacker the opportunity to escape or to get the upper hand in the fight.

51-60% All of the machine's weapon systems are temporarily offline and there is a total failure in the targeting systems. One weapon comes back online every 1D4 melee rounds (15 to 60 seconds) as systems are rerouted or internal repairs are made. However, all of the machine's combat bonuses function at half until the last weapon comes back online.

61-70% Memory and database are damaged beyond repair. The machine functions at half its normal capacity, including skill performance, attacks per melee round, and Spd all reduced by half. Combat bonuses are not affected, they are at full.

71-80% Communications and navigation systems are fried beyond repair! The robot is on its own without any means of calling for reinforcements, getting new orders, returning to base camp or finding other members of its squad. Weapons, memory, and all other systems are okay and the machine will continue to perform its job as always. In the case of hunter-killer robots, that job is to track and destroy human beings, but now it just does so alone, and is relentless in its task.

81-85% Partial paralysis! One side of the robot and half its weapon systems are frozen for 1D8+1 melee rounds. Also reduce speed and number of attacks per melee by half.

– or – The robot is blind, -10 on all combat rolls for 1D8+1 melee rounds.

86-90% Motor functions are temporarily short circuited, preventing locomotion, i.e., the machine cannot move, run, parry, dodge, or attack with its arms and legs, but it can strike with eye or mouth weapons or other built-in weapon systems, including mounted weapons. The machine remains frozen for 1D6 melee rounds which could give the player character a chance to escape while it is frozen, or to continue to attack without fear of severe retaliation from it.

91-95% All systems are temporarily out and the robot is effectively paralyzed for 1D8 melee rounds (15 to 120 seconds), and is completely defenseless during this period. The player character has a chance to escape while the machine is completely immobilized or he can continue to attack at will.

96-00% Something explodes, inflicting 2D8x10+8 damage to the machine/robot and destroys the lower half of its body (or half the unit for other types of machines). Robots can only crawl along using their arms/upper body, and their attacks per melee round, combat bonuses, skill percentages and Spd are all reduced to 3. Other types of machines continue to function at one third their usual speed and effectiveness. **Note:** The Splicer also takes damage in the explosion: 5D8 M.D., is knocked off his feet, and loses initiative and 1D4 melee attacks/actions before he gathers his wits.

Ranged Bio-Weapons

Acid Nodules: Large black nodules the size of a orange, can be placed anywhere on the exterior of the Host Armor. These nodules can squirt out an acid paste (similar to battery acid, but in a white, creamy solution, like spoiled, chunky milk) to burn enemies in close proximity. The acidic paste is relatively harmless, doing only do 1D4 S.D.C. damage to humans, animals and Host Armor (barely a scratch for the latter).

M.D.C. of the Nodules: Each nodule only has 10 M.D.C., but they are rather small targets and -4 to hit on a "Called Shot."

Mega-Damage: The acid does 2D8 M.D. per melee round to inorganic material (including ceramics, plastic, metal, glass, concrete, etc.), but is benign to human flesh and most organic materials (wood, leather, fur, etc.). The acid paste is very corrosive and will eat through even the hardest M.D.C. alloys.

Duration: The acid burns for 1D8 melee rounds (up to two minutes) or until washed off.

Rate of Fire: One at a time or in volleys of 2, 3, 4 or up to the total number purchased. Whether a single nodule or an entire volley is fired, it still counts as one melee attack/action. Roll once to strike, either all the shots in the volley hit or they all miss.

Maximum Effective Range: 60 feet (18.3 m).

Payload: Each Acid Nodule can produce enough paste for up to six attacks an hour; automatically regenerates.

Bonus: If the acid paste manages to get into robotic or cybernetic optics, the character is blinded (-10 to strike, parry and dodge) until the acid paste is cleaned off. If left on the optics or lens for more than 8 melee rounds (two minutes), the optics are destroyed and the robot is blind until the optics can be replaced.

Bio-E Cost: 5 points per Acid Nodule.

Prerequisite: Acid Blood (in this case, the Host Armor gets Acid Nodules, but also retains its Acid Blood).



Bio-Energy Expulsion Vents: The Host Armor can fire energy blasts from a vent-like protrusion. Bio-Energy Vents can be mounted on the forearms or the shoulders (some even have it mounted on top of the head). Bio-Energy blasts draw on the life force of the pilot inside (not the Host Armor itself), so the greater the Endurance of the pilot (P.E. attribute), the more massive the Bio-Energy blast. Of course the pilot must be careful not to overtax his own body when using this weapon.

M.D.C. of the actual Bio-Energy Vent: 6D6+24 M.D.C. points per Vent.

Mega-Damage: 2D8 +bonus M.D. equal to the P.E. attribute value 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: 1800 feet (549 m), but only 900 feet (274 m) underwater.

Payload: Effectively unlimited. However, firing more than 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.

Bonus: +3 to strike on a carefully *aimed* Vent shot only.

Bio-E Cost: 10 points per each Bio-Energy Vent.

Prerequisite: None.

Bore Cannons: This weapon is typically mounted on the shoulder, or the back of the forearm, or even at the end of an arm in place of the hand (reduce the Bio-E cost by 10 points if the latter). Bore Cannons fire rounds that look like look like small grubs; living bores that are designed to dig through any

metal armor, circuits and the internal workings of robots and machinery (and flesh, when necessary), chewing away at the target's insides until the grubs expire on their own. Bore Cannons come in three distinct types: Light, Medium and Heavy, but the weapon itself remains roughly the same size (each about 10% larger than its predecessor), it is the grubs the weapon fires that become larger and more dangerous.

M.D.C. of the Bore Cannon: 1D4x10+60 M.D.C. points per gun.

M.D.C. of the Grubs: 1D10 each.

Length of the Bore Cannon: 2-3 feet (0.6 to 0.9 m) long.

- Light Bore Cannons:

Mega-Damage: 2D10 M.D. for each grub fired. The Bore round does an additional 1D10 M.D. for the next 1D4 melee rounds, after the initial shot, as the grub eats its way into the target, until the grub expires.

Rate of Fire: Each shot counts as one melee attack/action.

Maximum Effective Range: 2800 feet (853m).

Payload: 24 Bore rounds. The Host Armor can produce one replacement grub in 3D6 minutes to replace the last round it fired. 2D6 hours are needed to replace the entire payload, but it is an automatic function of the armor.

Bonus: +1 to strike.

Bio-E Cost: 25 points.

Prerequisite: None.

- Medium Bore Cannons:

Mega-Damage: 3D10 M.D. per grub fired. The Bore round does an additional 1D10+3 M.D. for the next 1D6 melee rounds, after the initial shot, as this chubbier grub eats its way into the target.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 2000 feet (610 m).

Payload: 18 Bore rounds. The Host Armor can produce one replacement grub every 3D6 minutes to replace the last round it fired. To reload its entire payload, it needs 2D4 hours.

Bonus: +1 to strike.

Bio-E Cost: 30 points.

Prerequisite: A Light Bore Cannon, which is replaced by (grows into) the Medium Bore Cannon.

- Heavy Bore Cannons:

Mega-Damage: 4D10 M.D. per grub. The Bore round does an additional 2D10 M.D. for the next 1D6 melee rounds after the initial shot, as it eats its way into the target.

M.D.C. of the Grub: The usual 1D10 M.D.C. +4.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 1200 feet (366 m).

Payload: 12 Bore rounds. The Host Armor can produce one replacement grub in 4D6 minutes to replace the last round it fired. To reload its entire payload takes 2D4 hours (regeneration is a natural process that automatically engages).

Bonus: None.

Bio-E Cost: 35 points.

Prerequisite: A Medium Bore Cannon, which is replaced by (grows into) the Heavy Bore Cannon.

Casting Guns: This weapon looks like a gun made of flesh and bone. It uses the Host Armor's 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 Host Armor. 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 Armor 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 Host Armor must be a carnivore, herbivore, lithovore or omnivore; no other metabolisms can have this weapon. 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: 1D6x10 M.D.

Length of the Casting Thrower: The barrel of the Casting Gun is only a small recessed opening in the shoulder.

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.

- Casting Launcher:

M.D.C. of the Casting Launcher: 1D6x10+10 M.D.

Length of the Casting Launcher: The barrel of the Casting Gun is a one foot (0.3 m) tube protruding from the shoulder.

Mega-Damage: 3D8 M.D. per single shot, or a four pellet burst that does 1D8x10 M.D.

Rate of Fire: Each shot or burst counts as one melee attack.

Maximum Effective Range: 1400 feet (427 m).

Bonus: +1 to strike on *aimed* shots only.

Bio-E Cost: 10 points.

Prerequisite: A Casting Thrower, which is replaced by (grows into) the Casting Launcher.

- Casting Rifle:

M.D.C. of the Casting Rifle: 1D6x10+20 M.D..

Length of the Casting Rifle: The barrel of the casting gun is a two to three foot (0.6 to 0.9 m) long tube growing from the shoulder.

Mega-Damage: 3D8+3 M.D. per individual round fired, or a four pellet burst that does 1D8x10+6 M.D.

Rate of Fire: Each shot or burst counts as one melee attack.

Maximum Effective Range: 2800 feet (853 m).

Bonus: +2 to strike on an aimed shot only, no bonus for a burst attack.

Bio-E Cost: 20 points.

Prerequisite: A Casting Launcher, which is replaced by (grows into) the Casting Rifle.

- Casting Cannon:

M.D.C. of the Casting Cannon: 1D8x10+30 M.D.

Length of the Casting Cannon: The barrel of the Casting Gun is a four to six foot (1.2 to 1.8 m) long tube growing from the shoulder.

Mega-Damage: 6D8 M.D. per individual round fired, or a burst of four rounds that inflict 2D8x10 M.D.

Rate of Fire: Each shot or burst counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Bonus: +2 to strike on an aimed shot; no bonus for a burst attack.

Bio-E Cost: 40 points.

Prerequisite: A Casting Rifle, which is replaced by (transforms into) the Casting Cannon.

Chemical Sprayer: Chemicals are excreted from glands located in the arms, neck, mouth, chest or hands, but the Sprayer can only release one type of chemical *unless* other chemicals are added at an additional Bio-Energy cost. The chemical is typically released as an area effect mist around the Host Armor and fills a 12 foot (3.6 m) diameter, or can be squirted from the mouth or hands at one particular target (25 foot/7.6 m range).

Mega-Damage: Varies with the type of chemical used. One of the following chemicals can be selected. All victims get to save versus non-lethal toxin, but need to roll a 16 or higher in order to save successfully.

Rate of Fire: Each spraying action counts as one melee attack.

Maximum Effective Range: Mist: 12 feet (3.6 m) in diameter around the Host Armor. The mist disappears in 1D4 melee rounds. Or as a spray attack: 25 feet (7.6 m).

Payload: Each Chemical Sprayer can produce enough of one chemical for up to ten attacks every 24 hours. If the capacity for more than one chemical is added to the weapon, each chemical can be used four times per 24 hours. Automatically regenerates within 24 hours of its initial use.

Bio-E Cost: 25 points for the initial spraying apparatus and one chemical, +10 Bio-E points for each additional chemical that may be added to the Sprayer.

Prerequisite: None.

Types of Chemicals Available (pick one, but others can be purchased):

Burning Vapors: An airborne corrosive designed to combat machines. It is most effective against inorganic substances (ceramics, glass, plastic, metals, etc.), inflicting 3D6 M.D. as a mist or spray, and continues to burn and inflict 2D6 M.D. for 1D4+1 additional melee rounds or until washed off. Against organic opponents (living flesh, fur, leather, etc.) the acid causes mild burning to the skin (1D6 S.D.C./Hit Point damage) and causes eye irritation and blurred vision (victims lose initiative and are -4 to strike, parry, dodge and disarm for 2D4 melee rounds).

Scent Chemical: Used for identification, warning and tracking by covering a person, thing or area with a distinctive scent that can only be detected by the sprayer and other Host Armors with an Enhanced Sense of Smell. The chemical scent marker can be smelled up to two miles (3.2 km) away and adds a +20% bonus to track for the sprayer and +12% for other Host Armors who can detect the scent.

Sleep Chemical: The spray causes *living victims* to fall asleep within 1D4 melee rounds, and those who succumb remain asleep for 3D6 minutes. Victims may be awoken by smelling salts or a physical shaking, but remain groggy and -5 to strike, parry and dodge for the duration of the Sleep effect when awoken early.

Stench Vapors: A noxious fume and irritant that causes the eyes to water and impairs the vision, unless a gas mask or environmental helmet is worn. It also causes coughing and gagging. All victims are -4 on all combat rolls (strike, parry, dodge, etc.) and lose two melee attacks/actions as long as they stay in the area of effect and for one melee after exiting it. Host Armors with a keen sense of smell suffer double the penalty noted above, and Host Armors with enhanced sight or super vision have the range of their ability reduced by half. The stench does nothing against the machines.

Stick-um: A chemical that is sticky like tree sap or honey. It may be used as a spray or mist. Its uses include: 1) Making the floor and walls slightly sticky, reducing the speed of machines passing over it by 10% and losing one melee attack/action from the effort of pulling free (20% and two melee attacks for normal humans and most other life forms).

2) An alert system. Pulling free of the sticky covering makes a distinctive and loud smacking or crunching sound with each footstep, easily heard up to 200 feet (61 m) away (double or triple that distance for those with augmented hearing), alerting characters who may be hiding in ambush or serving as a warning that someone (or some machine) is approaching.

3) When fired as a stream the Stick-um chemical hits as a glob that can be used to cover optics/visors/eyes to at least temporarily blind an opponent (-10 on combat bonuses), or to gum up gears, or clog gun barrels (can't fire without causing the weapon to backfire and must be physically cleaned). It typically takes 1D4 minutes to pull or scrape the glue gob away. (**Note:** Gasoline, turpentine, bestine and similar chemicals cut through the Stick-um in 1D4 melee rounds, making cleaning quick and easy.)

4) The concentrated stream or gob of Stick-um can be used to slow down invaders by covering an area of the floor with it or shooting at their feet (-1 to strike). Requires a Splicer/Robotic P.S. of 24 or greater to pull free, but uses up two melee actions/attacks to do so, plus as long as the foot has Stick-um on it, each new step will stick the foot to the floor, impairing movement with each step. A strong robot (P.S. 32 or greater) or fast moving vehicle can keep going and only lose one melee attack, but sees its speed reduced by 40% for 1D6+1 melee rounds before the Stick-um loses its adhesive quality (covered in dirt and grime negating the glue). **Note:** Under normal conditions, Stick-um stays tacky for 1D4+4 hours unless it gets covered in dirt, sand, or similar material, or is washed away by gasoline, turpentine or similar solvent.

Tearing Chemical: Much like mace or tear gas, this chemical temporarily blinds living victim(s) for 2D4+1 melee rounds. While blind, the victim is -10 to strike, parry, dodge, disarm and other combat bonuses. Protective goggles/visor or gas mask blocks this spray attack.

Electrical Weapons: These weapons function in a similar manner to their charge an eel's discharge, but they are much more powerful, allowing their charge to be conducted through the air or water. The electrical discharges are generated within the Host Armor and can be expelled through the hands or similar appendage (tentacles, etc.). There are no obvious firing ports or barrels for these weapons, so there is no weapon or weapon barrel to be destroyed. Against humans and other biological/living creatures who survive the deadly blast, they must roll to save vs stun attack (15 or higher, with any possible bonus from P.E.) or they will also lose initiative, two melee attacks and are at -4 on all combat actions for 2D4 melee rounds. An electrical attack on Host Armor will inflict the usual M.D. to the armor plus 2D6 S.D.C. or Hit Point damage to the pilot inside, but the pilot does not suffer any other penalties. Machines take only the M.D. inflicted per blast.

Prerequisite: In addition to the specific prerequisite for each of the Electrical Weapons, the Host Armor must have *Increased Metabolic Rate* to help generate the electrical charges, and *Electrical Resistance.*

- Electrical Discharger:

Mega-Damage: 2D12 M.D. points.

Maximum Effective Range: 30 feet (9.1 m) or touch.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Bonus: +2 to strike on an aimed shot.

Bio-E Cost: 5 points.

Prerequisite: None.

- Lightning Discharger:

Mega-Damage: 4D12 M.D. points.

Maximum Effective Range: 100 feet (30.5 m) or touch.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 15 points.

Prerequisite: Must have an Electrical Discharger, which is replaced by (transforms into) the Lightning Discharger.

Flame Weapons: Lungs, throat and mouth modified to project a blast of chemicals that mix on contact with the air to produce a gout of flame like mythological dragons. These intense blasts can be performed *once per melee*, but counts as one additional melee attack. Flame weapons are always located in the mouth, so there is no visible weapon port.

Prerequisite: In addition to the specific prerequisite for each of the flame weapons, the Host Armor cannot be parasitic, photosynthetic or thermosynthetic, and the Host Armor must have a mouth to use Flame Weapons.

- Fire Breath:

Mega-Damage: 3D12 M.D. points.

Maximum Effective Range: 30 feet (9.1 m).

Rate of Fire: Once per melee, but count as two the character's melee attacks.

Payload: 24 blasts per 24 hours. Automatically regenerates over a 24 hour period.

Bonus: +3 to strike, but this is the only bonus that counts to strike with the Fire Breath.

Bio-E Cost: 10 points.

Prerequisite: None.

- Plasma Breath:

Mega-Damage: 6D12 M.D. points.

Maximum Effective Range: 40 feet (12.2 m).

Rate of Fire: Once per melee round, but counts as two melee attacks.

Payload: 18 blasts per 24 hours. Automatically regenerates over a 24 hour period.

Bonus: +4 to strike, but this is the only bonus that counts to strike for a Plasma Breath attack.

Bio-E Cost: 20 points.

Prerequisite: Must have Fire Breath, which changes into the Plasma Breath.

Flying Blades: Tiny hidden tendrils are concealed in the Host Armor's forearms and shoulders, with only the tips exposed as stubby little nubs. On those tips are small blades, one per tendril. These tendrils can fly out on command, like tiny slashing weapons, to strike an opponent and return in a single attack/action. These Flying Blades may be fired at opponents in volleys of two to as many as are available, and may even be split up to hit multiple opponents at one time, provided all targets are within line of vision and within reach of the tentacles. If a tentacle is destroyed, a Flying Blade requires 1D4+2 hours to grow back.

M.D.C. of the Flying Blades/Tentacles themselves: Each Flying Blade only has 3D4 M.D.C. points, but they are small targets; -4 to strike on a called shot.

Mega-Damage: 1D4 M.D. per each Flying Blade. If the Host Armor has more than one Flying Blade on a single arm (and shoulder), the character can fire some to all of the Flying Blades in a single volley.

Maximum Effective Range: 30 feet (9.1 m).

Rate of Fire: Each single or volley style attack counts as one melee attack/action. Dividing a simultaneous attack into two or more volleys to strike multiple targets still counts as one attack but there is NO bonus to strike for any of the volleys, unmodified strike roll only.

Payload: Depends on the number of Flying Blades purchased with Bio-E points. Destroyed Flying Blades (and their tentacles) regenerate within 1D4+2 hours.

Bonus: +3 to strike a single target regardless of the number of Flying Blades unleashed, except when a divided volley is fired upon two or more targets at once, in which case there is no bonus to strike.

Bio-E Cost: 4 points per each Flying Blade purchased (often purchased in batches of 2 or 4).

Prerequisite: None.

Gore Cannon: This unique weapon requires the Host Armor to extend a pseudo-appendage from its shoulder housing to fire. The appendage can point in any direction and even turn 360 degrees. The blast is a combination of gore coughed up by the digestive system of the Host Armor and Bio-Energy generated by the nervous system. This makes for a repulsive blast of energized slime that burns through an opponent like lava.

M.D.C. of the Gore Cannon itself: 1D4x10+60 M.D.C. points.

Length of the Gore Cannon: The pseudo-appendage can extend 1-6 feet (0.3 to 1.8 m) long.

Prerequisite: In addition to the specific prerequisite for each type of Gore Cannon, the Host Armor must be a *carnivore, herbivore, lithovore* or *omnivore* (no other metabolisms can have this weapon), in order to have the food to digest as ammunition. Additionally, *herbivores* have stronger stomach acids than the other metabolisms, so their gore does an extra +6 M.D.

- Light Gore Cannon:

Mega-Damage: 4D8+2 M.D.

Maximum Effective Range: 1000 feet (305 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 50 blasts per full meal over a 24 hour period (double if the Armor was allowed to gorge itself, but reduce Spd by 10% and initiative bonus by half for 1D4 hours while gorged).

Bonus: +1 to strike.

Bio-E Cost: 20 points.

Prerequisite: None.

- Medium Gore Cannon:

Mega-Damage: 6D8+4 M.D.

Maximum Effective Range: 1400 feet (427 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 40 blasts per full meal over a 24 hour period (double if the Armor was allowed to gorge itself, but reduce Spd by 10% and initiative bonus by half for 1D4 hours while gorged).

Bonus: +1 to strike.

Bio-E Cost: 25 points.

Prerequisite: A Light Gore Cannon, which transforms (grows) into the Medium Gore Cannon.

- Heavy Gore Cannon:

Mega-Damage: 8D8+8 M.D.

Maximum Effective Range: 2200 feet (671 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: 30 blasts per full meal over a 24 hour period (double that amount if the Armor was allowed to gorge itself, but reduce Spd and leaping distance by 20% and the initiative and dodge bonuses of the Host Armor by half for 1D4 hours while gorged).

Bonus: +1 to strike.

Bio-E Cost: 30 points.

Prerequisite: A Medium Gore Cannon, which transforms (grows) into the Heavy Gore Cannon.

Heat Projector Cannon: This large cannon is mounted on the back and curves over one of the shoulders. The gun itself resembles a huge worm with the diameter of a man's waist and a single dark eye. On command, a beam of ultra intense heat is generated from the weapon's "eye" to fire a blast hot enough to burn through ceramics, steel and the hardest of M.D.C. alloys.

M.D.C. of the Heat Projector Cannon: 3D4x10+20 M.D.C. points.

Length of the Heat Projector Cannon: Five to six feet (1.5 to 1.8 m) long, but curls up and over the shoulder of the suit, making it appear much shorter. It adds 2 feet (0.6 m) to the height of the Host Armor.

Mega-Damage: Two settings; a light 5D8 M.D. blast, or a heavy 1D8x10+10 M.D. blast.

Maximum Effective Range: 1800 feet (549 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

Bonus: The pilot's bonuses to strike with ranged weapons apply.

Bio-E Cost: 35 points for a single cannon, and a maximum of two heat cannons are possible.

Prerequisite: Heat Resistance (the cannon is added to Heat Resistance, but does not replace it).

Needle Death Blossom: Deep in the Host Armor's skin are clusters of hundreds of M.D.C. needles (stiff modified hairs), each in its own small pore beneath the skin. These needles are recessed into the exoskeleton and cannot be activated by simple contact. On command the concealed needles fire via convulsive contraction of the muscles. During combat the Host Armor can release them all at once, showering an area with the Mega-Damage needles to damage everything around it, or launch an attack at a specific target.

Mega-Damage: A single needle does one M.D., a small volley does 1D8 M.D., a medium volley does 2D8 M.D. and a large volley does 4D8 M.D. Releasing most (80-100%) at once is the Needle Death Blossom and it inflicts 1D12x10 M.D. to *everything* within a 30 foot (9.1 m) radius around the Host Armor. The only way to avoid damage is to dodge behind something large and heavy. A great way to deal with robot swarming attacks.

Maximum Effective Range: 30 feet (9.1 m).

Rate of Fire: Each directed, limited attack counts as one melee attack, a full blown Needle Death Blossom that fires all the needles counts as three melee attacks/actions.

Limitation: A full radius attack can only be used once per melee round.

Payload: Enough needles for four full radius Needle Death Blossom attacks per 24 hour period. Automatically regenerates one full attack payload every six hours.

Bonus: +3 to strike everything in range, but this is the only bonus that counts toward the needle blossom strike.

Bio-E Cost: 30 points.

Prerequisite: None.

Omega Blaster: This is a are tremendous energy cannon built into the redesigned chest of the Host Armor. While this weapon can only fire once per melee round (every 15 seconds),

it does massive damage. The unit is protected by two armored plates, each of which may contain a separate Omega Blaster. These plates must be pulled back for the Omega Blaster(s) to fire. Each protective plate (one over each blaster) starts with 100 M.D.C. points, and it takes one melee attack/action to pull back the plate(s) to fire.

Mega-Damage: 2D8x10 M.D., with a blast radius of 10 feet (3 m) if a single Omega Blaster is used, or 4D8x10 M.D., with a blast radius of 20 feet (6.1 m), if both are fired simultaneously at the same target(s).

Maximum Effective Range: 5000 feet (1524 m); nearly one mile.

Rate of Fire: It takes two melee attacks to fire one Omega Blaster (including pulling back the protective plate), or three melee attacks to fire a pair of Omega Blasters (also including pulling back the protective plates, if the Host Armor has two blasters) at once. Remember that both of the Omega Blasters do not have to fire together, allowing for up to two, single shots per melee round.

Payload: Effectively unlimited, since these are energy based weapons.

Bonus: +2 to strike on an aimed shot.

Bio-E Cost: 80 points for each Omega Blaster, with a maximum of two possible.

Prerequisites: Enhanced Neurological Connections and Heat Resistance (both of which are kept with all their features).

Organic Rockets: Each Organic Rocket appears as a small point protruding from the Host Armor's arms, legs, shoulders, chest, back or just about any other location on the armored body. These weapons are like an organic version of a technological missile or rocket propelled grenade. Each of the Organic Rockets has its own independent neurological bundle (similar to a tiny brain) and a single eye mounted in the nose of the rocket, allowing the rocket to see, track and target its subject independently. This provides each of the Organic Rockets with one attack per melee round, as well as a bonus of +5 to strike and dodge, until it strikes its target (and is destroyed), is shot down and destroyed, or until it dies within 2D4 melee rounds after being launched.

M.D.C. of the Rockets: 11 M.D.C. points, but the rocket is a small target and -3 to hit on a "Called Shot" while still located on the Host Armor before being fired. After launching, each rocket is treated the same as a high-tech mini-missile and can be shot down as normal.

Mega-Damage: 5D10 M.D. per individual Organic Rocket fired, with a blast radius of 10 feet (3 m).

Maximum Effective Range: One mile (1.6 km).

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 rocket or an entire volley is fired, it counts as one melee attack/action. Roll once to strike, either all the rockets in the volley hit or they all miss.

Payload: Based on the number of Organic Rockets purchased during the creation stage for the armor. It takes 6D6 hours to regrow spent rockets.

Bonus: +5 to strike and dodge, as noted above.

Bio-E Cost: Five points per Organic Rocket with a maximum of 15 possible (but that's 75 Bio-E!).

Prerequisite: None.

Quill Launchers: The Host Armor's quills have been genetically manipulated to become short-range weapons (each with its own micro-launcher), able to be fired at enemy targets. This is a big leap from a defensive system against melee attacks or quills thrown by hand.

Mega-Damage: 1D8 M.D. per single quill. A burst of four does 3D8 M.D., or a burst of eight does 6D8 M.D. to the same target. The quills can also be used to spray a small area (about a 10 foot/3 m radius), but without any bonus to strike (and typically hitting each target within its radius of attack with one quill; 1D8 M.D.). **Note:** The quills do more damage when fired off by the Quill Launcher than when thrown.

Maximum Effective Range: 50 feet (15.2 m).

Rate of Fire: Each single shot or volley counts as one melee attack. The radius blast counts as three.

Payload: Effectively unlimited, as the Host Armor is covered in quills, and each one regrows within just 10 minutes.

Bonuses: A single quill shot can be accurately aimed (+3 to strike) and counts as one melee attack. Bursts are less accurate (+1 to strike) but inflict more damage when they hit. The radius blast is a scatter shot and gets no bonuses to strike. **Note:** Only these bonuses apply to the Quill Launcher attacks, do *not* include others.

Bio-E Cost: 15 points for the modification.

Prerequisite: Quill Defense, which is retained but is upgraded to include the new ability to launch quills as short-range projectiles.

Spike Launchers: The Host Armor has natural spikes made of bone projecting from part of its exoskeleton body. The placement of the spikes is such that it prevents the launchers from interfering with any additional weapons mounted on the Host Armor.

M.D.C. of the Spikes: 1D10 M.D.C. points, but they are very small targets, -4 to hit on a "Called Shot."

Mega-Damage: 2D4 M.D. for a single spike or 2D8 M.D. for two simultaneous spikes.

Maximum Effective Range: 200 feet (61 m).

Rate of Fire: One or two at a time, either counts as one melee attack.

Payload: Two per launcher. Spent spikes regrow after 8 hours.

Bonus: +1 to strike.

Bio-E Cost: 5 points per Spike Launcher purchased.

Prerequisite: None.

Spines and Blades: A number of natural spines and blades (made from a natural resin-like material) project from the top of the Host Armor's hands/knuckles, forearms and shoulders (2D4+4 of them on each side). They add +6 M.D. to the Host Armor's punching and hand to hand attacks, or the spines can be pulled out and thrown as daggers, doing 1D10 M.D. each (up to three can be thrown at one time). Each blade pulled out regrows, but it takes 4D6+24 hours. The blades themselves, once pulled out, can be saved and used as conventional knives (each one has 5 M.D.C. and remains a Mega-Damage weapon even after being plucked from the armor).

Maximum Effective Range (Thrown): 80 feet (24.4 m).

Rate of Fire: Takes one melee attack/action to pull out one spine and throw it at an opponent.

Bonuses: +2 to strike or disarm when thrown.

Bio-E Cost: 10 points for a full set of spines and blades on one arm.

Prerequisite: None.

Spore Discharger: This is a long, tusk-like protrusion that can be grown from the side of the hip, head, forearm, shoulder or at the end of an arm in place of the hand (reduce the Bio-E cost by 5 points if the latter). The weapon fires a stream of metal-eating spores in a liquid medium. Once the liquid comes in contact with a robot, machine or any metallic object, the spores pop like a stream of micro-explosive rounds and begin to eat into the metal target. These spores are ineffective against living/organic targets (no damage) and do one quarter damage (1D8 M.D.) to M.D.C. ceramic, stone or plastic. This means these weapons are safe to use in close proximity to other humans.

M.D.C. of the Spore Discharger: 60 M.D.C. points.

Length of the Spore Discharger: The tusk-like barrel of the spore Discharger is 1-2 feet (0.3 to 0.6 m) long.

Mega-Damage: 4D8 M.D., the damage remains the same for all sizes of Spore Dischargers, only the blast (splash) radius of the weapon changes. **Note:** These spores do absolutely no damage to any target that is not mechanical or made of metal or ceramic, stone or plastic..

Duration: The spores continue to do 1D8 M.D. to any metal, including any metal that may come in contact with it, for the next 3D4 melees as the spores complete their life cycle and die.

- Short-Ranged Spore Discharger:

Mega-Damage: 4D8 M.D., with a blast (splash) radius of 10 feet (3 m).

Maximum Effective Range: 300 feet (91.4 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited. The spores are generated on demand.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 10 points.

Prerequisite: None.

- Medium-Ranged Spore Discharger:

Mega-Damage: 4D8 M.D., with a blast (splash) radius of 20 feet (6.1 m).

Maximum Effective Range: 600 feet (183 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited. The spores are generated on demand.

Bonus: +2 to strike on an aimed shot.

Bio-E Cost: 15 points.

Prerequisite: A Short-Ranged Spore Discharger, which grows into the Medium-Ranged Spore Discharger when upgraded.

- Long-Ranged Spore Discharger:

Mega-Damage: 4D8 M.D., with a blast (splash) radius of 40 feet (12.2 m).

Maximum Effective Range: 1200 feet (366 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited. The spores are generated on demand.

Bonus: +3 to strike on an aimed shot.

Bio-E Cost: 25 points.

Prerequisite: A Medium-Ranged Spore Discharger, which grows into the Long-Ranged Spore Discharger when upgraded.

Screamer Grenades: These small, round, nodule covered buds (about the size of a baseball) grow on the sides, lower back and stomach of the Host Armor, much like large squigs (organic blasting caps). These buds can be easily plucked off and thrown like a hand grenade. They get their name from the loud shrieking sound they make once they are plucked from the Host Armor. Screamer Grenades explode on impact, as well as generating an incredibly powerful sonic pulse, loud enough to deafen anyone caught in the blast radius.

Maximum Effective Range (Thrown): 100 feet (30.5 m).

M.D.C. of the Grenades: Each grenade has only 3D4 M.D.C. points, but they are small targets, -4 to hit on a called shot.

Mega-Damage: 2D12 M.D. per grenade to everything in a 20 foot (6.1 m) blast radius.

Effects of the Sonic Pulse: The Host Armor is specially insulated from the effects of the Screamer Grenades, but everyone else (unless they have a sound muffling system) within the blast radius (triple the radius underwater) is temporarily deafened. Characters without any type of sound/ear protection are deafened for 2D4 minutes and are -6 on initiative and -3 to parry, dodge and disarm. Characters who are in Host Armor or have protective ear wear will have some protection, but still find their ears ringing for 1D4 melees and are -4 on initiative and -2 to parry, dodge and disarm. Each Screamer Grenade blast increases the duration of the deafness and inflicts additional damage.

Rate of Fire: It takes one melee attack/action to pluck a Screamer Grenade and throw it at a target.

Payload: The payload is based on the number of grenades purchased. Each plucked grenade takes 12 hours to grow back.

Bonus: +1 to strike when thrown.

Bio-E Cost: 5 points per each Screamer Grenade, with up to 6 grenades on each side, and as many as 8 on the lower back and/or the stomach.

Prerequisite: None.

Simple Light Cells: A cell cluster that resemble a large spider's eye can be placed on the arms or forehead. Each of these Simple Light-Cells can produce a beam of visible light that can be used as a high-powered flashlight or searchlight, or can radiate light in a 20 foot (6.1 m) radius around the individual like a lantern. A Host Armor can have up to six on one forearm, or up to four on the forehead.

Mega-Damage: None; functions as a light beam for the purpose of illumination.

Rate of Fire: Activating each light beam counts as one melee action.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited.

Bio-E Cost: One point per Simple Light Cell.

Prerequisite: A single Glow Cell is needed, which will then be replaced by a Simple Light Cell.



Super Light Cells: A cell cluster that resemble a large spider's eye can be placed on the arms or forehead. Each of these Super Light-Cells can produce a beam of pure white light that does full damage even to laser resistant armors (its not a true laser, for one thing). A Host Armor can have up to six on one forearm, or up to four on the forehead.

Mega-Damage: 1D10 M.D. per Super Light Cell. If the Host Armor has more than one light cell on a single arm (or forehead) the armor can fire all the cells in a single volley up to the maximum number on that limb (or forehead).

Rate of Fire: Each blast or volley counts as one melee attack. Roll only once per volley. Either all the light beams hit, or they all miss.

Maximum Effective Range: 1000 feet (305 m), but the range can be increased to 2000 feet (610 m) for 5 Bio-E points per each light cell (ever farther with the Omni-Upgrade).

Payload: Effectively unlimited.

Bonus: +1 to strike on an aimed shot.

Bio-E Cost: 10 points per Super Light Cell, +5 Bio-E points each to increase the range.

Prerequisite: A single Glow Cell is needed, which will then be replaced by a single Super Light Cell.

Tangle Foot: By stomping the ground, the Host Armor is able to release a number of small tentacles similar to Flying Blades, but from the bottom of his foot. These tendrils are able to travel 40 feet (12.2 m) away, through dirt, sand or earth, to hit an appropriate target (basically any organic creature or light robot; nothing over 10 feet/3 m tall or long).

Mega-Damage: Unlike Flying Blades, the Tangle Foot attack does minimal damage, only 1D4 M.D. points. The real advantage of this attack is that the cluster of small tentacles can entangle, trip and hold its victim to the ground with a Splicer P.S. of 40. The tendrils can be cut, but 2D8 M.D. is needed to cut through each one, and there are 3D6 tendrils used per attack. Note that both the Host Armor and the victim will be linked and immobilized until the attack is ended by the pilot of the Host Armor, or the victim cuts himself free. This special attack can only be used once every 8 hours per foot, due to the time taken for the tendrils to regrow after they have been used. They automatically regenerate.

Rate of Fire: Each Tangle Foot attack counts as two melee attacks/actions.

Maximum Effective Range: 40 feet (12.2 m).

Bonus: +1 to strike, +4 to entangle or pin/incapacitate the legs/lower body of an opponent.

Bio-E Cost: 10 points per foot. Each foot of the Host Armor can contain one set of tentacles.

Prerequisite: None.

Tentacle Harpoons: Housed along one of the Host Armor's arms is a coiled tentacle-like appendage tipped with a wicked, bone harpoon blade (the tip is visible even when the harpoon is retracted). The Host Armor can extend this harpoon tentacle with incredible speed and force, shooting it out through a portal along the wrist, below the hand. The Harpoon Tentacle is strong, requiring 60 points of M.D. to sever.

Mega-Damage: Varies.

An initial rocketing, power thrust inflicts 4D8 M.D. On a Critical Strike, the harpoon does double damage as normal, but also *impales* the target, meaning the target is stuck fast to the harpoon like a fish on a spear.

To unhook, the target can try to pull the spear tip out but needs a combined strength (others can help) of P.S. 40 (Splicer/Robotic P.S.), and the act of removal does an additional 1D10 M.D. On the other hand, the pilot of the Host Armor can remove it at any time, or can yank and pull the target around, but not so hard as to pull the harpoon completely out, just enough to inflict an additional 2D10 M.D. with every yank/pulling attack, and makes the target -4 on his next strike to attack. The Host Armor can also "reel in" its victim like a fish on a line at a rate of 20 feet (6 m) per melee attack. If stuck fast, the target can either try to cut the tentacle, try to pull the barb out of his body, or just try to destroy the armor itself. Once reeled in close, the pilot can use any of the Host Armor's other weapons to continue the battle or finish off his victim.

In the alternative, the Host Armor can extend these Harpoon Tentacles and swing them around like a slashing whip. When striking in this way, the *harpoon lines* inflict 3D8 M.D. and can also be used to entangle opponents, wrapping up weapons and arms, binding legs and knocking foes off balance, or they can be used to disarm opponents, etc.

Lastly, a target who is entangled by the tentacle can be squeezed and crushed. Constricted opponents will find themselves wrapped up with the Host Armor's tentacles, unable to move unless they have a combined strength of 40 (Splicer/Robotic P.S.). While constricted, the target suffers 1D8 M.D. +P.S. bonuses (if any) per each crush/squeeze attack (counts as one melee attack).

Rate of Fire: Each whipping, entangling or crush/squeeze action counts as one melee attack. Each power thrust also counts as one attack, but it takes an additional attack to reel in the harpoon for another shot.

Maximum Effective Range: 60 feet (18 m).

Bonus: +1 to strike and +3 to entangle.

Bio-E Cost: 20 points for one Tentacle Harpoon.

Prerequisite: A Serrated Whip, which is replaced by the Tentacle Harpoon.

Trench Foot Mines: These bulbous growths are a sickly, greenish-black color, like a tumor, and grow on the sides of the feet, ankles and lower legs. They can be made to fall off, on command, and once on the ground, they function as pressure sensitive land mines, exploding when anyone touches or steps on one. (The only exception is the Host Armor that generated the mines.) They can even be concealed by burying them just below the surface of the soil. A Trench Foot Mine can also be thrown up to 30 feet (9.1 m), exploding on impact.

M.D.C. of the Mines: Each mine has only 1D6 M.D.C. points, but they are small targets and -4 to hit on a "Called Shot."

Mega-Damage: 4D12 M.D. per mine to a 10 foot (3 m) blast radius.

Rate of Fire: Takes one melee attack/action to pull and throw, or to drop one Trench Foot Mine. May remain dormant, but active for up to three years before the un-detonated bombs dry up and become inert.

Payload: Based on the number of Trench Foot Mines purchased at creation time. Each mine requires 24 hours to grow back.

Bio-E Cost: 5 points per mine, with up to two mines on each foot, three around each ankle and up to four on each lower leg.

Prerequisite: None.

Tusk Spears: Housed along both sides of the Host Armor's head are long, bladed tusks with a second pair of tusks growing in just below the first set, but they are unusable until the first set have been launched. The Host Armor can fire these Tusk Spears, with incredible force. Each tusk spear is almost a foot (0.3 m) long, with up to half its length buried in the jaw line.

Mega-Damage: An initial rocketing strike inflicts 2D8 M.D. On a Critical Strike, the spear does double damage as usual, but also impales the target and must either be surgically removed, or pulled out with a combined strength (others can help) of P.S. 40 (Splicer/Robotic P.S.), but the latter does an additional 2D8 M.D. (**Rifts® Note:** Against vampires, Tusk Spears are just as effective as wood weapons, doing twice their stated damage as Hit Point/S.D.C. damage and on a natural 20 roll, the vampire has been staked through the heart by the spear and is incapacitated.)

M.D.C. of the Tusk Spears: 2D6+20 M.D.C. points, but they are small targets and -3 to hit on a "Called Shot."

Rate of Fire: One at a time, each shot counting as one melee attack. **Note:** A Tusk Spear can also be removed by the originating Host Armor and used in hand to hand combat as a handheld weapon, but does only 1D8 M.D.

Maximum Effective Range: 160 feet (48.7 m) fired from its housing in the head.

Payload: Four spears total; two on both sides of the face. The second set grows in just under the first, but cannot be fired or used in any way until the first set of spears have been fired. The Host Armor can manufacture Tusk Spears to replace its entire payload in only 12 hours.

Bonus: +1 to strike when fired.

Bio-E Cost: 15 points for the two sets of (four total) Tusk Spears.

Prerequisite: Must have Large Fangs, Tusks or Saber Teeth to get Tusk Spears, which are completely replaced by the spears.

Viral Immobilizer: This unique weapon fires a bolt of liquid that carries a virus designed to stop machines. As a rule, a specific part of the machine or robot (weapon, sensor cluster, limb, wheel, track, etc.) is targeted for the initial infection to immobilize it first. The Viral Immobilizer instantly bonds to any inorganic material (metals, alloys, ceramics, plastic, etc.), sticking the moving parts together like super-glue via micro-mooring of the inorganic particles in an ever growing viral cluster that spreads up the machine like a super-fast growing coral. That location on the robot, machine or vehicle quickly (in the equivalent of 1D4 melee *actions* or roughly 3-9 seconds) becomes coated in a rock hard coating, unable to move or operate until the stuff is chiseled away. Brute strength comes in handy in this situation as the living and rapidly spreading viral bond requires a Splicer or Robotic P.S. of 45 to break free. Otherwise, the coral-like coating will immobilize the machine and continue to grow, spread and cover nearby parts of the device or mechanical body for the next 3D4 melee rounds. The encased machine cannot use any weapons to break free without doing blast damage to itself as well as the coral-like covering. Others may come to the machine's aid and hammer, chisel and blast the stuff away, however, even if a limb, weapon, etc., is broken free of the coral coating, freedom only lasts for 1D4 melee actions before the viral cluster reestablishes itself and regrows the coral-like coating, immobilizing the limb or part again. The only exception is when the infection has run its course and dies, but that takes 6D6 minutes! The only way to permanently remove the stuff is to burn it off (inflicting full damage to the virus and killing it, but also the equivalent of half damage to the machine itself), *or* to wait for the infection to run its course, usually in under a half an hour (6D6 minutes). After the virus dies, the coral-like coating becomes weakened and can be broken, hammered, chiseled or blasted away in a matter of minutes with a Splicer/Robotic P.S. of 30 (rather than 45; punches and hammering attacks inflicting double damage to the coating). **Note:** The overall M.D.C. of the coral-like encasement is 5D12 after the virus dies, but is that number x10 and continually self-replicating when alive.

M.D.C. of the Viral Immobilizer: The weapon housing has 1D6x10+40 M.D.C. points.

Length of the Viral Immobilizer: 2-5 feet (0.6 to 1.5 m) long, but the weapon is shaped like a chubby pear.

Mega-Damage: None per se, it immobilizes its mechanical targets. A single dose of the viral spray will die in 6D6 minutes, but the viral cluster will completely cover and immobilize most targets in just 2D4 melee rounds!

Maximum Effective Range: 500 feet (152 m).

Rate of Fire: Two viral attacks per melee round, each counting as one melee action/attack.

Payload: Approximately 24 doses are available at any given mo-

ment. One spent dose is replenished every hour, so the user should dispense this attack with due consideration.

Bonus: +4 to strike on a "Called Shot" and a strike of 8 or higher that hits will cause immediate infection and quick immobilization. Has no effect on the living nor organic materials.

Bio-E Cost: 30 points.

Prerequisite: None.

Ranged Weapon Upgrades

These weapon *upgrades* can be used to increase the effectiveness, range and efficiency of the various ranged weapons (does not apply to melee style weapons), and yes, you can have an Ultra-Super-Omni-Mega-Omega Blaster, if you spend the Bio-E points needed to get it.

Mega-Upgrade: Probably the most popular of the ranged weapon upgrades, this refinement doubles the base damage. So if a Light Gore Cannon doing 4D8+2 M.D. is upgraded to a Light Mega-Gore Cannon, the new damage would be 8D8+4. Although this is the most expensive of the upgrades, the increase in firepower can be well worth the price paid. Like all upgrades, it must be added at a subsequent level of advancement, not initial creation, and only one upgrade can be made to a specific weapon per level. So if the Light Gore Cannon is being upgraded to "Medium" at level two, it can *NOT* also get the Mega-Upgrade (or any other) until the next level of advancement (and a new growth spurt).

Bio-E Cost: 50 points.

Prerequisite: Applicable only to ranged weapons.

Omni-Upgrade: The second most common upgrade for ranged weapons is the Omni enhancement, which doubles the effective range (and any radius in case of area effect weapons). So if a Light Gore Cannon with a range of 1000 feet (305 m) is upgraded to a Light Omni-Gore Cannon, the new range would be 2000 feet (610 m). Increased range can really let the weapon reach out and touch one's opponent. Like all upgrades, it must be added at a subsequent level of advancement, not at the initial creation, and only one upgrade can be made to a specific weapon per level. So if the Light Gore Cannon is being upgraded with the Mega-Upgrade (or other) at level two, it can NOT also get the Omni-Upgrade (or any other) until a new level of advancement (and a new growth spurt).

Bio-E Cost: 35 points.

Prerequisite: Applicable only to ranged weapons.

Super-Upgrade: The Super-Upgrade doubles the availability of weapon systems that can only be used a limited number of times (i.e., once or twice per melee round), and adds an extra 3D10 M.D.C. to the weapon itself. Like all upgrades, it must be added at a subsequent level of advancement, not at the initial creation, and only one upgrade can be made to a specific weapon per level. So if the Light Gore Cannon is being upgraded with the Mega-Upgrade (or other) at level two, it can NOT get the Super-Upgrade (or any other augmentation or upgrade) until a new level of advancement (and a new growth spurt).

Bio-E Cost: 20 points.

Prerequisite: Applicable only to ranged weapons.

Ultra-Upgrade: Doubles the payload of a ranged weapon and reduces the time it takes for the weapon to regrow its ammunition by half. Like all upgrades, it must be added at a subsequent level of advancement, not at the initial creation, and only one upgrade can be made to a specific weapon per level. So if the Light Gore Cannon is being upgraded with the Mega-Upgrade (or other augmentation), it can NOT get the Ultra-Upgrade (or any other upgrade) until a new level of advancement (and a new growth spurt).

Bio-E Cost: 10 points.

Prerequisite: An upgrade to any long-ranged weapon.

An Example of Host Armor Construction

To give you an example of how to construct your own Host Armor, I give you the Host Armor of *Ralph "the Red."* The armor is called "Rush" and is so infamous within the human resistance that nearly every soldier in every house is familiar with it. Rush started out like any other Host Armor and has been upgraded over time by its owner/wearer. By reading about Ralph "the Red's" Host Armor, you'll see how easy it will be to construct your own. We will start with Rush's basic construction at first level and work our way through level advancement to the present.

Step One: Ralph "the Red" was hand picked from among the ranks of the Roughnecks to become a Dreadguard. Once he was selected and initiated, Ralph was assigned to a newly generated Host Armor he named "Rush." So now is the easy part, the player of Ralph records all the basic statistics and rolls up the M.D.C., running Speed, the P.S. and the Operational Lifetime for the fledgling Host Armor.

For Rush's M.D.C. he got:

Arms (2): 90, both arms have the same M.D.C.

Legs (2): 110, both legs have the same M.D.C.

Hands (2): 30, both hands have the same M.D.C.

Feet (2): 50, both feet have the same M.D.C.

Head: 80 M.D.C.

Main Body: 260 M.D.C.

For Rush's Running Speed he got: 80 mph (128 km).

For Rush's P.S. he got: P.S. of 30.

For Rush's Operational Lifetime he got: 46 years.

Step Two: Looking through the different types of metabolisms for Ralph's Host Armor, he picked Photosynthetic, which gives the suit an easy method of feeding and a good selection of bonuses (and a few penalties). He records all the metabolism data for the suit and chooses as vivid red for the Host Armor (this is where Ralph eventually gets the "Red" nickname). Finally, he adds up the bonuses, tallying them with the instinct driven reflexes (+1 to strike, parry and dodge) given to *ALL* Host Armors.

Step Three: This is also pretty easy. He reads through the step to understand the restrictions on spending Bio-E and rolls up the starting Bio-E for his Host Armor Rush, adding in Ralph's M.E., P.E., the metabolism bonus, and the 3D6x10 and he got: 140 Bio-E points.

Step Four: Now comes the hard (and fun) part, the player spending all that Bio-E *wisely*. Knowing that one of Ralph's first positions within the Dreadguard was scout, with a fair amount of close up hand to hand combat. Ralph (the player character) wisely discussed all manner of stealth and combat features he could include with an *Engineer* (the G.M.); finally deciding on the following at first level:

For the First Level Features He Purchased:

Ambidextrous – 15 Bio-E points.

Bio-Force Field – 35 Bio-E points.

Chameleon Skin – 20 Bio-E points.

Forearm Blades (2 of them, *upgraded* to 4D6 M.D. each) – 40 Bio-E points.

Organic Rockets (4 of them on left shoulder) – 20 Bio-E points.

Righting Reflex – 5 Bio-E points.

Quick Clotting Blood – 5 Bio-E points.

For a total of 140 Bio-E points spent. Although this used up *all* the available Bio-E, he felt that it was best to make sure Ralph the Red had sufficient weapons and abilities to get the job done. Rush was designed to get Ralph in close to scout an area and be able to hit the enemy hard with a few Organic Rockets to cover his getaway if necessary. The Host Armor was not designed as a front-line fighter or as a heavy weapon combatant, but it handles well in close combat when necessary.

At 2nd level he rolled 20 Bio-E, but he saved the whole amount for later enhancements.

At 3rd level he rolled 20 Bio-E and received +10 additional Bio-E from a Librarian for a personal "favor," but saved the whole amount again.

At 4th level he rolled another 20 Bio-E points and he purchased the following upgrades:

Chameleon Skin was enhanced to Stealth Field – 50 Bio-E points.

Both Forearm Blades were increased (now 6D6 M.D. each) – 20 Bio-E points.

At 5th level he rolled 40 Bio-E, but he saved the whole amount for later enhancements.

At 6th level he rolled 30 Bio-E and receivied +40 additional Bio-E from the Engineer for a his dedication, and spent nearly all of it on enhancements.

Bore Cannon: Light (but may be upgraded later) was added to the right shoulder for 25 Bio-E points.

Organic Rockets were increased (another 8 added to the left shoulder) for 40 Bio-E points.

Needle Death Blossom (for saturating an area) for 30 Bio-E points.

He saves 15 Bio-E for later.

At 7th level he rolled 20 Bio-E (plus 15 points in reserve from the previous), but he saved the whole amount for later enhancements.

At 8th level he rolled 10 Bio-E, but he saved the whole amount for later enhancements. This leaves Ralph and his Host Armor Rush with *45 Bio-E points* unspent and available the next level of advancement. The unspent points could be used later to upgrade the Bore Cannon or Forearm Blades, or add more Organic Rockets or new weapons, or to get some new feature or ability at a later date. Since Ralph is in the field so much, he tends to get his upgrades in groups and will no doubt get a few more at level nine.

And here is the finished "Rush" Host Armor at 8th Level:

Class: Host Armor (organic power armor).

Crew: Ralph "the Red" Bellamy.

Level: Eight.

Total Bio-E Spent: 305 Bio-E points.

Bio-E Remaining: 45 Bio-E points.

Base M.D.C. by Location:

Hands (2): 40 each

Arms (2): 125 each

Legs (2): 145 each

Feet (2): 62 each

Light Bore Cannon: 70

Organic Rockets (12): 11 each

Head: 115

Main Body: 330

Bio-Force Field: 100

Speed:

Running: 80 mph (128 km) + 40 mph (64 km) in bright sunlight; -40 mph (64 km) after being in the dark for more than 20 minutes. Note that the act of running does tire out its operator, but at a fatigue rate 90% less than normal, thanks to the musculature of the Host Armor.

Leaping: Can leap up to 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through rock or stone. Digging does tire out its pilot, but at a fatigue rate only 50% less than normal. To dig down enough to adequately hide the host takes 3D6 melee rounds.

Swimming: 30 mph (48 km/25.9 knots), swimming tires out the pilot in the same manner as running.

Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down.

Flying: Flight is not possible.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m).

Weight: 540 lbs (243 kg), including Ralph's weight.

Cargo: Only what he can carry or strap to his back.

Physical Strength: 30 (Splicer/Robotic Strength), but reduce to 24 in darkness.

Operational Lifetime: 36 year life span.

Bio-Regeneration Rate: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations.

Horror Factor: 7 (against humans and similar beings, none against the machines).

Senses & Features: The Host Armor has all common Host Armor features, plus this Host Armor has Ambidextrous, Quick Clotting Blood, Righting Reflex and has a Stealth Field.

Feeding: The suit needs exposure to strong sunlight for at least six hours a day (12 hours if artificial light or if overcast).

Sleep Requirements: As a photosynthetic organism, the Host Armor does *not* require sleep or rest, but its pilot does.

Combat Bonuses: W.P. Paired Weapons. When exposed to sunlight or very intense artificial light add the following: +2 attacks per melee, +2 on initiative, +3 to strike, +3 to parry, +3 to dodge, +2 to roll with punch, fall or impact, +2 to pull punch and +1 to disarm. But when in deep shadow or at night (without any artificial light), the suit provides no extra attacks, and is only +1 to strike, +1 to parry, and +1 to dodge. Use just *one* set of these bonuses, based on the lighting conditions.

Weapons:

1. **Light Bore Cannon (1):** Mounted on the right shoulder.
2. **Organic Rockets (12):** Grown in the left shoulder.
3. **Hand to Hand Combat:** Rather than use long-range weapons, the warrior may engage in hand to hand combat:

Restrained Punch: 5D6+15 S.D.C. or 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D., but counts as two attacks.

Forearm Blade Strike: 6D6 M.D.

Kick: 2D8 M.D.

Leap Kick: 4D8 M.D., but counts as two attacks.

Head Butt: 1D6 M.D.

Body Flip/Throw: 1D6 M.D. plus loses one melee attack/action.

Body Block/Ram: 3D6 M.D. and has a 01-50% chance of knocking an opponent who is as large as 12 feet (3.6 m) tall off his feet. If successful, the victim loses initiative and two melee attacks/actions, but counts as two of Ralph's melee attacks.

Note: Hand to Hand attacks can be used in combination with the Host Armor's Bio-Weapons; i.e. fires a pair of rockets at one guy and punches another.

War Mounts

War Mounts are large, *organic robots* that resemble monstrous war horses. They are ridden by elite units and battle proven warriors of the Human Resistance. Certain Clan Houses are more skilled in the use of War Mounts than others, and seem to be able to get more out of their bio-engineered creations. The rider sits atop the bio-synthetic creature, making him a target out in the open. Consequently, many riders use a war saddle that offers partial protection to them, as well as wear organic body armor or Host Armor (see the *Outrider O.C.C.*). War Mounts are highly versatile bio-animals with great speed, physical power and Mega-Damage hides. They are, for all intents and purpose, living, four-legged tanks, complete with short- and long-range weapons built/grown into them in much the same way as Host Armor.

All "true" War Mounts have the following features:

1. Neurological Link and Controls. War Mounts may be commanded with words and directed by the tug of their reins, like a horse, but the link between War Mount and rider goes much farther. A direct neural interface directly links man and bio-synthetic animal through a set of neural connections resembling small tendrils that attach to the rider's temples. These connectors transmit all the senses and emotions of the War Mount directly to the pilot's mind and nervous system. The neural connection makes rider and War Mount into one fighting unit operating in complete harmony and unison. The pilot's thoughts and muscle movements become instant commands that are immediately understood and carried out by the War Mount. Likewise, the rider shares the stimuli, senses, pain, and emotions of the beast he rides and can tell when it catches the scent of machine oil (indicating robots nearby), and knows when the Mega-Animal's muscles are instinctively tensing for a fight or to leap out of the way or run. Likewise, the War Mount feels the nervousness, tension or readiness of its rider and responds appropriately, ready for fight or flight in a heartbeat. In short, the War Mount acts and reacts in every way as if it were an extension of the rider's own body.

2. Instinct Driven Reflexes. One might think of a War Mount's instincts as the equivalent of a biological combat computer. These instinctual drives help the augmented animal to assess relevant data (scents, sounds, etc.), detect threats, and respond accordingly. The neural connection sends this data directly to the rider's mind where he is able to respond using human intelligence and military strategy and tactics. Most War Mounts are able to simultaneously track up to 40 targets and identify as many as 3000 enemy images, scents and sounds. The innate abilities and instinctual reflexes give the rider an edge: a) awareness, b) the start of an adrenaline rush, and c) innate knowledge (knows that robots or drones are nearby or recently passed this way, or can smell and taste the scent of death and decay around the corner or down the road, and even that an estimated 6-12 enemies are laying in wait somewhere ahead – following the enemies' scent trail to an *exact* location or hiding place will depend on the War Mount's genetically designed abilities). Furthermore, the War Mount's instincts being tempered and restrained by the rider gives both man and beast greater control and options on how to respond. The link and loyalty of the War Mount to humans in general and its rider in particular means even if the rider dismounts, rider and beast can coordinate their actions and the War Mount responds like a trained attack dog following a set of commands given by its rider (and that may be silent commands delivered via the neural connection before the rider dismounted). When separated from its rider, the War Mount follows the last commands as it understands them (and comprehension is very good via the neural connection which delivers the riders thoughts and emotions to the great beast), but also relies on its natural instincts. Thus, predatory War Mounts tend to be more aggressive, quick to fight and enjoy combat, while herd animals and herbivores are a bit more reticent about jumping into battle.

3. Standard Sensory Systems: All War Mounts have the following:

Enhanced Sight: Keen vision, roughly similar to that of an eagle, able to read a small sign or recognize a face up to one mile (1.6 km) away, passive nightvision (light amplification, range: 2000 feet/610 m, but needs some sort of ambient light source such as star or moonlight to see in the dark; blind in absolute darkness), thermal-imaging (can see heat signatures/radiation) as well as see the infrared and ultraviolet spectrums of light (the latter three all at a 600 foot/183 m range). The typical War Mount also has polarized lens filters to reduce glare and see in bright light.

Enhanced Hearing & Bio-Comms: Able to hear a whisper 200 feet (61 m) away. All War Mounts also have a unique set of communications gear, one of which is the neural connector to the rider. The other is Bio-Comms, the Resistance's version of organic radio communications, only these organic resonators create sympathetic vibrations in other living creatures that can then be decoded by the Bio-Comms, creating a system of communication that more resembles thought transmission or telepathy. Bio-Comms communication has proven to be undecipherable to the robots and the Machine, but maximum range is limited to only 6 miles (9.6 km).

Enhanced Sense of Taste: About four times better than a human's.

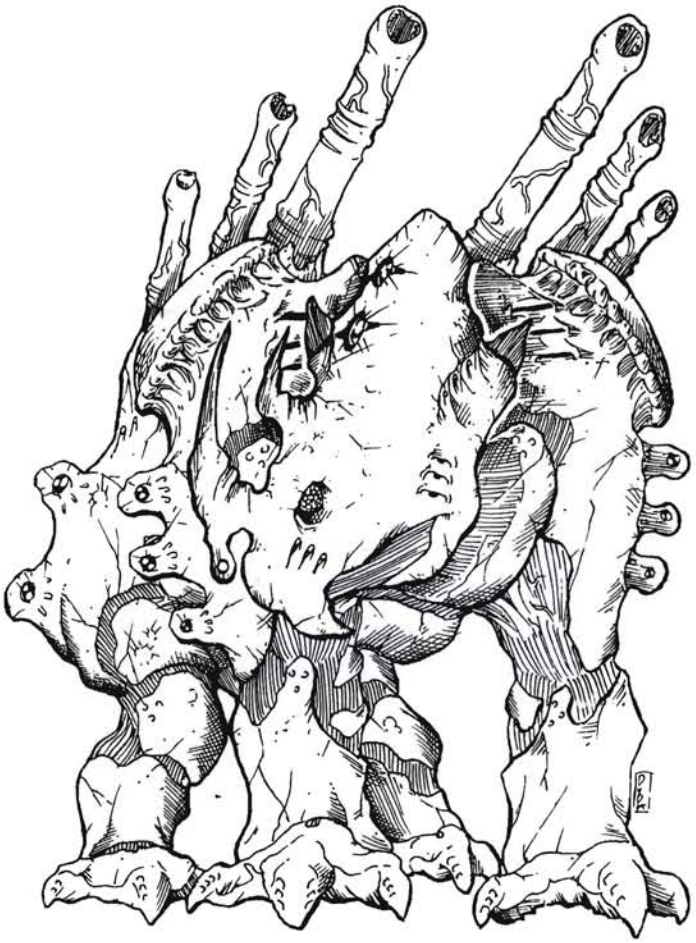
Enhanced Olfactory Sense: Keen sense of smell about four times better than a human's (can smell a scent that is four times less than what a human can detect, or up to four times the distance), but cannot track by scent alone.

Instinctive Sense of Direction: The War Mount can accurately sense magnetic north at all times and has the equivalent of Land Navigation with a base skill of 78% (+10% to find its way back home).

4. Self-Destruct/Bio-Meltdown: To prevent a War Mount from falling into the hands of the Machines, where it may be tortured and killed, or studied for ways to use against humans, the pilot can activate a delayed explosive (1-6 minute delay) buried deep within the animal. Detonation will destroy the War Mount completely. The explosive blast is contained mostly within the animal and inflicts 4D8x10 M.D. to the War Mount and half that damage to a 10 foot (3 m) radius. The destruction is not just limited to the explosion; within 2D6 minutes the entire War Mount goes through a *bio-meltdown* that turns its remains into a biological slime or sludge of unidentifiable proteins, and all the genetic codes (DNA) are destroyed completely.

5. Additional Biological Enhancements. The War Mounts described in the pages that follow are the "standard War Mount" right out of the Gene-Pool. They are available for general use by select O.C.C.s and upon assignment by a Warlord. In addition to the stats and abilities presented in the pages that follow, about half receive 2D10+15 Bio-E points of additional Enhancements. Such augmentation is limited to the categories of *Eyes & Vision, Other Sensory Features, Anatomical & Physiological Features, Additional Limbs & Enhanced Arms & Hands (Legs & Feet), Tail Appendages* and *Offensive Bio-Weapons*. **Note:** The "personal" War Mounts of the *Outrider O.C.C.* are allowed to be "enhanced" even further, see that O.C.C. description for details.

6. The Union of Man and Beast. The connection between the rider and War Mount effectively fuses the two into one, which means combine the two beings' attacks per melee round and combat bonuses while connected. It is the rider/pilot who decides how the attacks shall be divided and dealt out, using his human mind for strategies and tactics; the War Mount complying to his every wish. Divide the number of attacks and bonuses accordingly when the pilot dismounts and the two again function as separate beings, though the War Mount will still follow his verbal commands and hand signals.



Behemoth

Designed to be a walking artillery support unit for the Human Resistance, the Behemoth is one of the largest War Mounts available. It resembles a massive, armored rhinoceros with a large, curved horn on its nose and a second, smaller horn behind it. The head is protected by an incredibly thick, hard bone plated skull that can ram enemy vehicles and robotic constructs all day long without the slightest bit of trauma or headache. Mounted on the Behemoth's back are two sets of three-barrel Casting Guns which are used like howitzers to bring even the heaviest enemy war machine down. These big guns can be used as offensive or defensive weapons like a tank, and are supported by the animal's organic rockets mounted in armored housings located above the shoulders. Cannons or rockets can be used to punch through enemy lines or lay down withering suppression fire to support Splicers in the field.

The Behemoth War Mount has its weaknesses. One is that the great beast needs to slowly build up running speed like an old-style steam engine locomotive (takes 10 seconds to go from zero to maximum running speed). Another is that the big guns

James Ackison (order #1780772)

are difficult to bring into play against small and/or faster enemy targets. Furthermore, the Behemoth has no short-ranged weaponry, making it ideal for long-range attacks and strikes against fortified positions and heavy armored units, but lousy against infantry troops in close combat. It is fine in hand to hand combat, able to use its horns, body and powerful legs to stab, hammer, bash and stomp the enemy in melee combat, but is vulnerable to most attacks in between. However, the weapons of the rider's Host Armor and handheld weapons of the rider can usually make up for the shortfall of this powerful War Mount. Furthermore, the Behemoth's shortcomings are well known so other combat units (infantry troops and other War Mounts and Splicers) often hang back to cover and support the walking tank. Besides, the Behemoth has a thick, tough M.D.C. hides augmented with plating on the legs, hips, shoulders and head that makes it extremely hard to take down.

The Behemoth is a favorite among Outriders and infantry troops because it is fiercely loyal to its rider, and humans in general. The great beast is notorious for standing its ground to protect a fallen rider and fighting to the death to protect ground troops or to give them time to make good a retreat. In fact, most Outriders treat the surprisingly affectionate Behemoth as if it were a giant, armored puppy dog. Indeed, it is a common sight to see the huge bio-synthetic creature nuzzling its rider, romping around in play, or soliciting petting from the troops. Since it is loved by ground troops, especially Biotics, warriors often rally around a Behemoth in distress to make sure the beast can make it off the battlefield. While the Behemoth enjoys the company of people, it quickly learns that machines are the enemy and hates them with a passion.

The Behemoth, like all large War Mounts, is slow to gestate and even slower to grow. This keeps the number of these huge units at a minimum, thus their riders are expected to bring them back alive.

Class: Troop Support War Mount (a walking tank).

Crew: One rider.

M.D.C. by Location:

Back-Mounted Casting Guns (6) – 110 each

Shoulder Plating & Organic Rocket Launchers (2) – 180 each

Front Legs (2) – 210 each

Hind Legs (2) – 290 each

* Feet/Hands (4) – 120 each

* Horns (2; head) – 110 Large – 60 Small

* Forehead Lights (2; head) – 15 each

* Eyes (6; side of head, near mouth) – 10 each

** Head – 320

*** Main Body – 680

* 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 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 rider's) and negates all bonuses from the animal, but the rider can still fire the weapon systems and make the War Mount walk (at a ponderous pace) for up to 12 hours after the head is gone.

*** Depleting the M.D.C. 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. The saddle must be destroyed before the pilot can be hit.

Speed:

Running: 100 mph (160 km) maximum, but it takes 10 seconds to reach that speed and two melee attacks/actions are used up to make a sudden stop. Normal cruising speed is only 40 mph (64 km). The act of running does little to tire the Behemoth, it can run all day; needs only 4 hours rest per 24 hours to function at maximum capacity. If pushed without rest, reduce the number of attacks per melee by one and speed by 20% per day it goes without it.

Leaping: Leaping is not possible, the Behemoth is too heavy and off balance.

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 2D6 minutes.

Swimming: 30 mph (48 km/25.9 knots). The War Mount can withstand depths of 800 feet (244 m) down, but the rider is exposed and will probably need some type of diving gear or a suit of Host Armor to follow it.

Flying: Flight is *not* possible.

Statistical Data:

Height: 11 feet (3.3 m) at the shoulders, 16 feet (4.8 m) including the Casting Guns.

Width: 8 feet (2.4 m) from shoulder to shoulder.

Length: 13 feet (3.96 m).

Weight: 4.2 tons.

Cargo: 2000 lbs (900 kg) can be carried/strapped to the back and up to 7 tons can be pulled behind it if the cargo is on a wheeled platform, half that weight if being dragged across the ground.

Physical Strength: 1D4+36, Supernatural P.S.

Production Cycle: 3 years gestation, plus 5 years growth time.

Operational Lifetime: 60 year life span.

Trade Value: 6-8 million credits for a healthy, undamaged unit, with all limbs and weapons intact.

Bio-Regeneration: 6D6 M.D.C. per hour for the main body and 3D6 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, but such extensive regeneration takes 2D4 days.

Horror Factor: 13 against humans not familiar with the Behemoth, none against machines.

Senses & Features: Standard.

Feeding: The Behemoth is a herbivore and eats 100-200 pounds (45 kg to 90 kg) of vegetable matter a day. Not including any feeding done by the Casting Guns for the production of casting shells.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Rider: The rider sits in a war saddle imbedded between the shoulders at the base of the neck, where the rider is the most shielded but still has a clear line of vision.

Other Data (used when the War Mount is without a rider): An unmanned War Mount is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. The Behemoth knows and likes humans and will usually come to a human's defense, especially against robots (hates 'em), in a manner similar to that of a trained watchdog. In the absence of its rider, it will obey any commands given by any Outrider, Packmaster or Biotic (likes the latter and will let either of the previous two ride it) or any human it has taken a liking to, all others have only a 01-25% of the beast listening to a command.

Alignment: Considered good; friendly and protective toward humans like a dog.

War Mount Attributes: I.Q. 1D4+2 (low animal intelligence), M.E. 1D4+6, M.A. 1D8+8, P.S. 37-40 (Supernatural, see above), P.P. 1D8+6, P.E. 2D8+8, Speed 147 (see Speed above).

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +1 on initiative, +3 to strike with ranged attacks, +1 to strike in hand to hand combat, +2 to parry, +1 to dodge, +3 to pull punch, +2 to roll with punch, fall or impact, +2 to disarm, +5 to save vs Horror Factor, and totally immune to poison and mind control (and possession).

Equivalent (instinctive) Skills of Note: Begging 70%, Climb 55%/40%, Herding 65%, Identify Plants & Fruit (i.e., stuff it can eat) 90%, Land Navigation 78%, Prowl 36%, Swim 75% and understands the Native Language of the Great House that created it and one other common language at 70% (cannot speak or read). Recognizes robots and machines as enemies to be destroyed or chased away.

Combat Capabilities: The Behemoth 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. Note that the clawed, three-toed feet of the Behemoth are prehensile and able to parry, claw, rip and tear, and grab and hold.

Restrained Head Butt (no use of horns) or Stomp Attack: 6D6+25 S.D.C.

Full Strength Head Butt (no use of horns) or Stomp Attack: 5D6 M.D.

Power Head Butt (no use of horns) or Stomp Attack: 1D6x10 M.D., but counts as two attacks.

Standing Stomp Attack: Normal Stomp Attacks are only effective against targets 6 feet (1.8 m) tall or smaller, unless the War Mount stands up on its haunches first, then it can stomp or strike an opponent or target that is as large as 15 feet (4.6 m) tall with both feet: 1D8x10+8 M.D., but counts as two melee attacks. This method of attack leaves its soft underbelly exposed and any attacks while so exposed inflict double damage to the main body.

Crush/Pry/Tear with Front Feet/Hands: 5D6 M.D.

Claw Strike with Front Foot/Hand: 1D4x10 M.D.

Power Claw Strike: 2D4x10 M.D., but counts as two attacks.

Kick with Rear Legs: 6D6+6 M.D. (Power Kick is not possible).

Leap Kick: Not possible.

Horn Attack: 6D6+6 M.D.

Biting Attack: 2D4 M.D.

Body Flip/Throw: 2D6 M.D. plus victim loses initiative and one melee attack/action.

Body Block/Ram: 5D6 M.D. and has a 01-85% likelihood of knocking an opponent up to 15 feet (4.6 m) tall off his feet and onto his back. If knocked off his feet, the target loses initiative and two melee attacks/actions. A ram attack counts as two melee attacks for the Behemoth.

Behemoth Bio-Weapon Systems:

1. **Casting Gun Cannons (6):** On the Behemoth's back are what looks like howitzer cannon barrels made of flesh and bone. These Casting Guns fire rounds created from organic waste materials generated by the War Mount from the food it consumes and from food actually eaten by the guns themselves (which may include grass, hay, processed food and carrion shoved down the barrels during quiet moments). The casting shells are then filled with a powerful, organic liquid explosive, which is manufactured inside the Casting Guns. The Casting Guns then use a combination of natural explosive gases, which are similar to flatulence (methane) to fire the shells. These cannons only have enough casting shells to fire a limited number of rounds before the guns need more "food" (new organic material) to generate more ammunition.

   The six cannon barrels can be raisedand lowered independently or in unison 90 degrees, and turn from side to side 180 degrees.

Primary Purpose: Artillery Support.

Secondary Purpose: Anti-Armor and Anti-Robot.

Mega-Damage: 1D8x10+30 M.D. per individual round fired, with a blast radius of 30 feet (9 m; +10 feet/3 m per additional round fired). Damage is increased proportionately by volleys of 2, 3 or 6 rounds fired simultaneously at the same target. This boom from two or more cannons will also rattle the windows of buildings within 300 feet (91.5 m) of the War Mount and the cannon fire can be heard up to four miles (6.4 km) away.

Rate of Fire: Can fire one shell at a time or volleys of 2, 3 or 6 (to conserve ammo, however, the cannons are typically fired in 1, 2 or 3 shell volleys). A single shot or a volley of 2-6 shells counts as one melee attack/action. Roll once to strike, either all the shells in the volley hit or they all miss. The Casting Guns can be divided into two units of three cannons to fire at two different targets, but each *target* constitutes a separate attack so firing six shells at two different targets (three from each of the divided sets of cannons) counts as two separate attacks.

Maximum Effective Range: 11,000 feet (3353 m; over two miles/3.2 km) with a minimum effective range of 1100 feet (335 m); cannot use the cannons to hit anything closer than that.

Payload: Each of the six Casting Guns holds 20 shells, for a total of 120 rounds. The War Mount can manufacture enough casting shells to replace its entire payload in only 1D4 hours, but only after it has consumed the equivalent of a horse or a small tree (approx. 500 lbs/225 kg of organic matter) for all Casting Guns to be completely reloaded. The reloading process can begin before the last of its shells are spent, which is why the Behemoth is often seen grazing all the time.

Bonus: +2 to strike with cannons.

2. **Organic Rocket Launchers (2):** Each of the Behemoth's shoulders is topped with an arsenal of organic rockets. Each organic rocket appears as a small point protruding from the War Mount's plated shoulders. 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 eye mounted in the nose of the rocket allowing it to see, track and hit its target 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 M.D.C.), or peters out and dies in 2D4 melee rounds.

Primary Purpose: Anti-Aircraft and Anti-Robot.

Secondary Purpose: Assault and Defense.

Mega-Damage: 5D10 M.D. per individual organic rocket fired, with a blast radius of 10 feet (3 m).

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: One mile (1.6 km).

Payload: Each shoulder 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 (135 kg) of food to make them.

Bonus: See above.

3. **Head-Mounted Simple Light Cells (2):** The two large insect-like eyes mounted on the top of the armored head are light cells used as searchlights and illumination on the battlefield.

Primary Purpose: Light and Illumination.

Mega-Damage: None; searchlight.

Rate of Fire: Each movement of the beam counts as one melee action/attack.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited.

4. **Hand to Hand Combat:** Rather than use long-range weapons, the rider or a riderless animal can engage in hand to hand combat using its horns, head, feet, body and teeth. The rider may also use any weapons that are handheld or part of his Host Armor, but each attack counts as one of their combined melee attacks. However, as long as rider and War Mount remain connected, their bonuses are combined as applicable to the specific type of weapon or attack (i.e., combined hand to hand bonuses apply to all close combat, gun bonuses apply to ranged weapons, etc.).

Dracos

Also known as the Winged Hydra

The Resistance needed an aerial transport to get the Splicers into heavy combat zones fast. Their answer was the Dracos, a construct designed to emulate the dragons of legend. The unit was given three heads to mount multiple bio-napalm ejectors for laying down cover fire and to clear out landing zones while dropping off its payload of Splicers. Note that all manner of troops can be transported by the Dracos – some on its back, others (typically those clad in Host Armor) attached to clamps on the War Mount's underbelly and tail. The Dracos can land to deploy the troops as well as drop paratroopers from the sky.

A Dracos looks to be a three headed, winged dragon with six legs (for superior balance) and a long, thick tail equipped with an array of armor clamps that can hold 12 armored troops. The clamps rather resemble insect pincers hanging below the tail and lend to the great beast's menacing appearance after it has dropped its load.

Class: Troop Transport War Mount.

Crew: One rider, but can carry as many as 18 troops (12 on clamps and six on its back); also see cargo capabilities.

M.D.C. by Location:

Tail (1; long) – 340

* Troop Carrier Clamps (12) – 9 each

* Clawed Feet (6) – 110 each

Legs (6) – 260 each

*** Wings (2) – 250 each

Necks (3; long) – 250 each

* Head Horns (3) – 30 each

** Heads (3, heavily reinforced) – 210 each

**** Main Body: 880

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 one or even two of the Dracos' heads does nothing but reduce the number of attacks (one per each head), but destroying all three heads will stop the War Mount in its tracks, eliminates all optics and sensory systems, reduces the speed to 10% of maximum, reduces the number of melee attacks to three total (including the rider's) and negates all bonuses from the animal, but the rider can still fire the weapon systems and make the War Mount walk (at a ponderous pace) for up to 12 hours after the three heads are destroyed; cannot fly. The heads are difficult targets to hit (up high and always snaking around), so an attacker must make a "Called Shot" with a penalty of -2 to strike.

*** Destroying one wing makes flying impossible.

**** Depleting the M.D.C. of the main body will shut down the War Mount completely, rendering it totally useless and effectively destroying and killing it.

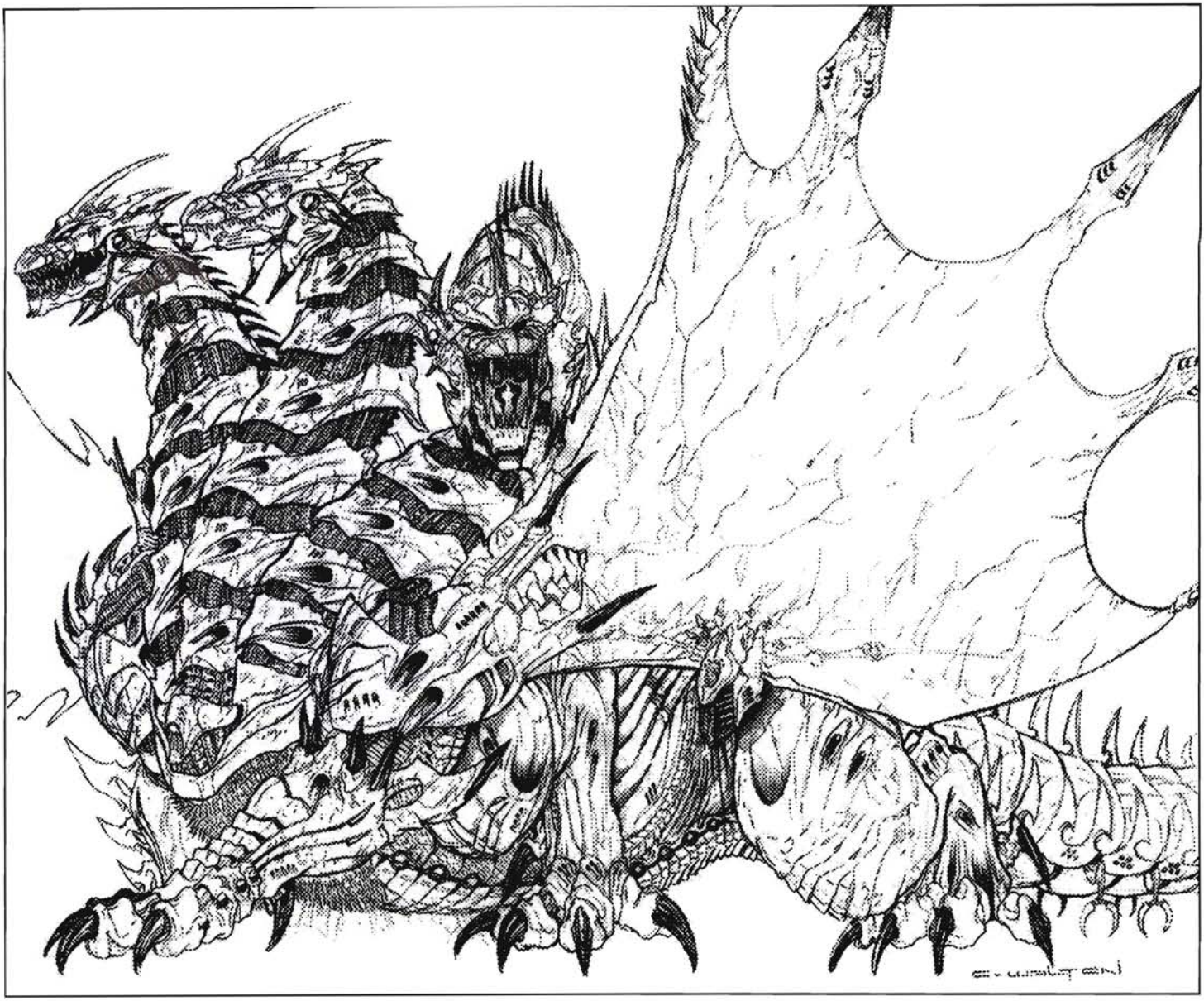
Note: The war saddle comes up and wraps partially around the rider, giving him some extra protection. The saddle must be destroyed before the pilot can be hit.

Speed:

Running: 100 mph (160 km) maximum, but normal cruising speed is only 50 mph (80 km). The act of running does little to tire the War Mount or its rider.

Leaping: Leaping is not possible.

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 2D6 minutes.



Swimming: Not possible underwater, but can paddle on the surface at a pitiful speed of 10 mph (16 km or 8.6 knots).

Flying: 200 mph (320 km), with a cruising speed of 75 mph (120 km). The Dracos can reach a speed of 300 mph (480 km), but only for short bursts of 1D4 minutes, after which the Dracos must drop back down to cruising speed for the next ten minutes – but can reach a speed of 600 mph (960 km) in a high speed dive.

Maximum Altitude: From a stationary hover up to 15,000 feet (4572 m) above the ground.

Flight Range: Maximum flight time is in intervals of only 4 to 6 hours between rest periods of 30-120 minutes.

Statistical Data:

Height: 10 feet (3 m) at the shoulders, 20 feet (6.1 m) to the top of the head.

Width: 12 feet (3.6 m) from shoulder to shoulder, 40 feet (12.2 m) with wings fully opened.

Length: 20 feet (6.1 m) from chest to rump, plus another 20 feet (6.1 m) for the tail.

Weight: 6 tons.

Cargo: 7.6 tons can be carried/strapped to the Dracos or air-lifted on a platform carried via a flight harness like a helicopter. However, the latter requires a speed no greater than 120 mph (192 km) and half the maximum altitude or the platform may spin, wave in the wind, and snap the carrying harness and fall to the ground; half that speed and altitude to transport a platform carrying an additional 12-24 troops.

Physical Strength: 1D6+44, Supernatural.

Production Cycle: 5 years gestation, plus 8 years growth time.

Operational Lifetime: 46 year life span.

Trade Value: 12-16 million credits for a healthy, undamaged unit, with all limbs, weapons and wings intact.

Bio-Regeneration Rate: 4D6 M.D.C. per hour for the main body and 2D6 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, but such extensive regeneration takes 2D4 days for most body parts and 3D6+6 days to regrow a single wing.

Horror Factor: 15 against humans not familiar with the Dracos, none against machines.

Senses & Features: Standard for War Mounts.

Feeding: The Dracos is a carnivore and eats 320 lbs (144 kg) of animal matter a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep or rest per day.

Other Data (used when the War Mount is without a rider): An unmanned Dracos is able to operate independent of a rider using its animal-like intelligence and instincts to respond to any given situation. However, the Dracos tends only to take action to defend itself when threatened or obeying the command of an Outrider or Packmaster (only), like a trained watchdog. It has no feelings about people or robots one way or the other.

Alignment: Considered Unprincipled or Anarchist, functions more like a robot or aircraft, devoid of personality, than a living creature.

War Mount Attributes: I.Q. 1D4+3 (medium animal intelligence), M.E. 1D4+5, M.A. 1D4+1, P.S. 45-50 (Supernatural P.S.), P.P. 2D4+12, P.E. 2D4+16, Speed: 293 (see Speed above).

Number of Attacks per Melee: Six.

Combat Bonuses (in addition to possible attribute bonuses): +3 on initiative, +2 to strike with ranged attacks, +3 to strike in hand to hand combat, +4 to parry, +1 to dodge (but the three heads get an automatic dodge with a +5 bonus), +3 to pull punch, +1 to roll with punch, fall or impact, +1 to disarm, +3 to save vs mind control and Horror Factor and is totally immune to poison and disease (and possession).

Equivalent (instinctive) Skills of Note: Climb 55%/25%, Land Navigation 88%, Swim 45%, Track by Scent 75% and understands the Native Language of the Great House that created it and one other common language at 70% (cannot speak or read). Indifferent toward robots, machines and humans.

Combat Capabilities: The Dracos 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.

Horn Attack: 6D6+6 M.D.

Head Butt: 3D6 M.D.

Biting Attack: 3D8 M.D.

Restrained Punch, Head Butt or Claw Strike: 1D6x10+35 S.D.C.

Full Strength Punch: 6D6 M.D.

Power Punch: 2D4x10 M.D., but counts as two melee attacks.

Claw Strike/Slash: 6D6+14 M.D.

Power Claw Strike/Slash: 1D8x10+20 M.D., but counts as two melee attacks.

Claw Attack with Rear Legs: 6D6+20 M.D.

Rear Kick, Leap Kick & Stomp: Not possible.

Tail Strike: 4D10+8 (half if a restrained attack).

Flying Body Block/Ram: 4D8+8 M.D. and has a 01-90% likelihood of knocking an opponent who is as large as 20 feet (6.1 m) tall, off his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions. A ram counts as two melee attacks for the War Mount.

Dracos Bio-Weapon Systems:

1. **Bio-Napalm Throwers (3):** The designers' of the Dracos have created a weapon that projects sticky, long-lived napalm that is fired from the mouth. This concentrated Mega-Damage fire does not dissipate quickly, but lasts for a period of 2D6 melee rounds, enough time to cook most targets or to create a flaming barrier to hold foot soldiers and vehicles at bay (though not necessarily robots). During this time, a target covered in the napalm continues to take damage (3D8 M.D. per melee round), and so does anyone (or thing) that tries running through the flame (2D8 M.D.). Only by wiping the sticky flaming substance off can the target hope to survive. Water will not dowse napalm (though flame retardant chemicals will).

Primary Purpose: Combat Support.

Secondary Purpose: Assault and Defense (blocking and destroying roads, bridges, fortifications, etc., as well as direct assaults on robots/troops, vehicles, etc.).

Mega-Damage: 3D8 M.D. per fiery single blast, but the target hit with napalm continues to burn and take an additional 3D8 M.D. per melee round. If human, the character is on fire, loses half his attacks per melee, is -6 on all combat bonuses and likely to be panicked and trying to put the fire out any way he can (half these penalties if the character is clad in M.D. armor, and robots and drones only lose one melee attack and a penalty of -1 on all combat bonuses as they ignore the fire and continue to fight). Three rapid-fire blasts will easily span a 20 foot (6.1 m) width/section of road. **Note:** The only way to douse the napalm is to roll in dirt or sand for one entire melee round (15 seconds), rub the napalm off for one entire melee round (but takes double damage; 4D8 M.D. that melee) or to be doused with napalm retardant chemicals (at the disposal of the Resistance) which puts it out in 3 seconds/one melee action.

Rate of Fire: Each single bolt of napalm counts as one melee attack. Each of the three heads may spit napalm at the same target in rapid succession, but each blast counts as one melee attack. Simultaneous attacks and volleys are not possible.

Maximum Effective Range: 1000 feet (305 m).

Payload: Each of the three heads holds ten napalm attacks for a total of 30. The Dracos can manufacture enough napalm to replace its entire payload in only 1D6 hours, and can regenerate spent napalm bolts before the entire payload is gone. However, each napalm blast requires 10 pounds (4.5 kg) of food (organic matter).

Bonus: +1 to strike with napalm blast.

2. **Smoky Ink Dispensers (2):** Under each wing of the Dracos is a smoke dispenser specifically geared for use against the machines. The thin, inky vapor that is released is similar to a light fog, reducing visibility to 200 feet (61 m) for humans and organic optics and inflicting a penalty of only -1 to strike, parry and dodge. However, the inking mist sticks to the glass, metal and ceramics of robots rapidly (within 2D4 seconds/two melee actions) and builds up to the point that the robot's optics are nearly useless and the machine must rely on its non-visual sensors, reducing all combat bonuses by half, or spend 1D4 melee actions every round (15 seconds) wiping the inky coating off.

Primary Purpose: Impair and harass the enemy.

Mega-Damage: None; see description above.

Number of Attacks: May be used once per melee round, but the penalties are not accumulative.

Maximum Effective Range: Creates a mist or cloud with a 50 foot (15.2 m) radius, but by flapping the wings the radius can be increased to cover 200 feet (61 m), but reduces the duration by half. The edge of the mist can be created 20 feet (6.1 m) away from the Dracos.

Duration: 2D6 minutes to wear off.

Payload: The dispensers have a total of 30 mist attacks. The Dracos can manufacture enough ink vapor to replace its entire payload in only 3D6 hours, but needs five pounds (2.25 kg) of food per mist attack to do so.

3. **Head-Mounted Super Light Cells (6):** Each head has a pair of Super Light Cells built into each eye socket (next to the usual War Mount optics). This enables the Dracos to fire laser beams from its eyes.

Primary Purpose: Self-Defense & Anti-Armor.

Mega-Damage: 1D10+5 M.D. for a single laser blast, 2D10+10 for a simultaneous dual blast from a single head (both lasers on one head), 4D10+20 for a four blast attack (two heads blasting simultaneously at the same target) and 6D10 (or 1D6x10) +30 for a six beam blast from all three heads. The light produced by these cells contain 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 1, 2, 4 or 6 blasts. Each of the three heads can fire at a different target or at the same target. If they are all firing at the same target it can be done in unison to be a six blast volley and counts as one melee attack. As usual, roll once to strike, and either the entire volley hits or it misses (no damage). If each head is shooting at a different target, that's three different melee attacks.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

Bonus: +2 to strike.

4. **Needle Death Blossom:** Under the belly of the Dracos is an array of hundreds of M.D.C. needles, each in its own small micro-launcher. On command the Dracos can release a shower of them at the enemy.

Primary Purpose: Assault and Defense.

Mega-Damage: A single needle does one M.D., a small volley does 1D8 M.D., a medium volley does 2D8 M.D. and a large volley does 4D8 M.D. Releasing most (80-100%) at once is the Needle Death Blossom and it inflicts 1D12x10 M.D. to *everything* within a 30 foot (9.1 m) radius. The only way to avoid damage is to dodge behind something large and heavy. A great way to deal with robot swarming attacks.

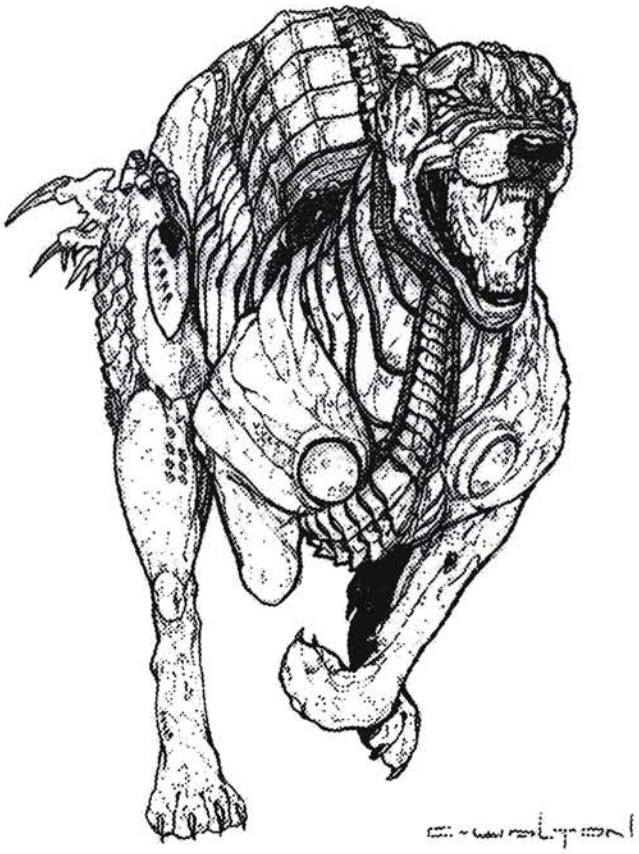
Maximum Effective Range: 30 feet (9.1 m) when fired on the ground, 300 feet (91.5 m) from the air!

Rate of Fire: Each directed, limited attack counts as one melee attack, a full-blown Needle Death Blossom that fires most or all of the needles counts as two melee attacks/actions. A full radius attack can only be used once per melee round.

Payload: Only one 80-100% needle volley or 12 medium volleys. The War Mount can manufacture enough needles for another attack in only 1D6x10 minutes, but requires 20 pounds (9 kg) of food to regenerate the payload after that.

Bonus: +3 to strike everything in range, but this is the only bonus that counts toward the Needle Blossom strike.

5. **Armor Clamps:** The Dracos can carry 12 armored troops on its tail and release them every four seconds (this spacing ensures that the armors do not collide in mid-air before they are able to release their parachutes). Each armor is held by the shoulders by one pair of pincers. The clamps can*not* be used to grab an unwilling target or to carry other types of cargo.
6. **Hand to Hand Combat:** Rather than use long-range weapons, the rider or a riderless animal can engage in hand to hand combat using its horns, heads, feet, tail, teeth and Bio-Weapons. The rider may also use any weapons that are weapons that are handheld or part of his Host Armor, but each of his attacks count as one of the combined melee attacks. However, as long as rider and War Mount remain connected, their bonuses are combined as applicable to the specific type of weapon or attack (i.e., combined hand to hand bonuses apply to all close combat, gun bonuses apply to lasers and ranged weapons, etc.).



Gorehounds

Gorehounds are not specifically designed to be War Mounts or combat vehicles, but they are bio-synthetic creations used in combat, typically by the Packmaster O.C.C., and can, in a pinch, be ridden like a small horse. Gorehounds are created in the Gene-Pool by combining canine DNA with an alien organism known to the Engineers and Librarians. The result is a large, powerful attack dog creation. The Gorehound looks like an oversized, armored Rottweiler or Doberman Pinscher. Its feet are padded for silent movement (Prowl) even at a trotting pace and help to grip the ground when running. Born to run, track

and hunt, one or more Gorehounds are often sent ahead of a combat patrol, squad or company to sniff out danger or locate the enemy. Like a good hunting dog, the Gorehound will take a silent standing position pointing at the enemy or danger as well as transmit this information via Bio-Comms transmission. If spotted by an enemy, the Gorehound knows to either strike (if that was its instruction) or take evasive action and retreat back to its master. Gorehounds were built for speed and evading robot patrols, so escape should be easy.

These attack beasts are assigned to a human master/controller at "birth," creating a symbiotic relationship between the human and Gorehound. That human is usually (90% of the time) a Packmaster. The Gorehounds function as the eyes, ears, teeth and claws of the Packmaster, and even as riding animals when needed. Together the hound(s) and master are deployed as advance scouts (including deep insertion) sent on scouting and reconnaissance, search and locate missions, search and rescue operations, patrols, escort and guard assignments. Instinctive pack animals, Gorehounds automatically accept their Packmaster as the undisputed leader/alpha-wolf of their pack and obey only his commands. This "pack" mentality makes them easy to control and direct even under the most chaotic conditions, for they follow the lead of their Packmaster and fellow pack-mates. If the Packmaster is slain the rest of the pack turns to the beta-wolf in the group, but will also, with some reluctance and fear, obey other Packmasters.

Class: Troop Support War Mount (tracker & combatant).

Crew: Typically none, but can accommodate one rider when necessary.

M.D.C. by Location:

* Front Legs (2) – 3D8+40 each
* Hind Legs (2) – 4D8+60 each
** Head – 4D10+100
*** Main Body – 4D10+180 plus P.E. attribute number.

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit it, and even then is -3 to strike.

** Destroying the head will kills the Gorehound. Period.

*** Depleting the M.D.C. of the main body kills the Gorehound.

Speed:

Running: 100 mph (160 km) maximum, but normal cruising speed is only 30 mph (48 km). The act of running tires the Gorehound at about one tenth the rate of a human and it can run, nonstop, for four hours at full speed before needing 1D6x10+60 minutes of rest to go for another two hours before needing rest. A Gorehound can romp at a leisurely pace (for it) of 50 mph (80 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 to 4.5 feet (1.2 to 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: 7-8 feet (2.1 to 2.4 m) from tip of the nose to the rump, plus a foot (0.3 m) long tail.

Weight: 350 to 500 lbs (157.5 to 225 kg).

Cargo: 800 lbs (360 kg) can be carried on its back and 2000 lbs (900 kg) can be pulled.

Physical Strength: 1D4+20, Supernatural.

Production Cycle: Six month gestation period, plus one year growth time.

Operational Lifetime: 26 year life span.

Trade Value: One million credits for a healthy, undamaged unit.

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 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, but such extensive regeneration takes 2D6 days.

Horror Factor: 12, but 15 for a pack of four or more against humans, no H.F. for machines.

Senses & 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).

Feeding: The Gorehound 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 Gorehound requires only four hours of sleep or rest per day.

Rider: A rider will sit bareback just behind the shoulders.

Other Data (for individual animals): Most Gorehounds are "unmanned" and used not as a War Mount, but as a tracker and attack animal, usually under the control of a Packmaster. Thus, Gorehounds usually operate independent of a rider but are directed by the Packmaster and are usually deployed as a pack of 3-6 animals. As a trained attack animal, the monstrous canines use their animal-like intelligence and instincts to respond to any given situation. Gorehounds are effectively Mega-Damage super-Dobermans or Rottweilers, so they, like all dogs, have a natural affinity for their own kind and for humans. A Gorehound will usually come to a human's defense, especially against robots (hates them) and stand guard over an injured master or friend. In fact, they are used to for scouting, tracking, patrolling perimeters and standing guard. In the absence of its designated Packmaster, Gorehounds will obey strong commands given by another Packmaster, but all others have only a 01-25% of getting the Gorehound to listen to their commands (+15% if an Outrider or a character the animals know and like).

Alignment: Any; Gorehounds have strong personalities, but the majority (80%) fall into good or selfish categories and are friendly and protective toward humans like a true dog.

Attributes: I.Q. 1D4+4 (medium animal intelligence), M.E. 1D6+8, M.A. 2D6+12, P.S. 21-24 (Supernatural), P.P. 1D6+15, P.E. 2D6+12, P.B. 1D6+12, Spd. 110 (see Speed above).

Number of Attacks per Melee: Five.

Combat Bonuses (in addition to possible attribute bonuses): +4 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, +4 to save vs Horror Factor, and +2 to save vs poisons/toxins and disease.

Equivalent (instinctive) Skills of Note: Begging 75%, Climb 50%/0%, Detect Ambush 70%, Detect Concealment 65%, Herding 80%, Identify Plants & Fruit (i.e., stuff it can eat) 80%, Land Navigation 78%, Prowl 50%, Swim 80% and understands the Native Language of the Great House that created it and one other common language at 80% (cannot speak or read). Recognizes robots and machines as enemies to be destroyed or chased away.

Combat Capabilities: The Gorehound regularly engages in close combat, with packs of them literally tearing the enemy apart (usually at the direction of a Packmaster).

Restrained Head Butt: 1D6 S.D.C.

Full Strength Head Butt: 1D6 M.D.

Pawing Claw Strike with Front Legs: 3D6 M.D.

Biting Attack: 3D6 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 Gorehound 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 Gorehound!

Running Leap Attack: 4D6 M.D., has a 01-85% likelihood of knocking down an opponent and counts as two of the Gorehound's attacks, otherwise the same as *Leap Attack.*

Gorehound Bio-Weapon Systems: Standard Gorehounds are the basic hound with nothing extra, but all Gorehounds have a Bio-Comms. Those bonded to a Packmaster can be further modified as described under the *Packmaster O.C.C.*

Grendel

The Grendel is as close to a Host Armor as the War Mounts get. Many believe that the Grendel was the Engineers' first stepping stone toward the creation of Host Armor. It is the Grendel that is most often used in direct support of the Dreadguard, wading into melee combat along with the warriors clad in Living Body Armors of all kinds. While the Grendel War Mount may be similar to Host Armor, it is definitely an independent animal (actually a genetic hodgepodge of several animals). The Grendel is an opened frame that holds a single rider, but instead of a war saddle the rider stands up in a harness with his arms and legs partially inside the Grendel and with the pilot sticking up just above the monster's head as if he were standing on its hips or back. The Grendel's main body cradles most of the rider, giving him better protection than most War Mounts. The most disturbing thing about this bio-synthetic creation is that it is bipedal and humanoid in its general appearance, making it seem more human and intelligent than it really is. In reality, the Grendel is a savage beast molded from the mixed gene pool of several predators, including the mountain lion, baboon, octopus, starfish and other animals, along with an alien species or two. The exact combination is known only to the Librarians and Gene-Pools.

In combat the Grendel is used as an up close and personal infantry robot, hacking and slashing away at the enemy with its bone blades and tentacle harpoons. It also has shoulder-mounted Gore Cannons and laser weapons, but enjoys mixing it up in hand to hand combat more than anything. A gruesome amalgam of predators, the Grendel fights with tooth and claw, and if there are a few moments of calm it will lap up the blood and eat the flesh of organic opponents, gorging itself, unless its pilot dictates otherwise.

Class: Close Combat War Mount.

Crew: One rider.

M.D.C. by Location:

* Gore Cannons (2; shoulders) – 70 each

Upper Arms/Shoulders (2) – 120 each

Forearms (2) – 190 each

Legs (2) – 200 each

* Tentacle Harpoons (2) – 60 each

* Bone Forearm Blades (6; three per arm) – 80 each

* Hands (2) – 75 each

* Feet (2) – 90 each

* Head & Sensory Hood (1) – 260

** Main Body – 420

* 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 eliminates all optics and sensory systems and will stop the War Mount in its tracks. Reduce the speed to 20% of maximum, reduce the number of melee attacks by half (including the rider's) and negates all bonuses from the animal, but the rider can still pilot the body like a headless puppet to continue fighting for as long as 18 hours after the head is gone. **Note:** Without the head, the rider is an easy target with his body exposed from the waist up.

*** Depleting the M.D.C. of the main body destroys the War Mount.

Note: Under normal circumstances, shooting the rider when facing a Grendel head on requires a "Called Shot" with a penalty of -5 to strike. There is no penalty shooting the rider from behind, however, because he is completely exposed in the back.

Speed:

Running: 180 mph (288 km) maximum, but cruising speed is only 80 mph (128 km). **Note:** The act of running does tire the War Mount but not the rider. That having been said, the Grendel can run at top speed for up to three 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 to rest.

Leaping: The powerful legs can leap up to 40 feet (12.2 m) high or across from a standing position, double with a short running



start (uses up two melee attacks) and triple with a running start (60 mph/96 km or faster).

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 or the rider. To dig down enough to adequately hide itself takes 2D6+6 minutes.

Swimming: 60 mph (96 km/51.8 knots) with virtually no fatigue to the War Mount.

Underwater Depth: The War Mount can withstand depth of 1000 feet (305 m), but the rider may need diving gear.

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: 4-5 feet (1.2 to 1.5 m).

Weight: 1.2 to 2 tons.

Cargo: Can carry 1200 lbs (540 kg) on its back, or drag twice that amount along the ground.

Physical Strength: 1D4+36 (Supernatural P.S.).

Production Cycle: 2 year gestation period followed by 2 years of growth.

Operational Lifetime: 50 year life span.

Trade Value: 3.5 to 4 million credits for a healthy, undamaged unit.

Bio-Regeneration Rate: 5D6 M.D.C. per hour to the main body and 2D6 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 1D4+1 days.

Horror Factor: 15 against humans outside the Resistance, none against robots.

Senses & Features: Standard for War Mounts.

Feeding: The Grendel is a carnivore and eats 50-80 lbs (22.5 kg to 36 kg) of meat a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data: (used when the War Mount is without a rider): An unmanned Grendel 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: Anarchist. Despite its malevolent appearance and the fact it likes to hunt and kill, the War Mount functions more like a robot than a living animal.

War Mount Attributes: I.Q. 1D6+1 (low animal intelligence), M.E. 1D6+4, M.A. 1D4, P.S. 36-40 (Supernatural), P.P. 1D8+14, P.E. 1D8+14, Speed: 264 (see Speed above).

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +3 on initiative, +2 to strike with ranged weapons, +3 to strike in hand to hand combat, +3 to parry and dodge, +2 to pull punch, +1 to roll with punch, fall or impact, +1 to disarm, +2 to entangle, +6 to save vs mind control (and possession) and is impervious to Horror Factor, disease and poison.

Equivalent (instinctive) Skills of Note: Climb 85%/80%, Land Navigation 78%, Prowl 66%, Swim 88%, Track by Scent 75%, and understands the Native Language of the Great House that created it and one other common language at 70% (cannot speak or read).

Combat Capabilities: The Grendel may use its long-range weapons (each use counts as one melee action/attack) or engage in hand to hand combat.

Restrained Punch: 1D6 M.D.C.

Full Strength Punch: 5D6 M.D.

Power Punch: 1D6x10 M.D., but counts as two attacks.

Claw Strike/Slash: 6D6+10 M.D.

Power Claw Strike/Slash: 1D6x10+15 M.D., but counts as two melee attacks.

Kick: 6D6 M.D.

Leap Kick: 1D6x10+12 M.D., but counts as two attacks.

Head Butt: 3D6 M.D.

Biting Attack: 2D8 M.D.

Stomp Attack: 2D6 M.D. but only works on targets under 3 feet (0.9 m) tall.

Body Flip/Throw: 2D6 M.D. plus the victim loses initiative and one melee attack.

Body Block/Ram: 4D8 M.D. and has a 01-60% likelihood of knocking an opponent as large as 15 feet (4.6 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions.) A ram attack counts as two melee attacks for the War Mount.

Note: Hand to Hand attacks can be used in combination with the War Mount's long-range weapons.

Grendel Bio-Weapon Systems:

1. **Tentacle Harpoons (2):** Housed along each of the Grendel's arms is a coiled tentacle appendage tipped with a wicked, bony harpoon tip (visible even when the harpoons are retracted). The Grendel can fire this harpoon tentacle with incredible force, shooting it out through a portal along the wrist, above the hand. The tentacle is strong and elastic, requiring 60 M.D. to sever it.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: Initial damage is 4D8 M.D. See the description of the *Tentacle Harpoon* on page 105 of the Bio-Enhancement section.

Rate of Fire: One or both at a time in a single volley counts as one melee attack.

Maximum Effective Range: 60 feet (18 m).

Payload: Can be used repeatedly unless tentacle is severed or destroyed.

Bonus: +1 to strike.

2. **Gore Cannons (2):** A pair of Light Gore Cannons are mounted on the shoulders and can turn 180 degrees and point up and down in a 45 degree angle. See the complete description of the *Gore Cannon* on page 102 of the Bio-Enhancement section.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 4D8+2 M.D. from a single blast.

Rate of Fire: Each blast counts as one melee attack. The cannons cannot shoot simultaneously at the same target.

Maximum Effective Range: 1000 feet (305 m).

Payload: 50 blasts per full meal over a 24 hour period (double if the War Mount was allowed to gorge itself, but reduce the creature's Spd by 10% and initiative bonus by half for 1D4 hours while gorged). Effectively unlimited, as long as the Grendel remains well fed; cannot fire if the Grendel is starving.

3. **Bone Blades (6):** Each of the arms has a set of three, fin-like bone blades protruding from the forearm. They are used to slash and stab opponents with a backhand motion. They can also be used to cut the cables, parry and disarm.

Primary Purpose: Close Combat; Assault and Defense.

Mega-Damage: 6D6+6 M.D. from a three blade slash.

Number of Attacks: Each strike counts as one melee attack.

Maximum Effective Range: Hand to Hand, but Grendels have an 8 foot (2.4 m) reach.

Payload: Not applicable.

4. **Super Light Cells (2-6):** As many as two of these laser orbs/eyes can be mounted in each shoulder plus two in the chest; typically has two or three (three are shown in the illustration). To hit an opponent the War Mount must shift its shoulder or entire upper body.

Primary Purpose: Self-Defense, Assault and Anti-Armor.

Mega-Damage: 1D10+5 M.D. for a single laser blast or 2D10+10 for a simultaneous dual blast and so on for other blast volleys (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: 1000 feet (305 m).

Payload: Effectively unlimited.

5. **Handheld Bio-Weapons:** The Grendel does not have a standard issue hand weapon, but can be armed with any Light or Heavy Bio-Weapon, or handheld melee weapon such as an axe or mace.

6. **Hand to Hand Combat:** Rather than use long-range weapons, the rider or a riderless animal can engage in hand to hand combat using its claws, feet, teeth and Bio-Weapons. The rider may also use any handheld weapons or Host Armor weapon, but each attack counts as one of the combined melee attacks. However, as long as the rider and War Mount remain connected, their bonuses are combined as applicable to the specific type of weapon or attack (i.e., combined hand to hand bonuses apply to all close combat, gun bonuses apply to lasers and ranged weapons, etc.).



Horses

With motorized vehicles now being a hazard to humans, not to mention that there are very few, if any, sources of fuel at hand with which to keep a car or motorcycle running. Humans, including members of the Resistance, have returned to that age-old method of transport, the horse. The horse is also used in most, if not all of the Retro-Villages as a work and riding animal.

Class: Typical Riding Horse.

Crew: One rider; two when necessary.

Hit Points & S.D.C.: H.P.: 4D6+6. S.D.C.: 6D6+12; increase both by 50% for a war horse.

Speed:

Running: 35 mph (56 km) for an hour at a time, but needs period of rest or slow speed. Increase speed by 10 mph (16 km) for race horses, but only in short sprints that last 1D6 minutes at a time. Reduce speed by 20% for work and war horses.

Leaping: 5 feet (1.5 m) high and 10 feet (3 m) across, increase by 30% for riding and race horses.

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 (1.4 to 1.5 m) at the shoulder (increase by 30% for a heavy work horse and increase by 50% for a war horse).

Length: 5-7 feet (1.5 to 2.1 m) from tip of the nose to the rump, plus a foot (0.3 m) long tail.

Weight: 800 to 1,200 lbs (360 to 540 kg) depending on type of horse and size.

Cargo: Can carry 400 lbs (180 kg) on its back, but can pull 1200 lbs (540 kg); triple for a work horse or a war horse.

Physical Strength: 1D8+20.

Operational Lifetime: 12 years of service, with a 14-25 year life span.

Trade Value: 500 to 5,000 credits.

Senses & Features: None.

Feeding: Eats 10-20 pounds (4.5 to 9 kg) of oats and other grain per day.

Sleep Requirements: Needs 8 hours of sleep and periodic naps and rest throughout the day.

Rider: Bareback or traditional saddle placed just behind the shoulders.

Other Data (for individual animals):

Alignment: Any, but generally considered to be good. Most domesticated horses respond favorably to anyone who treats them with kindness and patience.

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; double for a war horse.

Combat Bonuses (in addition to possible attribute bonuses): +1 on initiative, +2 to strike with kick attacks and head butts, +3 to automatic dodge (i.e., can dodge without using up a melee ac-

tion), +2 to pull punch/kick, and +2 to roll with punch, fall or impact.

Equivalent (instinctive) Skills of Note: Begging 50%, Climb 50%/0%, 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.

Bio-Weapon Systems: None.

Mega-Horses

With the Human Resistance relying on the horse so much, it was inevitable that one of the Engineers would produce a genetically improved animal for combat and hazardous transportation. Mega-Horses have M.D.C. hides, are the size of a war horse, but have the speed of a race horse and are more aggressive.

Class: Enhanced War Horse.

Crew: One rider; two when necessary.

M.D.C. by Location: Front Legs (2): 2D10+30. Hind Legs (2): 3D10+40. Head: 3D10+70. Main Body: 2D6x10+50.

Speed:

Running: 50 mph (80 km) for two hours at a time, but needs periods of rest or slower speed. Increase speed by 10 mph (16 km) for short burst that last 1D10 minutes at a time.

Leaping: 8 feet (2.4 m) high and 20 feet (6.1 m) across.

Swimming: Two mph (3.2 km or 1.7 knots) on the water's surface only.

Flying: Not applicable.

Statistical Data:

Height: 7 to 8 feet (2.1 to 2.4 m) at the shoulders.

Length: 6-8 feet (1.8 to 2.4 m) from tip of the nose to the rump, plus a foot (0.3 m) long tail.

Weight: 1,400 to 2,200 lbs (630 to 990 kg).

Cargo: 800 lbs (360 kg) can be carried on its back, but can pull 5000 lbs (2250 kg).

Physical Strength: 1D8+20 (Supernatural).

Bio-Regeneration: Recovers 4D6 M.D.C. every 24 hours.

Operational Lifetime: 22 years of service, with a 25-35 year life span.

Trade Value: 50,000 to 80,000 credits.

Senses & Features: None.

Feeding: Eats 20-30 pounds (9 to 13.5 kg) of oats and other grain per day.

Sleep Requirements: Needs 8 hours of sleep and periodic naps and rest throughout the day.

Rider: Bareback or traditional saddle placed just behind the shoulders.

Other Data (for individual animals):

Alignment: Any, but generally considered to be good. Most domesticated horses respond favorably to anyone who treats them with kindness and patience.

Attributes: I.Q. 1D4+6 (high animal intelligence), M.E. 1D8+12, M.A. 2D6+15, P.S. 1D8+20 (Supernatural), P.P. 2D6+10, P.E. 2D6+15, P.B. 2D6+15, Spd: 74 (see Speed above).

Attacks per Melee Round: Four.

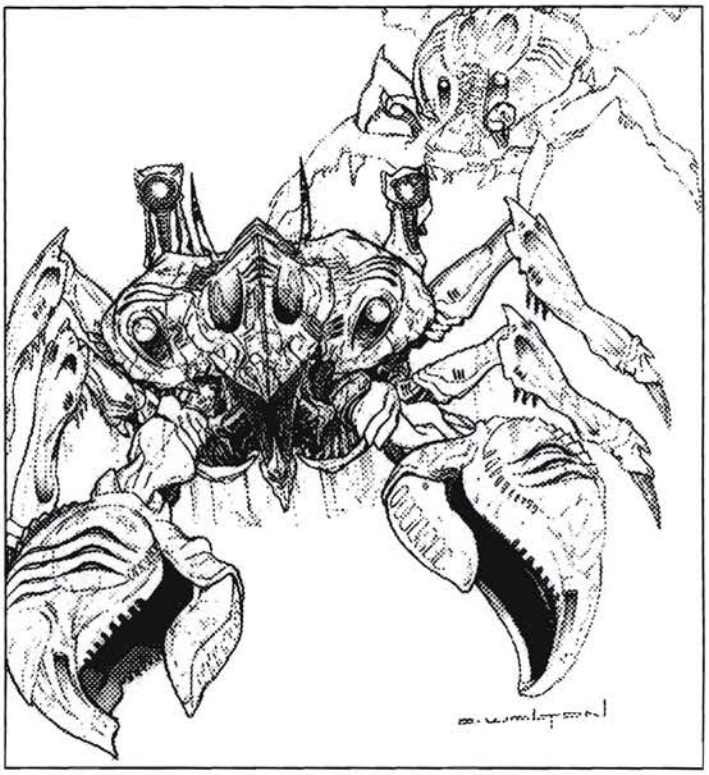
Combat Bonuses (in addition to possible attribute bonuses): +2 on initiative, +3 to strike with kick attacks and head butts, +4 to automatic dodge (i.e., can dodge without using up a melee action), +2 to pull punch/kick, +2 to roll with punch, fall or impact, +1 to save vs poison and disease, and +4 to save vs Horror Factor (and possession).

Equivalent (instinctive) Skills of Note: Begging 50%, Climb 50%/0%, Identify Plants & Fruit (i.e., stuff it can eat) 80%, Land Navigation 90%, Swim 60% and understands languages (2) at 75%. Recognizes robots and machines as enemies to be avoided.

Combat Capabilities: Front Leg Kick: 2D6 M.D. Rear Leg Kick: 4D6 M.D. Stomp: 1D6 M.D., Bite: 1D4 M.D. and Head Butt or Body Bump: 1D6 M.D.

Mega-Horse Bio-Weapon Systems: None.

Riding Bonus: +10% to Horsemanship skill on this War Mount.



Leviathan

The great ocean is a place of relative safety for the Resistance, because the Machine's robots cannot venture too deep below the waves without losing contact with it. So it is from beneath the waves that the Human Resistance can hide and launch crushing attacks. The Outriders and warriors who use the Leviathan are some of the most courageous. While it is true that they can retreat below the waves to hide, the coastal defenses that they must go up against are some of the most powerful installations that the Machine has at its disposal. For this reason,

the Leviathans were designed with heavy armor and heavy Bio-Energy Cannons to blast away at the shoreline defenses, and cutting crab-like pincers for slicing their way into those installations to destroy them from the inside.

The Leviathan can best be thought of as a large, amphibious bio-tank/sub that resembles a giant crab. The War Mount has two large Bio-Energy cannons (the vent-like protrusion above each of its massive forearm pincers), four legs and a pair of crab-like pincers. It is comparatively slow on land, but has a set of rear water jets that provide the War Mount with good underwater speed. The Leviathan is unique in that the rider is held in a fully enclosed pilot's chamber (along with up to two passengers) that is accessed by two armored back hatches. This provides the rider with full main body protection and allows for incredibly deep dives underwater, useful in escaping the Machine's robots.

Class: Amphibious War Mount.

Crew: One rider, but has space for two passengers in the pilot's chamber.

M.D.C. by Location:

Bio-Energy Cannons (2) – 160 each

Armored Back Hatches (2) – 200 each

Large Forearm Pincers (2) – 260 each

* Acid Pustules (20) – 3 each

* Legs (4) – 190 each

* Eye Stalks (6; retractable) – 30 each

**Head/Maw Area – 380

*** Main Body – 750

* 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 20% of max, as well as reduces the number of melee attacks to three total (including the rider's) and negates all bonuses from the animal, but the rider can still fire the weapon systems and make the War Mount walk (at a ponderous pace) for up to 12 hours after the head is gone. Destroying all of the Eye Stalks will also eliminate all optics and sensory systems, and reduces the maximum speed, the number of melee attacks and all bonuses by half.

*** Depleting the M.D.C. of the main body kills it.

Speed:

Running: 50 mph (80 km) maximum, but normal cruising speed is only 30 mph (48 km). Running, swimming and combat tires the War Mount, but at one tenth the rate of humans.

Leaping: Not possible.

Digging: 30 mph (48 km) through sand or dirt, but half as fast through clay, rock or stone. To dig down enough to adequately hide the Leviathan takes 2D4 melee rounds.

Swimming: 300 mph (480 km/259 knots), this also does not tire the War Mount or the rider. Maximum underwater depth is to two miles (3.2 km).

Flying: Not possible.

Statistical Data:

Height: 12 feet (3.6 m).

Width: 14 feet (4.3 m).

Length: 8 feet (2.4 m) for the main body, 16 feet (4.8 m) including the massive pincer arms.

Weight: 4 tons.

Cargo: Space inside for two passengers and some gear (about 600 lbs/270 kg), but can carry 2000 lbs (900 kg) on its back or can pull 6000 lbs (2700 kg) at one third its normal Spd.

Physical Strength: 1D4+31 (Supernatural P.S.).

Production Cycle: 2 years gestation, plus 3 years growth time.

Operational Lifetime: 30 year life span.

Trade Value: 4.5 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 days.

Horror Factor: 14 against humans outside the Resistance, none against the machines.

Senses & Features: Standard for War Mounts.

Feeding: The Leviathan is an omnivore and eats from 70-100 lbs (31.5 to 45 kg) of organic matter a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data (used when the War Mount is without a rider): An unmanned Leviathan 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 or Packmaster (only), like a trained watchdog. It has no feelings about people or robots one way or the other.

Alignment: Anarchist, the War Mount operates more like a robot than a living creature; devoid of personality.

War Mount Attributes: I.Q. 1D6 (low animal intelligence), M.E. 1D6+6, M.A. 1D6, P.S. 32-35 (Supernatural), P.P. 1D6+6, P.E. 2D6+10, Spd (see Speed above).

Number of Attacks per Melee: Three.

Combat Bonuses (in addition to possible attribute bonuses): +1 on initiative, +2 to strike with ranged attacks, +3 to strike in hand to hand combat, +3 to parry, +1 to dodge, +4 to dodge while underwater, +1 to pull punch, +4 to roll with punch, fall or impact, +4 to save vs poison and disease, and impervious to Horror Factor and mind control (and possession).

Equivalent (instinctive) Skills of Note: Climb 80%/70%, Identify Plants & Fruit (i.e., stuff it can eat) 80%, Land (and Underwater) Navigation 80%, Swim 98%, Track by Scent 35% (+20% underwater) and understands languages (2) at 75%.

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 Punch with Pincers: 5D6+15 S.D.C.

Full Strength Punch with Pincers: 4D6 M.D.

Power Punch with Pincers: 1D4x10 M.D., but counts as two attacks.

Pincer Scissor (Cutting) Attack: 6D6+10 M.D., counts as one attack.

Power Pincer/Scissor (Cutting) Attack: 1D8x10 M.D., but counts as two attacks.

Kick: 3D6 M.D.

Leap Kick: Not possible.

Stomp: 1D6 M.D., but the stomp is only effective against targets 6 feet (1.8 m) or smaller.

Biting Jaws: 3D6 M.D.

Body Flip/Throw: 1D8 M.D. plus the victim loses initiative and one melee attack/action.

Body Block/Ram: 4D6 M.D. and has a 01-65% chance of knocking an opponent up to 15 feet (4.6 m) tall off his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions. Ram counts as two melee attacks for the War Mount.

Leviathan Bio-Weapon Systems:

1. **Bio-Energy Cannons (2):** The Leviathan can fire energy blasts from vent-like protrusion above each of its massive pincers. The blasts draw on the life force of the *rider* inside (not the Leviathan itself) and the more endurance (P.E.) the rider has, the more massive a blast the Bio-Energy cannons can fire.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 2D8+bonus M.D. per blast or 4D8+bonus M.D. per simultaneous twin blast at the same target (counts as one melee attack/action). The damage bonus is equal to the P.E. attribute of the rider/pilot (not passengers).

Rate of Fire: Each blast or pair of blasts count as one melee attack.

Maximum Effective Range: 1800 feet (549 m), but only 900 feet (274 m) underwater.

Payload: Effectively unlimited, but firing more blasts than the rider has P.E. will weaken him. Loses one melee attack and -2 on all combat bonuses for 1D6 minutes for *each* blast that exceeds his P.E. number. That means a character who has a P.E. of 15 can only fire 15 single or double blasts in an hour before additional shots fired weaken him.

2. **Hydro-Cutter Beam (1):** This weapon is inside the mouth and uses a pressurized, fine stream of water to cut and slice through even the hardest of armors (note, this system of cutting is used today in industrial steel works) although the range is limited.

Primary Purpose: Anti-Armor and Self-defense.

Mega-Damage: 1D8x10 M.D. per water blast, plus the beam has a 01-35% chance of knocking an opponent off his feet (if successful, the target loses initiative and one melee attack/action). **(Rifts® Note:** Against vampires, the water blasts do 1D6x10 Hit Point damage.) If a robot's main body M.D.C. is reduced below 40%, 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 on-line 1D4 seconds later, but the target loses the initiative (if it had it) and one melee attack/action. This may give the Leviathan the opportunity to escape or strike again before the target has a chance to respond.

51-60% All weapon systems are temporarily out and there is a total failure in the targeting systems. One comes back on-line in 1D4 melee rounds (15 to 60 seconds)! Penalty: -2 to strike, parry and disarm even in hand to hand combat.

61-80% Communications, radar and targeting are fried, but weapon systems 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 on-line in 1D4 melee rounds (15 to 60 seconds).

Rate of Fire: Each water blast counts as one melee attack.

Maximum Effective Range: 500 feet (152 m) on land, but only 200 feet (61 m) underwater.

Payload: The hydro-cutter beam has a payload of 12 blasts on dry land, and to refill the bladder it needs one melee action (3 seconds) of drinking water for one blast. Underwater the payload is unlimited.

3. **Acid Pustules (20):** White pustules the size of a grapefruit dot the back and rear of the Leviathan and can spit forth an acid paste (similar to battery acid, but in a white, sticky paste) to burn enemies in close proximity. These are primarily intended to keep the enemy from climbing onto its back, but they can be used as offensive weapons as well, via touch (body block) or firing them at close proximity (10 feet/3 m).

Primary Purpose: Self-Defense and Close Combat.

Mega-Damage: 3D8 from initial contact plus 1D8 M.D. additional per melee round for 1D4 melee rounds, or until the paste is scraped off or blasted away with a high-powered stream of water.

Rate of Fire: Each deliberate blast of paste counts as one melee attack. An enemy popping a pustule open via physical contact does not count as a melee attack.

Maximum Effective Range: Touch or 10 feet (3 m).

Payload: 20 pustules. Each pustule can produce enough paste for one attack each hour.

4. **Hand to Hand Combat:** Rather than use long-range weapons, the rider can use the War Mount to engage in hand to hand combat. Damage is noted earlier under *Other Data.*

Strider

The Strider was created to be a rapid-strike calvary mount that could respond to changing conditions on the battlefield quickly, and rush to assist other troops as necessary. They function in first strike infantry and troop support capacities as well as scouting, patrols and surgical strikes. Striders have both long-range and close combat Bio-Weapons, with their famed sickle talons able to slice and cripple an enemy in just a few well placed strikes.



The Strider's appearance is reminiscent of a mutant Velociraptor and emu combined. It runs on two legs, has four stubby forelimbs, and is covered in patchy tufts of feathers. The Strider has minimal plating, and its rippling muscles can be seen under its tough, taut skin. The rider sits on its back, hunched forward and peering over or around the beast's head in much the same way as ostrich-riders. The Strider's ride is surprisingly smooth and very swift. The head is long and misshapened. Its eyes, five small round dots. A long, pointed tusk runs along the lower jaw and can be shot out like a spear. A pair of tentacles are located at the back of the jaw and are used by the rider as natural reins. The Strider's long, muscular legs give it power and speed, and the sickle taloned claw on each big toe enables the War Mount to cut and slash opponents like the infamous Velociraptor. Moreover, this sickle talon is equipped with a high frequency resonator that allows the bone blade to slice though a robot's armor like a hot knife though butter. All of this makes the Strider one of the Outriders' favorite War Mounts.

Class: Rapid Strike War Mount.

Crew: One rider.

M.D.C. by Location:

Shoulders & Spike Launchers (4) – 100 each

* Forelimbs (4) – 80 each

Legs (2) – 220 each

* Foot Sickle Talons (2; large) – 50 each

* Tusk Spears (2; head) – 20 each

** Head – 180

*** Main Body – 280

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 80 mph (128 km). The Strider 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 Strider 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: Cannot swim.

Flying: Not possible.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 3-3.5 feet (0.9 to 1.1 m)

Length: 4 feet (1.2 m) plus a 3-4 foot (0.9 to 1.2 m) long, feather-tipped tail.

Weight: 800-1000 lbs (360 to 450 kg).

Cargo: 800 lbs (360 kg) can be carried on its back, but it can pull up to 2600 lbs (1170 kg), but any weight over 1000 lbs (450 kg) reduces the Strider's maximum speed by half.

Physical Strength: 1D4+26 (Supernatural P.S.).

Production Cycle: One year gestation, plus one and half years growth time.

Operational Lifetime: 55 year life span.

Trade Value: 2-3 million credits for a healthy, undamaged unit.

Bio-Regeneration Rate: 4D6 M.D.C. per hour for the main body and 1D8 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.

Horror Factor: 10 against humans not with the Resistance, none against robots.

Senses & Features: Standard for War Mounts.

Feeding: The Strider is an omnivore with a diet of 60% plant matter, and 40% other (carrion, meat, insects, processed food, etc.). Eats from 50 lbs to 80 lbs (22.5 kg to 36 kg) of food a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data (used when the War Mount is without a rider): An unmanned Strider 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 or Packmaster. Striders like humans and accept them as an equal member of the flock, but as an *equal* they don't respect other people's privacy or property, and only obey their Outrider/master and other forceful Outriders, Packmasters 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 Strider is under the command of a rider, it is every man (and Strider) for himself.

Alignment: Considered Unprincipled or Anarchist. Striders can be pesky and mischievous, getting into food supplies, sniffing through a character's gear or supply station (devouring any edibles it can find), and grunting, snorting and whining when it is bored. Striders like to be on the go all the time and are easily bored after one hour of standing around doing nothing (unless sleeping) and that's when they wander off to go investigating or get into trouble.

War Mount Attributes: I.Q. 1D4+6 (medium to high animal intelligence), M.E. 1D6+7, M.A. 1D8+8, P.S. 26-30 (Supernatural P.S.), P.P. 1D8+8, P.E. 1D8+18, Spd (see Speed above).

Number of Attacks Per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +1 on initiative, +2 to strike with ranged attacks, +3 to strike in hand to hand combat, +3 to parry and 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 60%/20%, Escape Artist 65% (infamous for un-tethering 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: 1D6 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: 1D6x10 M.D., but counts as two attacks.

Stomp Attack: 1D6 M.D.

Head Butt: 1D4 M.D.

Biting Jaws: 2D6 M.D.

Stab with single Tusk Spear: 3D8 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.

Strider Bio-Weapon Systems:

1. **Tusk Spears (2):** Housed along both sides of the Strider's head are long, pointed tusks that end in a deadly point. The Strider can fire these tusk spears with incredible force. Each tusk spear is two and a half feet (0.76 m) long.

Primary Purpose: Assault and Defense.

Mega-Damage: 3D8 M.D. per spear.

Rate of Fire: Each spear fired counts as one melee attack.

Maximum Effective Range: 120 feet (36 m).

Payload: Two, but a new pair will appear in a incredibly quick three hours.

2. **Lightning Arc Thrower:** Located on the top of the Strider's head is a dish that fires bolts of lightning; just point the head and shoot.

Primary Purpose: Anti-Aircraft/Robot.

Secondary Purpose: Defense.

Mega-Damage: 4D12 M.D. per single blast. Does an extra 1D12+10 M.D. to robots and machines that have their internal wiring exposed or have less than 30% of their main body M.D.C. left.

Rate of Fire: A maximum of four blasts per melee.

Maximum Effective Range: 200 feet (61 m).

Payload: Effectively unlimited.

Bonus: +1 to strike with lightning blast.

3. **Shoulder-Mounted Spike Launchers (4):** Each shoulder is rimmed with ten small, spikes per shoulder area (remember there are four small arms), all facing forward. These spikes can be fired at will by the rider (or the War Mount without a rider).

Primary Purpose: Assault and Defense.

Mega-Damage: 1D8 M.D. per spike fired.

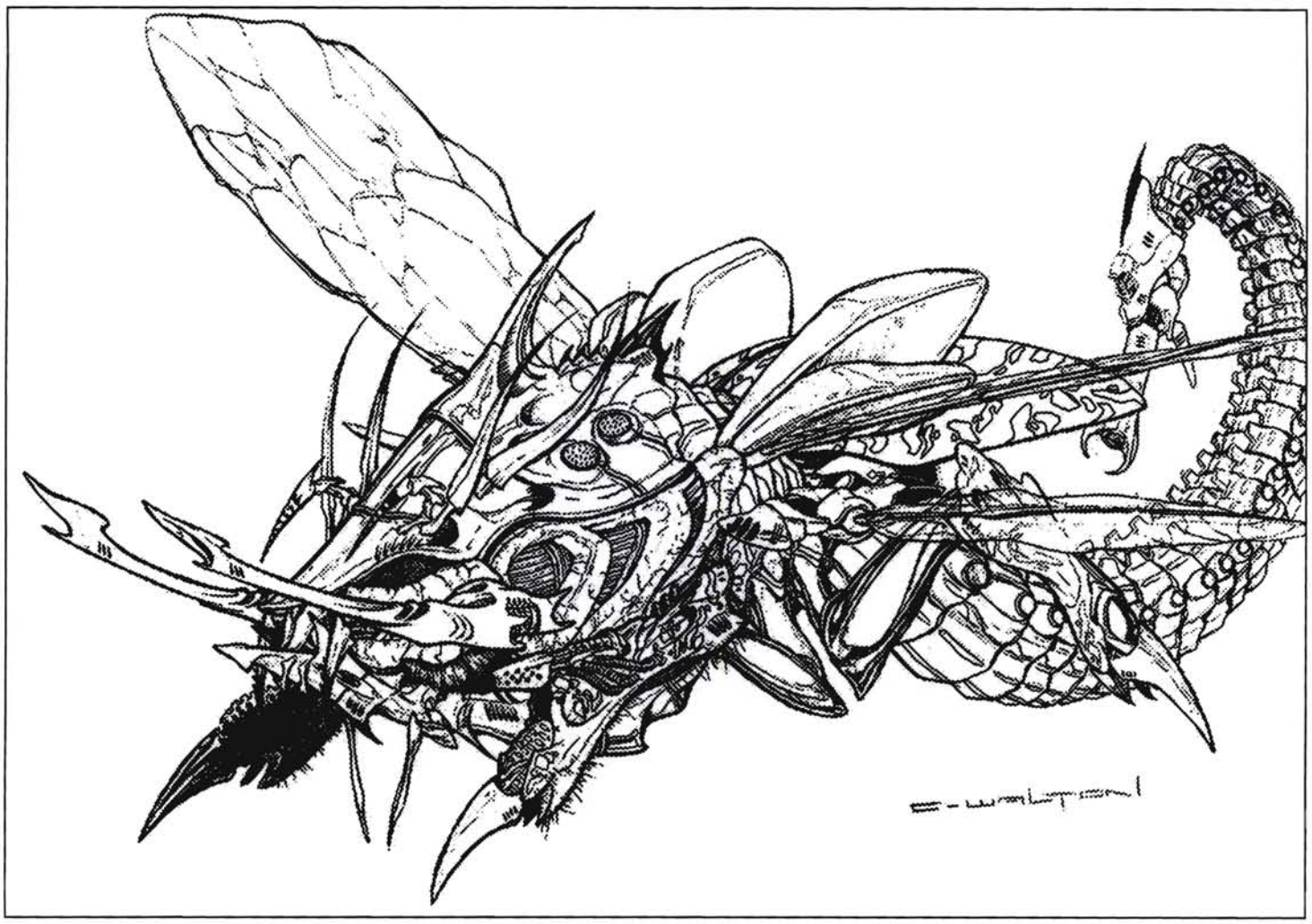
Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10. Each individual spike or an entire volley of spikes counts as one melee attack. When a volley is launched, roll only once to strike, either all the spikes in the volley hit or they all miss.

Maximum Effective Range: 180 feet (54 m)

Payload: The launchers have a payload of ten spikes per shoulder, for a total of 40 spikes, but the entire payload can be regenerated in 1D4 hours, provided the Strider eats as least 10 lbs (4.5 kg) of food.

Bonus: +1 to strike with shoulder spikes.

4. **Hand to Hand Combat:** Rather than use long-range weapons, the rider can use the mount to engage in hand to hand combat. See Combat Capabilities under *Other Data*, above.



Zephyr

One of the major weaknesses of the Human Resistance is its lack of air power. The Machine clearly has air supremacy, which can quickly turn victory for humans on the ground into defeat or at least retreat. The Zephyr War Mount is designed to help even the odds and give the Archangels and ground troops aerial support. The only problem in designing the Zephyr was that the organic forms of propulsion in the air were not as effective, or as fast, as the jet engines used by the machines. This limits the effective payload of weapons and the amount of armor the Zephyr have to be effective in the air.

The Zephyr looks like a giant mutant dragonfly with a tail stinger (energy weapon) and a number of other concealed weapons. The rider sits on its back just behind its thorax and in front of the wings. The two large insect wings provide its main thrust and the two small wings add control and maneuverability. When not in flight, the wings fold to be housed under two armored wing cases on its back like a beetle. On the forelimbs of the unit are a set of Light Bore Cannons for combating ground targets and doing strafing runs. The War Mount flies in a flat, prone posture with its weapon arms stretched out in front of it. Mounted on each side of the head is Heavy Spore Discharger for engaging other flying units in aerial combat. A large tail similar to a scorpion's tail stretches out behind the Zephyr (or can be aimed over top of its body), tipped not with a stinger but with a Heat Projector Cannon. Like a dragonfly, the Zephyr has Vertical Landing and Take-Off (VTOL) capabilities, and may be used to airlift cargo (not more than 4000 lbs/1800 kg) and troops (never more than half a dozen). It can also fly close to the ground or skim treetops to defeat enemy radar (cannot be detected) and conceal its approach. The VTOL and excellent mobility makes the Zephyr ideal for urban warfare, able to dart around buildings, zoom down city streets and land almost anywhere.

Class: Aerial Attack War Mount.

Crew: One rider.

M.D.C. by Location:

* Heat Projector Weapon Tail – 140
Armored Wing Cases (2) – 120 each
Main Flight Wings (2; large) – 100 each
* Secondary Wings (2; small) – 50 each
* Forelimb Light Bore Cannons (2) – 100 each
* Legs (4) – 120 each
** Head – 220
*** Main Body – 290
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 and the number of melee attacks by half and eliminates all combat bonuses from the War Mount. However, the rider can still fly and fire the weapon systems for up to 8 hours after the head is gone!

*** Depleting the Main Body M.D.C. to zero (or less) destroys the War Mount.

Speed:

Running: 50 mph (88 km) maximum, but without fatigue.

Leaping: 20 feet (6 m) high or across from a standing position without using the wings. A wing assisted leap can propel the Zephyr 200 feet (61 m) high or 500 feet (152 m) across, without actually attaining flight.

Digging: Not applicable.

Swimming: Not possible, the Zephyr sinks like a stone, but it can skim across the surface while flying.

Flying: Maximum speed is 500 mph (800 km), with a cruising speed of 180 mph (288 km). The Zephyr can reach speeds of Mach 1.2 (about 750 mph/1200 km), but only for short bursts of 3D4 minutes, after which the Zephyr must drop down to cruising speed for the next 6D6 minutes. Can fly all day long without fatigue at cruising speed, but only five hours at maximum speed before needing to rest for at least one hour.

Maximum Altitude: From a stationary hover to flying a few inches above the surface to a height of 20,000 feet (6096 m) above the ground.

Statistical Data:

Height: 5 feet (1.5 m) to the top of the head, but 10 feet (3 m) with the wings out and up.

Width: 5 feet (1.5 m), 25 feet (7.6 m) with wings fully extended for flight.

Length: 22 feet (6.7 m) long, though the tail can curl up, down and sideways to reduce its length by one third (and to fire in all directions).

Weight: 3.2 tons.

Cargo: Can carry up to 1200 lbs (540 kg) on its back or airlift 4000 lbs (1800 kg) of cargo or troops (never more than half a dozen) on a platform cabled underneath it, like a helicopter. Maximum speed and combat bonuses are half when airlifting a cargo platform.

Physical Strength: 1D6+19 (Supernatural P.S.).

Production Cycle: 2.3 years gestation, but only one year growth time.

Operational Lifetime: 40 year life span.

Trade Value: 12 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, none against robots.

Senses & Features: Standard for War Mounts.

Feeding: The Zephyr is an omnivore and eats from 50-100 lbs (22.5 to 45 kg) of organic matter a day.

Sleep Requirements: As an artificial organism, the War Mount requires only four hours of sleep/rest per day.

Other Data (used when the War Mount is pilotless): An unmanned Zephyr is able to function independent of a rider using its animal-like intelligence and instincts to respond to any given situation. However, the creature only attacks when it is threatened or provoked, and then goes at it like an angry wasp or bee. It will only obey the commands of an Outrider or Packmaster. It has no feelings about people or robots one way or the other.

Alignment: Anarchist; operates more like a robot than a living creature, devoid of personality.

War Mount Attributes: I.Q. 1D4+2 (low animal intelligence), M.E. 1D8+4, M.A. 1D4, P.S. 21-25 (Supernatural), P.P. 1D8+16, P.E. 1D8+12, Spd (see Speed above).

Number of Attacks per Melee: Four.

Combat Bonuses (in addition to possible attribute bonuses): +3 on initiative, +2 to strike with ranged attacks, +1 to strike in hand to hand combat, +2 to parry, +2 to dodge, +5 to dodge while flying, +1 to pull punch, +2 to roll with punch, fall or impact, +6 to roll with impact while flying, +4 to save vs poison and disease, and is impervious to Horror Factor and mind control (and possession).

Equivalent (instinctive) Skills of Note: Climb 80%/60%, Identify Plants & Fruit (i.e., stuff it can eat) 80%, Land Navigation 90%, Track by Scent 50% and understands languages (2) at 70%. 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 Kick: 4D6 S.D.C.

Full Strength Punch with the forelimbs: 2D6 M.D.

Tail Lash/Strike: 3D6 M.D.

Restrained Kick: 6D6 S.D.C.

Full Strength Kick: 2D6 M.D.

Leap Kick: Not possible.

Stomp: 1D4 M.D.

Head Butt: 1D4 M.D.

Biting Jaws: 1D6 M.D.

Flying Body Block/Ram: 4D8 M.D. and has a 01-80% likelihood of knocking an opponent who is as large as 20 feet (6.1 m) tall, off his feet and onto his back. If knocked off his feet, the victim loses initiative and two melee attacks/actions. A ram counts as two melee attacks for the War Mount.

Zephyr Bio-Weapon Systems:

1. **Spore Dischargers (2):** These long, tusk-like protrusions from the sides of the Zephyr's head fire a stream of metal eating spores in a liquid medium. Once the liquid comes in contact with any metallic substance, like a robot, drone or vehicle, they burst and begin to eat into the target. These spores are ineffective against living organisms.

Primary Purpose: Anti-Aircraft and Anti-Robot.

Secondary Purpose: Assault and Defense.

Mega-Damage: 4D8 M.D. to metal if one is fired or 7D8 for a simultaneous shot. Damage is inflicted to a 40 foot (12.2 m) radius.

Duration: The spores continue to do 1D8 M.D. to any metal, including any metal that may come in contact with it, for the next 3D4 melees as the spores complete their life cycle and die.

Rate of Fire: Each blast of spores counts as one melee attack.

Maximum Effective Range: 1200 feet (365 m).

Payload: Effectively unlimited.; regenerated on demand.

Bonus: +1 to strike.

2. **Light Bore Cannons (2):** Mounted to the forelimbs is a pair of Light Bore Cannons. This enables the War Mount to point up, down, backward and sideways 360 degrees.

Primary Purpose: Strafing Runs and Self-Defense. See page 99 of the *Bio-Weapons* section for complete details.

Mega-Damage: 2D10 M.D. for each grub fired, up to a volley of four of them, inflicting 4D10 M.D., but to fire four, both cannons must fire simultaneously at the same target. An additional 1D10 M.D. is inflicted each of the next 1D4 melee rounds.

Rate of Fire: Each single or dual blast counts as one melee attack, firing four grubs counts as two attacks.

Maximum Effective Range: 2800 feet (853 m).

Payload: 24 Bore rounds/grubs per gun for a total of 48 rounds. The War Mount can manufacture enough rounds to replace its entire payload in 2D6x10 minutes.

3. **Heat Projector Cannon:** The scorpion-like tail of the Zephyr ends in a formidable heat cannon. This is the "main gun" of the Zephyr, and is used both in aerial encounters and against ground targets. The tail is able to bend all around, 360 degrees, to engage targets at any position or angle.

Primary Purpose: Anti-Armor and Strafing Runs.

Mega-Damage: Two settings; a light 5D8 M.D. blast, or a heavy 1D8x10+10 M.D. blast.

Maximum Effective Range: 3600 feet (1097 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited.

Bonus: +1 to strike.

4. **Hand to Hand Combat:** Rather than use long-range weapons, the War Mount can engage in hand to hand combat using its forelimbs, feet, biting jaws and/or a weapon tail strike.

Equipment & Bio-Weapons



MAJESTIC

Monetary Currency

The monetary currency of the Resistance comes in the form of micro-computer discs used as currency as well as the trade of actual goods and services on a barter system, especially with people from Retro-Villages and other surface communities. These micro-discs are used as coinage (all are about the size of an American quarter), due to the fact that during the slow decline of the Machine, all types of information was backed up onto micro-discs. This information will be critical to rebuilding humanity after the Machine is defeated, making the micro-discs valuable, and the micro-discs themselves cannot be counterfeited by humans, and are not affected by the Nanobot Plague. The micro-discs are even color coded, based on their original storage intent, each data type had a different color. This, in effect, makes them perfect for use as a monetary currency.

White coins/micro-discs are blank and have a value of *one credit.*

Colored coins/discs are the old commercial consumer micro-discs used for storing music, video, data, games, computer programs, etc., and have a value of *ten credits.*

Metallic coins/micro-discs were used to hold technical information, training programs and operational data as well as all the teaching and instructional data and knowledge necessary to rebuild the world, assuming the Machine can be defeated and the Nanobot Plague stopped, and are worth *one hundred credits.*

Black coins/micro-discs are the rarest and most precious: worth *one thousand credits.* According to accepted beliefs, they contain N.E.X.U.S. system operation and control programs that were saved in case there was a problem with the super-computer. Rumor has it that one of the black discs contains *all* the codes needed to shut down N.E.X.U.S. forever, if only it could be found. The fact that the Machine destroys all black discs found strongly suggests the rumor is true.

Coins are not accepted by everyone. While coins, precious metals, gems and other valuables can be used as payment within the Resistance, it is best to barter goods and services with surface people.

Miscellaneous Bio-Tech Equipment

The following are a handful of essential odds and ends created, grown and used by the Human Resistance in their struggle against the robots and war to reclaim their world.

Most of the Bio-Tech devices are simple to use and often are linked to or in some way merged with the operator/user, allowing for a greater level of control and superior response time. To *feed* most forms of Bio-Tech one must simply bring the device back to the underground haven of the Great Houses every few days and soak the item in a nutrient bath (nutrients soak into the living item) for 1D4 hours, after which it will be good for another 1D6+3 days of continuous field operation. Only the most common and useful of the Bio-Tech devices are listed here.

Bio-Comms

The Resistance uses a unique set of communications gear called Bio-Comms. These organic resonators create sympathetic vibrations in other living creatures that can then be transmitted and decoded by other Bio-Comm units, creating a system of telepathic-like communication that has proven to be undecipherable to the machines. The Bio-Comm can be connected to a living person or living armor or living helmet to function as a comm-link for the recipient or wearer/user. If there is a weakness to this means of robot proof communications, it's that the maximum range is limited to 6 miles (9.6 km).

Bio-Comm units looks like a small insect with only two legs, one is quite long and the other is rather short. This device is then attached over the temple of the recipient with the long leg bent down in front of the mouth. The short leg basically sticks in the fighter's ear. This allows the person to speak into the Bio-Comm and "hear" the response softly in his ear.

M.D.C. of the Device: 15, and regenerates damage at a rate of 1D4 M.D.C. per hour.

Range: 6 miles (9.6 km).

Trade Value: 1,000 credits.

Eye Pod

An Eye Pod resembles a large, black slug, with a single eye in the front. The device attaches to a character along the side of the head over the temple and wraps around toward the rear of the head. The person's hair must be shaved off where the Eye Pod is to be mounted, in order to insure a proper neural connection. The Eye Pod is used like an all-purpose telescope and total visual enhancement system and grants the person *Advanced Vision/Sight* like that of the Host Armor. Vision is crystal clear and can see great distances like an eagle (able to recognize a face or read a small sign up to a mile/1.6 km away). It also provides passive nightsight to see by light amplification and provides a polarizing filter to reduce glare and protect the eyes from bright sunlight the same as quality sunglasses. The Eye Pod's augmentation goes on to enable the wearer to see into the infrared and ultraviolet spectrums of light. Infrared is an extension of normal vision past red into the (normally invisible) infrared range. Infrared light is normally used for targeting and combat systems of the robots. Likewise, ultraviolet is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet range, which is used by some security systems of the Machine. All the various enhanced vision capabilities of the Eye Pod have a range of just 1,000 feet (304.8 m) total.

M.D.C. of the Device: 23, and regenerates damage at a rate of 1D4 M.D.C. per hour.

Trade Value: 4,000 credits.

Face Wrap

The Face Wrap hugs around the face tightly, covering the mouth and nose completely, but the wearer can still speak clearly and breathe easily. The creature automatically purifies the air before it is passed on to its wearer, removing all toxins, poisons and impurities before the air is breathed by the person. It also has a built-in system of gills to allow the wearer to breathe underwater for an unlimited period of time, and it can amplify the wearer's voice at up to 80 decibels (roughly the equivalent of using a megaphone/loudspeaker). As a result, the Face Wrap is an organic version of a gas mask, rebreather and megaphone all rolled into one.

A Face Wrap resembles a squashed octopus with only four arms. Two of the arms wrap around the person's neck, while the other two wrap behind the head to hold the creature in place. Over each cheek of the wearer are the Face Wrap's air intake valves while the waste gases are expelled through a small "horn" at the bottom of the mask that hangs down just below the wearer's chin. The Face Wrap even has two small bladders, like the throat sac on a frog, that can be filled with enough air to let the person survive for up to 30 minutes with no air at all.

M.D.C. of the Device: 28, and regenerates damage at a rate of 1D6 M.D.C. per hour.

Trade Value: 2,500 credits.

Slap Patch

Unlike the other Bio-Tech devices, the Slap Patch is not meant to be used on a continual basis. They are devices used to provide quick healing to the injured, and can be used in emergencies to stop bleeding, soothe burns, stop bruising from blunt trauma, and begin the regeneration of the damaged area. Each Slap Patch heals 2D8 S.D.C. points *and* 1D8 Hit Points per melee round of healing to humans and ordinary animals, and 2D6 M.D.C. to Mega-Damage animals and Bio-Tech devices, such as Host Armor, Wing Packs, War Mounts, etc.

The healing is very quick, taking only 1D4 melee rounds for the healing to start and the organism regenerates damage and heals wounds once each melee round for 2D4 rounds. A Slap Patch also stops the bleeding completely in the first melee round, preventing additional damage due to blood loss or infection. A patient with a Slap Patch also enjoys a bonus of +10% to save vs coma/death due to the chemicals it releases. Each Slap Patch is roughly the size of a man's palm (roughly a four inch/10 cm square), wafer thin, and a sickly looking greenish-black color.

M.D.C. of the Device: 5; can not regenerate itself, it is used to heal others.

Limitations: A Slap Patch can only perform its miraculous healing three times per 24 hours, then needs 24 hours to regenerate its healing capabilities.

Trade Value: 500 credits each.

Classic Melee Weapons

S.D.C. Weapons: Along with the M.D. capable weapons, there are a large range of conventional S.D.C. weapons, especially among the surface dwellers. Some are made of stone, wood, bone, or a combination of the three, as well as modern ceramic compounds and plastic. The Resistance can make plastic and ceramic items and has also collected usable items from the past. This includes weapons such as knives, swords, spears, clubs, axes, arrows, and so on.

M.D.C. Versions: The Resistance makes and uses both S.D.C. and M.D. conventional weapons, but weapons made of S.D.C. materials are no good against the robotic progeny of the Machine. As a result, the bio-tech Engineers and Librarians have developed ways to transform ordinary wood and bone into M.D.C. materials, as well as create a creeping fungus that quickly (in a matter of 1D4+2 days) covers and bonds with ordinary S.D.C. materials, including leather, plastic, rubber, wood, bone and ceramics. The process covers the weapon or armor in a hard, crusty, but flexible coating reminiscent of barnacles or salt crystals, only it turns the coated item into a Mega-Damage structure. A similar bacteria-based M.D.C. transformation process does the same thing but makes the item appear to be made

from smooth resin or ceramics rather than a rough, lumpy coating. The bio-tech Engineers can also *grow* simple (and complex) weapons and armor made of varying M.D.C. materials.

Damage Note: The W.P. skills each indicate the range of damage for each type of weapon, usually depending on size and the weapon's design. Ordinary S.D.C. weapons do Hit Point and S.D.C. damage, transformed weapons inflict Mega-Damage. So if an S.D.C. sword or club that normally does 2D6 S.D.C. damage is turned into a Mega-Damage version, it would inflict 2D6 M.D., and so on.

Mega-Damage Melee Bio-Weapons

Many Resistance Fighters, if not most people in the **Splicers™ RPG**, are skilled in the use of melee weapons, if for no other reason than the lack of guns and other modern weapons. For this reason, the Librarians of the Great Houses have designed a number of Melee Bio-Weapons that are able to inflict M.D., both against the machines as well as against rival and renegade Splicers of the other Great Houses. While the methods behind these Bio-Weapons vary, they all are effective against the robots and other machines, and are simple enough for those unskilled among the normal people to handle.

Acid Edged Blades

These blades appear to be constructed of a lustrous insect carapace, but they feel more like the bark of a tree. These weapons are usually swords, but knives and axes are also possible. The blades of these weapons are split down the cutting edge and have a continual coating of metal eating acid. It's this quick acting corrosive that turns these organic blades into Mega-Damage weapons that inflict superior damage to robots and machines. Harmless to organic material.

Weight: Knives: half a pound (0.22 kg); Swords or Battle Axe: 5 lbs (2.2 kg).

Mega-Damage: Knife: 2D6 M.D., Short Sword: 3D6 M.D., Large Sword or Battle Axe: 4D6 M.D., plus the acid itself does an additional 1D6 M.D. per melee round for 1D4 melee rounds (15-60 seconds) or until washed off.

M.D.C. of the Weapon Itself: Knives: 40 M.D.C., Swords & Axes: 100 M.D.C., but the weapon only takes damage when an attacker is specifically trying to damage/destroy it.

Trade Value: Knives: 400 credits, Short Swords: 700 credits, Large Swords and Battle Axes: 1100 credits.

Concussion Staff

These deceptive looking wooden staves are really living Bio-Weapons that produce a powerful concussive shock on impact. The concussion blast of the staff is capable of knocking down even the largest of opponents. The concussion staves are available in short staff and quarter staff (large) sizes.

Weight: Short Staff: 2 lbs (0.9 kg); Quarter Staff: 4 lbs (1.8 kg).

Mega-Damage: Short Staff: 2D6 M.D. – Quarter Staff: 4D6 M.D. Both have a 01-45% chance of knocking an opponent off his feet. If the victim is knocked down, he loses the initiative and one melee attack/action. Each strike from the staff counts as one melee attack.

M.D.C. of the Weapon: Short Staff: 80 M.D.C. – Quarter Staff: 120 M.D.C., but since both 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.

Trade Value: Short Staff: 2000 credits. Quarter Staff: 3000 credits.

High Frequency Blades

All High Frequency Blades are stabbing weapons surrounded by a series of invisible, high frequency energy fields that makes them M.D. capable. The secret of the high frequency points is that the frequency fields randomly alter its effective size and shape. This causes the point to rip and tear through its target, instead of just cleanly cutting into the opponent. This leaves a nasty, jagged wound that is slower to heal (half the usual rate).

Weight: Arrows: A quarter pound (0.12 kg) each, Spear: 5 lbs (2.2 kg), Lance or Pike: 8 lbs (3.6 kg).

Mega-Damage: Arrows: 1D6 M.D., Spear: 2D6 M.D., Lance or Pike: 4D6 M.D.

M.D.C. of the Weapon: Arrows: One M.D.C. each, Spear: 60 M.D.C., Lance or Pike: 120 M.D.C., but the weapon only takes damage when an attacker is specifically trying to damage/destroy it.

Trade Value: Arrows: 200 credits for 12 arrows, Spear: 500 credits, Lance or Pike: 1000 credits.

Spiked Hammer

The faces of these striking weapons are studded with bullet-sized spikes, like the head of a meat tenderizer. On impact with the target, a number of these small spikes are fired off, into the opponent, at point-blank range. The small spikes only require a few seconds to regrow, and they are not all fired off at one time, meaning that the spiked hammer will not run out of spikes during combat. In the alternative, a volley of 1D4+4 spikes can be fired at an opponent a short distance away (80 feet/24.4 m maximum range), but is -1 to strike.

Weight: Spiked Hammer: 8 lbs (3.6 kg), or Heavy Spiked Maul: 10 lbs (4.5 kg).

Mega-Damage: Spiked Hammer: 3D8 M.D. on impact, or Heavy Spiked Maul: 4D8 M.D. on impact.

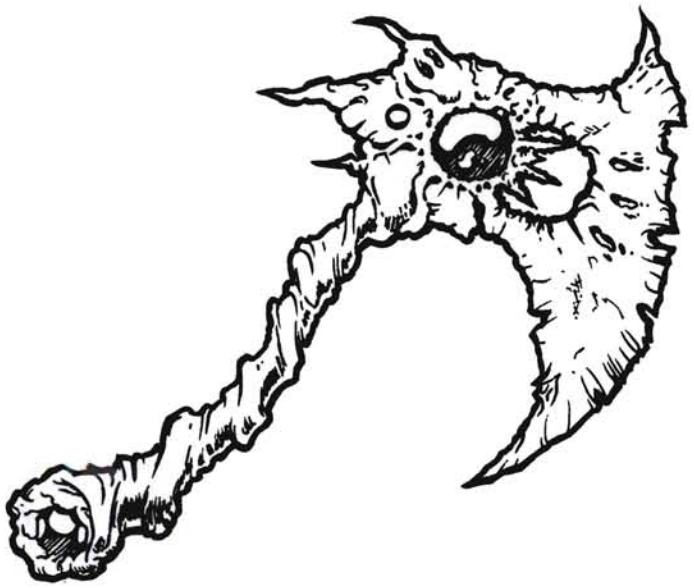
Bonus Spike Damage: *Plus* 1D8+4 M.D. from a volley of 1D4+4 spikes shooting into the opponent.

M.D.C. of the Weapons: 100, and because this is a living weapon they regenerate 5D6 M.D.C. per hour. Spikes regrow within one melee round (15 seconds).

Trade Value: Spiked Hammer: 600 credits. Heavy Spiked Maul: 900 credits.

Mass Impact Axe or Cleaver

These Bio-Weapons resemble massive jagged axes and cleavers. Somewhat bulky, but manageable weapons. In the head of each weapon is a blood pool that uses shifting masses,



flowing from one end of the Bio-Weapon to the other to accelerate the head of the axe, thereby increasing the impact of the weapon and enabling it to hack and smash through M.D.C. structures.

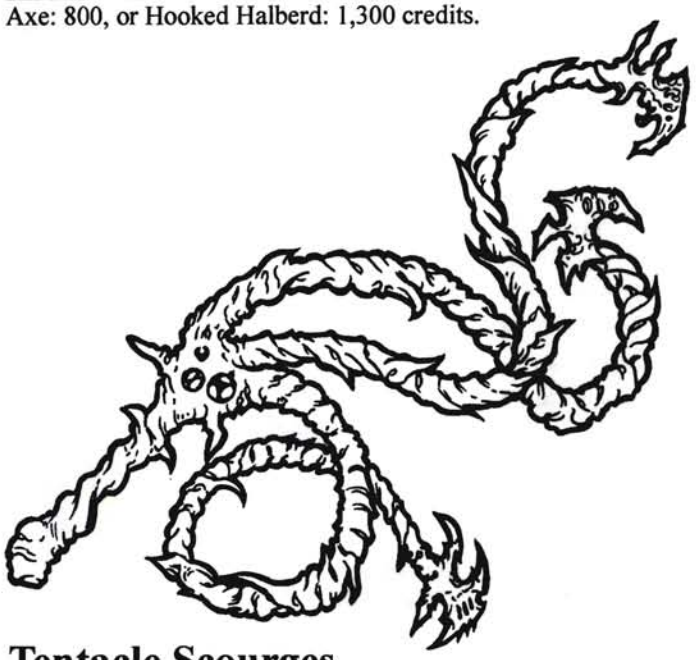
Weight: Battle Axe: 5-8 lbs (2.25 to 3.6 kg), Beheading Axe: 10 lbs (4.5 kg), Sickle Axe: 8 lbs (3.6 kg), or Hooked Halberd (pole arm): 12 lbs (5.4 kg).

Mega-Damage: Battle Axe and Beheading Axe: 5D6 M.D., Sickle Axe: 4D6 M.D., or Hooked Halberd: 6D6 M.D.

Penalty: -1 to strike for those with a P.S. of less than 17.

M.D.C. of the Weapon: 100 M.D.C., and since these are living weapons, they regenerate 6D6 M.D.C. per hour.

Trade Value: Battle or Beheading Axe: 1000 credits, Sickle Axe: 800, or Hooked Halberd: 1,300 credits.



Tentacle Scourges

These weapons appear to be some type of simple baton, with its top half thicker than its handle, but with a flick of the wrist, the thick, blunt top of the baton stretches into the full weapon. Tentacle Scourges come in a few different designs: an eight foot (2.4 m) long whip, a two foot (0.6 m) long flail, a four foot (1.2 m) long coil with a single, spiked ball at the end (similar to a ball and chain), and a four foot long (1.2 m), three tentacle whip with wicked barbs at the end. The Tentacle Scourges wriggle with a life of their own, but in combat they twist according to the will of their owner.

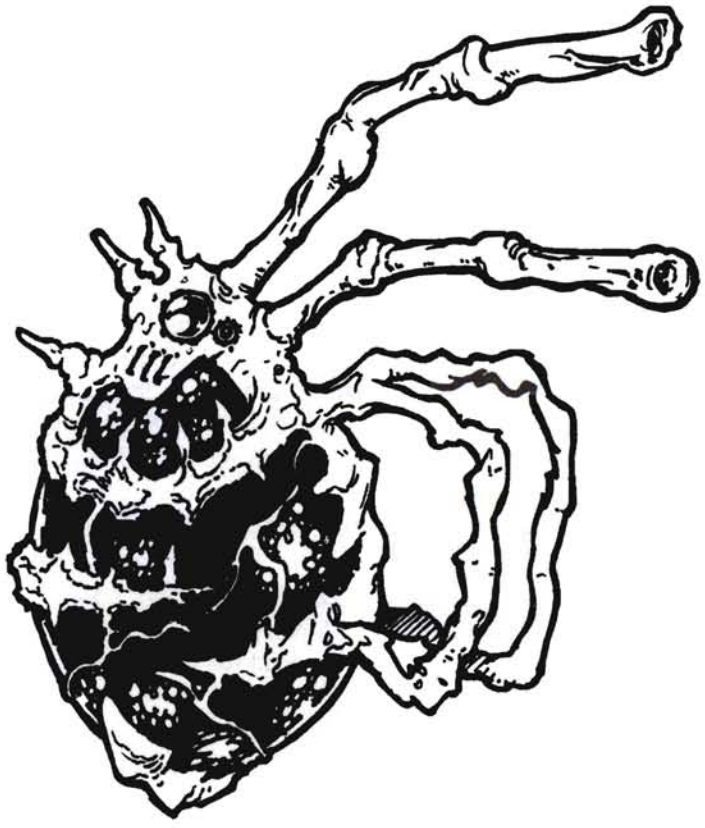
Weight: All of them weigh 2-3 lbs (0.9 to 1.3 kg).

Mega-Damage: Flail: 3D6 M.D., Spiked Ball on a coil: 5D6 M.D., Whip (single tentacle): 2D8 M.D. (and +1 to disarm and entangle), and Tri-Whip (three barbed tentacles): 4D6 M.D. (+2 to disarm and entangle).

M.D.C. of the Weapons: Flail and Spiked Ball: 100 M.D.C., or Whips: 60 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 a whip will regrow in 24 hours. Damage only occurs when an attacker targets the weapon itself for destruction.

Trade Value: Flail and Spiked Ball: 1000 credits, Whips: 800 credits.

Ranged Bio-Weapons



Acid Scorcher (Heavy Bio-Weapon)

The Acid Scorcher has a very "bagpipe" appearance, with a large storage bladder containing metal acid and a pair of long barrels. This weapon is primarily intended for close range combat, so the acid sprayed is relatively harmless to humans and animals, in case an ally is struck by accident with the spray.

Weight: 9 lbs (4 kg).

Mega-Damage: 4D8 M.D. for the initial blast plus 4D8 per melee round for 1D8 rounds or until washed off. The acid is devastating to metal and metal alloys, but only does 1D4 S.D.C./Hit Point damage to humans, animals and other organic material (wood, leather, fur, paper, etc.).

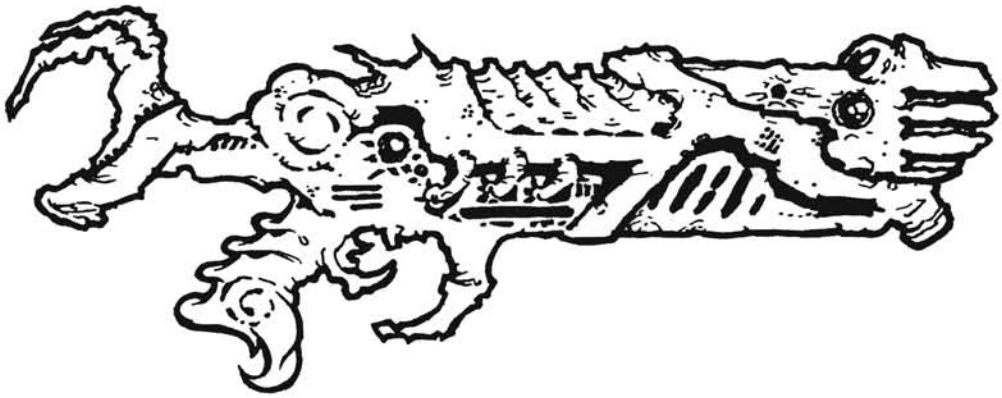
Maximum Effective Range: 60 feet (18.3 m).

Rate of Fire: Each spray of acid counts as one melee attack.

Payload: 18 spray attacks. The weapon is alive and can manufacture enough acid to replace its entire payload in 1D4 hours. Regenerates automatically.

Bonus: If the acid paste manages to get into robotic or cybernetic optics, the robot will be blinded (-10 to strike, parry and dodge), until it is cleaned off. If left in for more than 8 melees (two minutes), the robot's optics will be permanently destroyed.

Trade Value: 8,500 credits.



Bio-Energy Rifle (Heavy Bio-Weapon)

This is just a rifle version of the Bio-Energy Pistol, with a greater range and more accuracy, but all the same conditions and penalties (see pistol, immediately preceding this weapon).

Weight: 7 lbs (3.2 kg).

Mega-Damage: 2D8 or 4D8 M.D., shooter's choice, plus one point of M.D. for every one point of the character's P.E. attribute. So a character with a P.E. of 15 does 4D8+15 M.D.

Maximum Effective Range: 1800 feet (549 m), but 900 feet (275 m) underwater.

Rate of Fire: Each blast counts as one of the shooter's melee attacks/actions.

Payload: One 2D8 M.D. blast for every one P.E. attribute or one 4D8 M.D. blast (plus P.E. damage bonus) for every *two* P.E. attribute points. That means a character with a P.E. of 15 can fire seven 4D8+15 M.D. energy blasts. Effectively unlimited, but firing more blasts per hour than the user has P.E. point, will weaken the user of the weapon (loses two melee attacks/actions, and half of all combat bonuses for the next 1D6 minutes, for each additional shot fired; two P.E. points if it is a heavy, 4D8 M.D. blast).

Trade Value: 15,500 credits.

Bio-Energy Pistol (Light Bio-Weapon)

A living Bio-Tech pistol that fires energy blasts from its vent-like barrel. It draws on the life force of the user (not the weapon itself), so the more endurance (P.E. attribute) the shooter has, the larger the payload. Of course the shooter must be careful not to overtax his own body when using this Bio-Weapon. The pistol has two clamps that pierce the shooter's flesh (1D4 S.D.C. damage) in order to link to him and draw on his life energy.



Weight: 4 lbs (1.8 kg).

Mega-Damage: 2D8 +1 point of M.D. for every one point of the character's P.E. attribute. So a character with a P.E. of 15 does 2D8+15 M.D.

Maximum Effective Range: 800 feet (244 m), half underwater.

Rate of Fire: Each blasts counts as one of the shooter's melee attacks/actions.

Payload: One blast for every P.E. attribute point per hour. Additional blasts are possible but will weaken the user of the weapon. (Loses one melee attack/action, one P.E. attribute point, and -1 on all combat bonuses for the next 1D6 minutes, for each additional blast fired beyond his payload capacity. The penalties are accumulative and the shooter gets weaker and weaker. Can fire up to one P.E. point left, but at that point is weak as a kitten. It takes 15 minutes of rest to regain one P.E. point.)

Trade Value: 9,500 credits.

Bore Pistol (Light Bio-Weapon)

All Bore guns are portable versions of the Host Armor weapon, are alive, and fire small grubs that bore/dig through any metal. They are designed specifically for fighting the robot legions of the Machine, chewing away at the target's insides, until the grubs expire a minute or so after they've been shot out of the gun. (See page 98 of the Bio-Weapon section for details on this weapon.)

Weight: 4 lbs (1.8 kg).

Mega-Damage: 1D10 M.D. for each grub fired from the pistol. The Bore round does an additional 1D10 M.D. for the next 1D4 melee rounds after it hits a metal target.

Maximum Effective Range: 500 feet (152.5 m).

Rate of Fire: Each shot counts as one melee attack/action.

Payload: 12 Bore rounds. The Bio-Weapon can produce one replacement grub-round every 3D6 minutes. Takes 1D4 hours to reload its entire payload.

Trade Value: 4,500 credits.

Bore Rifle (Heavy Bio-Weapon)

The Bore Rifle is a living weapon that works on the same principles as the Bore Pistol and does the same damage, but has greater range.

Weight: 12 lbs (5.4 kg).

Mega-Damage: 1D10 M.D. for each grub fired from the pistol. The Bore round does an additional 1D10 M.D. for the next 1D4 melee rounds after it hits a metal target.

Maximum Effective Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: The Bore Rifle has a payload of 18 Bore rounds. The Bio-Weapon can produce one replacement grub in only 3D6 minutes to replace the last round it fired. To reload its entire payload will only take 2D6 hours (regenerates naturally).

Bonus: +2 to strike on a carefully aimed shot only.

Trade Value: 5,500 credits.

Burner (Heavy Bio-Weapon)

This Bio-Weapon projects sticky, long-lived napalm, the same bio-napalm used by the Dracos. This concentrated Mega-Damage fire does not dissipate quickly, but lasts for a period of 2D4 minutes, enough time to cook most targets. During this time, a target enveloped in the burning substance will continue to take damage. A well-placed shot of the bio-napalm will consume an average robot or drone in a matter of minutes. Only by wiping the sticky substance off can the target hope to survive.

Weight: 20 lbs (9 kg); most humans must use two hands to aim and shoot the weapon, otherwise they are -3 to strike. Individuals with Splicer or Robotic P.S. of 24 or higher can fire the weapon with one hand.

Category: Heavy Bio-Weapon.

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 (3.0 m) 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 (12.2 m); 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 the damage is to roll in dirt or sand (water will not extinguish the bio-napalm) for one entire melee round (15 seconds), until the bio-napalm is rubbed off.

Maximum Effective Range: 100 feet (30.5 m).

Rate of Fire: Single shot or concentrated burst only, with each blast counting as one of the shooter's melee actions/attacks.

Payload: The Burner holds enough bio-napalm for up to ten attacks. The weapon can manufacture enough bio-napalm to replace its entire payload in only 1D4 hours. Regenerates naturally.

Trade Value: 8,000 credits.

Electro-Pulse Gun (Heavy Bio-Weapon)

This Bio-Rifle was created by slaving a series of neural tissue into a single coiled chamber. This chamber generates an EMP burst that is directed out of the weapon's chamber and onto the target via an electrical jolt. The overall effect is an organic weapon that can generate a pulse of electro-magnetic energy strong enough to fry or knock offline computers, communication systems and other electrical devices. The weapon looks like a large pulsing brain with a series of horns, spines and handles protruding from the brain-like mass. The throbbing, pulsing mass must be held with both hands in order to fire the Bio-Weapon.

Weight: 10 lbs (4.5 kg).

Maximum Effective Range: 800 feet (244 m).

Rate of Fire: Limited rate of fire: Twice per melee round (every 15 seconds), with each blast counting as one of the shooter's melee attacks/actions.

Payload: The Bio-Weapon can only generate enough of a charge for six uses per hour; automatically regenerates.

Trade Value: 30,000 credits, the Electro-Pulse Guns are very hard to grow.

Damage (Special): Knocks out/takes offline a *single* electrical device for 4D6 minutes; this includes: clocks, burglar alarms, video monitoring systems, cameras, sensors, radar, motion detectors, electronic eyes, computers, radios/communication systems, consumer electronics, generators, energy weapons and similar devices.

Robots, Robot Weapons, Sentry Towers, robot vehicles and similar devices are a special case and can *NOT* be knocked out completely, but many of their systems can, in effect, impairing/debilitating a robot or robot vehicle. Roll on the following tables as per specified target. The impairment and penalties last for 1D8+8 melee rounds.

Shooting a Robot's Main Sensor Array (may require a "Called Shot"):

01-20% Knocks out communications. The robot cannot send or receive transmissions.

21-40% Knocks out targeting systems, reduce all robot combat bonuses by half.

41-60% Scrambles radar, sonar, motion detection and similar scanners/trackers, reduce all robot combat bonuses by half and the sensor data is unreliable/unuseable.

61-80% Scrambles data and electronic responses, reduce all combat bonuses by half and attacks per melee are -1.

81-00% Knocks out all optic systems, the robot is blind! However, other sensors and inhuman abilities diminish the extent of the penalties: No initiative and -5 to strike, parry, dodge and other combat maneuvers.

Shooting the Main Body:

01-10% No effect, damage or impairment. The robot is fine.

11-20% Scrambles memory, all skills are -50% (which may negate some entirely) and take three times longer than usual to perform.

21-40% Scrambles internal systems, reduce the number of melee attacks by half.

41-60% Scrambles internal systems, reduce speed and jumping distance (or altitude) by half and no initiative bonus.

61-80% Scrambles internal systems, loses one secondary weapon system.

81-90% Scrambles internal systems, loses main (most powerful) weapon system.

91-00% Loses Force Field or suffers power drain and all weapons do half damage and have half their normal range.

Shooting a Robot's Weapon; handheld or built-in (requires a "Called Shot"):

01-20% Affects targeting and accuracy, no bonus to strike.

21-40% Affects cycling, so each blast counts as two melee attacks.

41-60% Affects performance, reduce range by half.

61-80% Affects energy flow, each blast does half its normal damage. (Or reduce range and bonus to strike by half, whichever is most appropriate. For example, a missile or projectile would still do the same damage, so in this case range and bonus to strike are reduced by half.)

81-00% The weapon malfunctions or goes temporarily offline and cannot be used for the duration of the penalty period.

Light Cell Laser Pistol (Light Bio-Weapon)

The Light Cell Pistol has a large light producing cell cluster that resembles a large spider eye at the front of the weapon. These light cells can produce a beam of pure white light of a very damaging intensity. The light produced by these cells is coherent "white" light, so the beam does full damage even to laser resistant armors (it's not a true laser). The Light Cell Laser Pistol can also be set to fire at a variety of intensities in order to inflict different levels of damage on the target. The pistol can even fire a harmless beam of light, like a flashlight or a signal beam, with the full normal range of the weapon.



Weight: 3 lbs (1.4 kg).

Mega-Damage: Three M.D. settings: a light 1D8 M.D. blast, a medium 2D8 M.D. or a heavy-duty 3D8 M.D. blast.

S.D.C. Damage: Special damage setting: 5D8 S.D.C. per blast or a harmless light beam.

Maximum Effective Range: 1000 feet (305 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited, since these are energy based weapons.

Bonus: +2 to strike on an aimed shot.

Trade Value: 4,500 credits.

Light Cell Laser Rifle (Light Bio-Weapon)

These Light Cell Rifles are just bigger versions of the Light Cell Pistol, firing a slightly stronger beam of light at a greater range.

Weight: 8 lbs (3.6 kg).

Mega-Damage: Two settings; a light 2D8 M.D. blast, or a heavy duty 5D8 M.D. blast.

S.D.C. Damage: Special damage setting: 1D8x10 S.D.C. per blast, or a harmless beam of pure white light.

Maximum Effective Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited, since these are energy based weapons.

Bonus: +1 to strike on an aimed shot.

Trade Value: 10,000 credits.

Pod Weapons

Pod Pistol

Pod Weapons are hard-shelled weapons that look as if they are made of hard plastic or the chitinous armor of an insect with a handle like a horn. The Pod Pistol uses 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. The Pod Pistol grows its own pods, never needing reloading. The weapon is very effective, but must be used with care, due to their blast radius.

Weight: 3 lbs (1.4 kg).

Mega-Damage: 3D8 M.D. per burst with a blast radius of 10 feet (3 m).

Maximum Effective Range: 300 feet (91.5 m).

Rate of Fire: Each blast counts as one melee attack/action; can only fire in bursts.

Payload: Grows enough seed pods for 32 bursts per hour. Automatically regenerates on its own.

Bonus: +1 to strike with a burst of pods.

Trade Value: 6,500 credits.

Pod Rifle (Heavy Bio-Weapon)

The rifle version of the Pod Pistol, firing a burst of larger pods at a greater range.

Weight: 9 lbs (4 kg).

Mega-Damage: 5D8 M.D. per burst with a blast radius of 20 feet (6.1 m).

Maximum Effective Range: 1200 feet (366 m).

Rate of Fire: Each blast counts as one melee attack/action; can only fire in bursts.

Payload: Grows enough seed pods for 32 bursts per hour; automatically regenerates.

Bonus: +1 to strike with a burst of pods.

Trade Value: 16,000 credits.

Shard Pistol (Light Bio-Weapon)

This unusual Bio-Pistol looks like a collection of bones in a pistol shape, with a muscle mass in the middle, and at the back end of the pistol is an open mouth with a set of sharp teeth. The Shard Pistol automatically generates bone shards every hour to refill its payload, but unlike many of the other Bio-Weapons, the gun's uses can *feed* additional bones into the mouth to refill its payload as needed. The gun shatters the bones and "swallows" them and turns them into M.D. rounds (any type of bone can be used). Bone shards are fired through muscular contraction in bursts at very high speeds.

Weight: 3 lbs (1.3 kg).

Mega-Damage: 1D10 M.D. per short burst of bone shards.

Maximum Effective Range: 200 feet (61 m).

Rate of Fire: Each blast counts as one melee attack/action; can only fire in bursts.

Payload: Automatically makes 18 bursts per hour, but can be fed additional bones to create six shard bursts per pound (0.45 kg) of bone fed to it (maximum holding capacity is 18 bursts).

Bonus: +1 to strike with a burst of bone shards.

Trade Value: 5,500 credits.

Shard Rifle (Light Bio-Weapon)

A rifle version of the Shard Pistol, able to fire heavier bursts of bone, at a greater range.

Weight: 7 lbs (3.2 kg).

Mega-Damage: 1D10 M.D. per short burst of bone shards, or 2D10 M.D. per heavy burst.

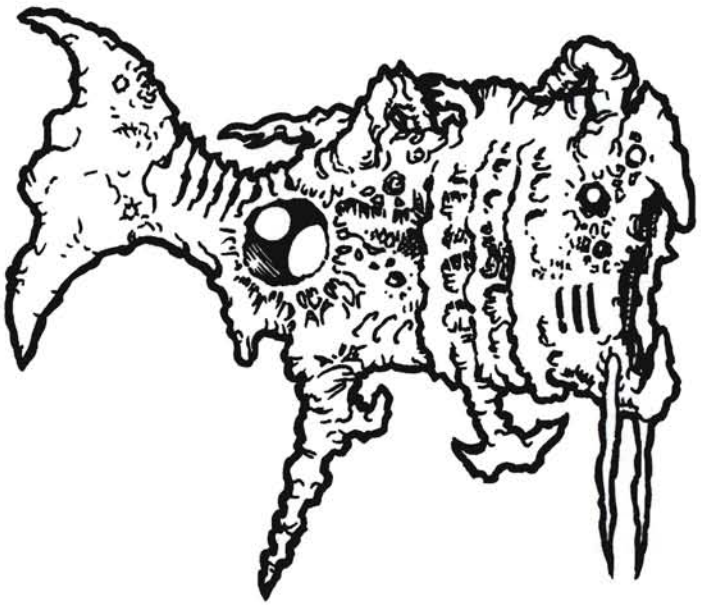
Maximum Effective Range: 1200 feet (366 m).

Rate of Fire: Each blast counts as one melee attack/action; can only fire in bursts.

Payload: Automatically makes enough ammo for 24 short bursts or 12 heavy per hour, but can be fed additional bones to create six shard bursts per pound (0.45 kg) of bone fed to it (maximum holding capacity is 32 short bursts).

Bonus: +1 to strike with a burst of bone shards.

Trade Value: 10,500 credits.



Bio-Rocket Slinger (Heavy Bio-Weapon)

A weird looking, bulky rifle that fires simple organic rockets. Point and shoot. Requires a Splicer P.S. of 20-30 to use it as a two-handed weapon; must have a Splicer P.S. of 31 or higher to use it as a one-handed weapon. Ordinary humans must use the Rocket Slinger as a two-man weapon with one supporting it on his shoulder and the other aiming and shooting. Humans trying to use it as a two-handed weapon must have a P.S. of 28 or greater and even then are -4 to strike (-10 if P.S. is lower than 28).

Weight: 50 lbs (22.5 kg).

Mega-Damage: 4D10 M.D. per individual organic rocket fired, with a blast radius of 6 feet (1.8 m).

Maximum Effective Range: 3000 feet (914 m).

Rate of Fire: One at a time or in volleys of 2 or 4. Both a single shot and a volley of 2-4 missiles counts as one melee attack, but roll once to strike even for a volley, either all the rockets in the volley hit or they all miss.

Payload: Eight organic rockets and it takes 2D4 hours to regrow spent rockets.

Bonus: +1 to strike on an aimed shot.

Trade Value: 15,000 credits.

Bio-Tech Explosives

One advantage that the humans retain is the use of explosives. While the Nanobot Plague makes the use of metal devices impossible, it does not impact the use of explosives which are usually made out of different *chemical* compounds; only the delivery and firing mechanisms change.

Conventional "Explosive Charges": The Human Resistance uses a range of different chemical explosives that are generally just referred to as "explosive charges," these charges come in half pound batches.

Mega-Damage: Typically inflict 1D6 M.D. or 1D8 M.D. per half pound (0.22 kg) to a six foot (1.8 m) blast radius. Includes nitroglycerin and plastique based explosives and shaped-charges.

Range: Typically placed, by hand, where the explosion is desired. Shaped-charges are already prepared and placed in a "satchel bag" that resembles a small or medium-sized backpack. It can be thrown, but not well, up to 30 feet (9.1 m; double that range for Splicers) and typically does 5D8 M.D. per bag to a 12 foot (3.6 m) blast radius.

Trade Value: 100 credits per half-pound, 600-800 credits per "bagged" shape-charge.

S.D.C. explosives like TNT (which does 5D6 S.D.C. per stick of dynamite, or 1D4 M.D. from a cluster of 8-10 sticks of TNT) cost only six credits per stick.

Genetically Engineered Explosive Organisms

Genetic explosive creations are highly valued by Splicers for combat purposes. Squigs are organic blasting caps, and there are Chig hand grenades and the Mig mines.

Bio-Hand Grenades: Chigs. The Splicer version of a hand grenade is a Chig, a baseball (hardball) sized organism (egg-shaped insectoids) that consumes all types of garbage and debris and is used to dispose of waste, however during combat they can be hurled like grenades, exploding on impact. Chigs can be placed on Living Body Armor and Host Armor (secured by fabric or hooks) or kept in a satchel bag or backpack. Some warriors simply place the Chigs loose on his armor. Most will cling to the armor, eating any foreign substance that comes in contact with the body, as well as waste and garbage (everything from rotten food to the wrapper it came in) that the warrior may have along the way. Most (90%) will cling to the body and stay there until physically moved, but there is a 01-33% chance of one or more crawling away during sleep or rest, and a 01-50% chance of 1D6x10% of the Chigs getting knocked off the body from an impact/ram attack. When the warrior needs one, he pulls it off and hurls it at the enemy. The character must throw the Chig with enough force to make the Chig explode on impact, as if throwing a hard fastball, a simple toss or looping lob will *not* do the job. Chigs may also be affixed to the tip of an arrow or spearhead (one Chig per arrow, two on a spear) and then fired or thrown, with greater distance, at the enemy.

Weight: Half a pound (0.22 kg).

Mega-Damage: 5D8 M.D., to an eight foot (2.4 m) radius.

Maximum Effective Range: Thrown as a grenade: 100 feet (30.5 m), twice that 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 Chig(s) on the tip.

Trade Value: 600 credits each.

Heavy Bio-Explosive: Migs. Migs are also living organisms that resemble two medium-sized pie pans placed together, with a pair of sucker mouths on the bottom which are used to both move around and eat. They too feed on trash, garbage and organic waste. In this case, Migs are *placed* where they are needed (stuck to a door, wall, the back of a robot, etc.), held in place by the suction cup mouth and "set" to explode in 1-10 minutes. They may also be buried under the ground (close to the surface) or under leaves, like a land mine, to explode when something very heavy (900 lbs/405 kg or more) steps on them. They can also be set for one minute, held and then tossed like a Frisbee at a specific enemy (to hopefully explode when it arrives at the desired target or 1D4 seconds later; it's all a matter of timing on the part of the thrower). **Note:** An artificial timer and detonator or a Squig must be used to detonate the Mig.

Weight: One pound (0.45 kg).

Mega-Damage: 1D8x10 M.D., to a 12 foot (3.6 m) radius.

Maximum Effective Range: Thrown, about 40 feet (12.2 m; double for Splicers).

Trade Value: 1,200 credits each.

Organic Blasting Cap: Squig. Squigs are organic blasting caps designed to detonate other explosives. They are relatively fragile creatures with a very accurate timing mechanism. Squigs resemble a sea urchin with 30 small tendrils, and when one of the tendrils is pulled off the Squig it starts a 30 minute countdown. The delay is reduced by one minute for each additional tendril that is removed, and if all tendrils are removed the Squig detonates in 2D4 seconds. Leaving one tentacle means it will explode in one minute. The Squig can also be squished, and if this is done the resilient little thing becomes set to detonate on impact, and can then be thrown like a baseball at the enemy. Squigs can be affixed to an arrow or spearhead (up to two Squigs per arrow and four per spear) and then they can be fired or thrown the usual distance for that weapon, exploding on impact).

Weight: Quarter pound (0.12 kg).

Mega-Damage: 1D4 M.D. per single Squig, no blast radius.

Maximum Effective Range: Thrown, about 80 feet (24.4 m), or as per the normal range of a missile weapon.

Trade Value: 100 credits each.

Conventional M.D.C. Body Armor

Armor is any protective body covering used in a combat situation. The armor's M.D.C. takes into consideration how much of the body is covered and the strength of the protective material. A full suit covers the entire body and an environmental suit covers the entire body, is airtight and has its own air tanks, internal air purification, circulation and cooling system. In this world of Mega-Damage weapons, S.D.C. armor offers insufficient protection, so it is not included.

Inorganic Mega-Damage Full Body Armor. There are a few types of inorganic body armor available to normal human warriors/soldiers, spies and field technicians. Increase the Trade

value by 50% if the suit is also a true, environmental suit. Those listed below are full suits without environmental protection, i.e., the wearer breathes the air and has no protection against pollution, toxic gas clouds, heat, cold or radiation.

Miracle Fiber Armor (Light)

A combination of Mega-Damage super-fibers, Kevlar, plastic and padding.

- **M.D.C.:** Main Body: 30 M.D.C. – Arms and Legs: 16 M.D.C. each – Head: 20 with a soft, padded hood and transparent plastic face mask or 50 with a hard ceramic helmet with goggle style viewport for the eyes.
- **Weight:** 12 pounds (5.4 kg).
- **Superior Mobility:** No penalties.
- **Trade Value:** 2,500-3,500 credits. Good availability among the Human Resistance, poor outside of the Resistance. However, old pre-N.E.X.U.S. suits like this are sometimes found in the ruins of police stations and national guard/militia posts.

Plastic Armor (Medium)

Fitted M.D.C. plastic armor plates attached to miracle fibers and padding.

- **M.D.C.:** Main Body: 45 M.D.C. – Arms and Legs: 24 M.D.C. each – Head: 50 with a hard ceramic helmet with goggle style viewport for the eyes.
- **Weight:** 20 pounds (9 kg).
- **Good Mobility:** -5% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics, and running speed is only slowed by 5%.
- **Trade Value:** 4,500-5,000 credits. Good availability among the Human Resistance, poor outside of the Resistance. However, old pre-N.E.X.U.S. suits like this are sometimes found in the ruins of police stations and national guard/militia posts.

Ceramic Armor (Heavy)

Fitted M.D.C. hard ceramic plates attached to miracle fibers and padding.

- **M.D.C.:** Main Body: 80 M.D.C. – Arms and Legs: 35 M.D.C. each – Head: 100 with a hard ceramic helmet with narrow viewport for the eyes.
- **Weight:** 32 pounds (14.4 kg).
- **Fair Mobility:** -10% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics, and running speed is slowed by 20%.
- **Trade Value:** 6,000-7,500 credits. Good availability among the Human Resistance, poor outside of the Resistance. However, old pre-N.E.X.U.S. suits like this are sometimes found in the ruins of police stations and national guard/militia posts.

Poor Man's Genetically Enhanced Leather Armor

The Engineers and Librarians have whipped up a microbe that grows a crusty, M.D.C. coating that resembles small barnacles on leather. Most Enhanced Leather armor includes padding and a full helmet (usually ceramic). Increase the trade value by 50% if the suit is also a true, environmental suit.

- **M.D.C.:** Main Body: 110 M.D.C. – Arms and Legs: 55 M.D.C. each – Head: 100 with a hard ceramic helmet with narrow viewport for the eyes.
- **Weight:** 30 pounds (13.5 kg).
- **Poor to Fair Mobility:** -20% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics, and running speed is slowed by 30%; the crusty coating is stiff and heavy.
- **Trade Value:** 10,000-15,000 credits. Good availability among the Human Resistance, rare outside of the Resistance. Any such suit of armor in the hands of someone outside the Great Houses was taken from a corpse or given away by a member of the Resistance as a gift, reward or payment for services rendered or trade goods.



"Living" Body Armor

The best form of *body armor* available is "Living" body armor, lesser versions of the Host Armor, but also organisms grown by the Engineers to provide Resistance Fighters with Mega-Damage protection, *self-regenerating* M.D.C. capabilities and the ability to receive minor Bio-E augmentation.

All Living Body Armor 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 the living suits themselves are impervious to poison/toxins, disease, 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, as well as radiation. Though alive, the suit shows no intelligence or personality. Additional armor can NOT be worn over these fairly bulky suits of armor.



Living Body Armor comes in four major designs; Chitinous, Dragon Scale, Heavy Hide and Leatherback. Many of the *Splicer O.C.C.s* get to add Biological Enhancements to their armor, increasing the M.D.C. and/or adding Bio-Weapons, sensors and other enhancements to them. The amount of Bio-E points and the range of Bio-Enhancements available is described under each Splicer O.C.C. The stats that follow are for standard/basic suits of *Living Body Armor* right off the production line without benefit of any extra features. Only one in a hundred are given 2D10+20 Bio-E points of enhancements without a specific O.C.C. or person in mind.

Note: Living Body Armor is created and used only by the Human Resistance. Any suit of armor in the hands of someone outside the Great Houses was salvaged from a corpse or given away by a member of the Resistance as a gift, reward or payment for services rendered or some important or rare trade good.



Chitinous Armor (Heavy)

- **M.D.C.:** Main Body: 2D8x10+100 M.D.C. – Arms and Legs: 1D6x10+50 M.D.C. each – Head: 1D6x10+60 M.D.C.
- **Weight:** 50 pounds (22.5 kg).
- **Armor Regeneration:** 6D6 M.D.C. per minute, and destroyed sections will regenerate in 10 hours.
- **Fair Mobility:** -15% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics. The heavy, bulky armor also reduces running and flying speed by 20%.
- **Trade Value:** 18,000-20,000 credits. Fair availability, this suit tends to be held in reserve for soldiers assigned to hazardous duty, officers and special forces.

Dragon Scale Armor (Heavy)

- **M.D.C.:** Main Body: 2D6x10+80 M.D.C. – Arms and Legs: 1D6x10+30 M.D.C. – Head: 1D6x10+40 M.D.C.
- **Weight:** 30 pounds (13.5 kg).
- **Armor Regeneration:** 4D6 M.D.C. per minute, and destroyed sections will regenerate in 12 hours.
- **Good Mobility:** -10% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics. The bulky armor also reduces running and flying speed by 10%.
- **Trade Value:** 15,000-16,000 credits. Good availability.

Heavy Hide Armor (Medium)

- **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:** 20 pounds (9 kg).
- **Armor Regeneration:** 3D6 M.D.C. per minute, and destroyed sections will regenerate in 14 hours.
- **Excellent Mobility:** -5% penalty applies to such skills as Prowl, Climb, Swimming, Acrobatics, and Gymnastics; no penalties to running and flying speed.
- **Trade Value:** 13,000-14,000 credits. Good availability, this is one of the most common of the living armors and is often used by the non-combat members of the Resistance.

Leatherback Armor (Light)

- **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:** 10 pounds (4.5 kg).
- **Armor Regeneration:** 1D8 M.D.C. per minute, and destroyed sections will regenerate in 16 hours.
- **Superior Mobility:** No skill/movement penalties at all.
- **Trade Value:** 10,000-12,000 credits. Excellent availability and very popular among members of the Human Resistance who are not involved in direct combat.

Proto-Host Armor

Also known as "Proto-Armor" and "Dread-Armor"

It took the Engineers decades to develop and perfect the creation of living weapons and Host Armor. One of the successful predecessors to the "true" Host Armor known today was a powerful suit of armor developed specifically for the elite faction of freedom fighters known as the Dreadguard.

The designers of this early armor were still thinking along the lines of traditional armor, so while the living armor possessed Supernatural Strength and considerable M.D.C., it lacked many of the enhancements everyone now takes for granted with Host Armor. Perhaps the most notable difference is the transparent bubble-dome helmet instead of a full, form-fitting face covering, giving the armor a more "tech" look than the current demonic or insect looking Host Armors. Additionally, the armor lacked any special Sensory and Optical Enhancements, which meant the clear dome shielding was essential because the pilot had to rely on his own vision and senses.

Still, the Proto-Host Armor (depicted on the cover) has its advantages, and even today 10% of the Dreadguard and 25% of the Roughnecks prefer it over the more versatile, true Host Armor. Which is why the Engineers continue to make a limited number every year. Some of the things those who use the Proto-Armor like is that it starts out with Supernatural Strength, 30-40% more M.D.C., greater speed, and the Proto-Armor continues to grow and become more powerful as it matures (as per each advancement in level of the pilot).

Basic Statistics for Proto-Host Armors

Class: Prototypical Host Armor (not true Host Armor).

Crew: One human pilot.

Base M.D.C. by Location:

Arms (2): 2D8x10+20 M.D.C., +10 additional M.D.C. points per level of experience (starting at level two); both arms have the same M.D.C.

* Hands (2): 1D8x10+16 M.D.C., +1D8 additional M.D.C. points per level of experience (starting at level two); both hands have the same M.D.C.

Legs (2): 3D8x10+20 M.D.C., +10 additional M.D.C. per level of experience (starting at level two); both legs have the same M.D.C.

* Feet (2): 1D8x10+20 M.D.C., +1D8 additional M.D.C. points per level of experience (starting at level two); both feet have the same M.D.C.

* Head/Bubble Top: 2D8x10+20 M.D.C., +10 additional points per level of experience (starting at level two).

** Main Body: 4D8x10+80 M.D.C., +2D10 additional M.D.C. points per level of experience (starting at level two).

* Destroying the head/bubble top exposes the pilot's head to future attacks. **Note:** The head is protected from behind with additional shielding and from the sides by the large shoulder fins, thus, it can only be hit when an attacker makes a "Called Shot," and even then the shooter is -5 to strike. Other items marked with a single asterisk are small and difficult targets to hit and have a penalty of -3 to strike.

** Depleting the M.D.C. of the main body kills the symbiotic organism, causing it to automatically split open to release the pilot.

Speed (Starts the same for all Host Armors):

Running: Starts at 100 mph (160 km) +1D6x10 mph (16 to 96 km) per level of experience. The act of running *does* tire the pilot/wearer, but at only 10% the normal fatigue rate, thanks to the musculature and augmentation of the Host Armor.

Leaping: 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position, +5 feet (1.5 m) per level of experience; increase distance 50% with a running start.

Digging: 20 mph (32 km) 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 melee rounds.

Swimming: 30 mph (48 km/25.9 knots); swimming tires the pilot but at 10% the usual rate.

Underwater Depth: The Host Armor can withstand pressure up to 1200 feet (366 m) deep.

Flying: Flight is *not* possible without Wing Pack.

Statistical Data (Starts the same for all Host Armors):

Height: Approximately 1-2 feet (0.3 to 0.6 m) is added to the height of the pilot.

Width: About 3-4 feet (0.9 to 1.2 m), based on the size of the pilot.

Length: About 2-3 feet (0.6/0.9 m), based on the size of the pilot.

Weight: Adds 1D4x100+300 pounds (400 to 700 lbs/180 to 315 kg) to the weight of the pilot.

Cargo: None, other than what the character can carry. Handheld Bio-Weapons and gear contained in satchels, backpacks and bags can be strapped to the back of the Host Armor, slung over the shoulder or hung on various appendages (spikes, spines, and so on).

Physical Strength (P.S.): 2D8+19 Supernatural P.S.! +1 P.S. point per level of experience (starting at level two).

Production Cycle: Four months gestation, plus two months growth time.

Operational Lifetime: 2D10+50 year life span.

Trade Value: None to most people because the armor is bonded to a specific pilot and will not function for most others. However, unlike "true" Host Armor, Proto-Armor can be handed down or lent to a blood relative (parent, sibling, children); the suit conforms to their body, but its stats are *frozen* at the level of advancement of the *lender* and does not improve/grow for those to whom it was lent or inherited.

Bio-Regeneration: 3D8 M.D.C. per hour for the main body and 2D6 M.D.C. per hour for all other locations. As usual, the Proto-Armor *cannot* regrow severed limbs or destroyed weapon systems that have been reduced to zero, there must be at least two M.D.C. points remaining, but an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: Not applicable.

Senses & Features: None. This, if anything, is the Proto-Armor's greatest weakness. The pilot wears an Eye Pod, Face Wrap and Bio-Comm to compensate to some degree.

Special Communications: Bio-Comms only.

Feeding: Nutrient bath like the Bio-Weapons.

Sleep Requirements: Proto-Armor can go non-stop without food or rest for 72 hours before needing either one.

Combat Bonuses: +1 on initiative at levels 2, 5, 9, and 13. +1 to strike, parry and disarm at levels 1, 3, 6, 9, 12, and 15. +1 to dodge at levels 2, 4, 6, 8, 10, 12, and 14.

Damage: As per *Supernatural P.S.*

Biological Enhancements: Gets 4D10+40 Bio-E points for additional enhancements at the suit's initial creation and that is all. Period. Nothing additional with level advancement. Furthermore, enhancements are limited to the following three categories: Biological Defenses, Offensive Bio-Weapons, and Ranged Bio-Weapons.

Wing Packs

Wing Packs are similar in concept to the old mechanical jet packs humans once used, but with wings that provide superior speed and maneuverability. They are a set of "strap-on" wings that are used by the Archangel O.C.C. to soar through the sky to battle the aircraft of the Machine. The only problem with these "wings" is that they can be difficult to hide, making prowling difficult and *flying* through narrow passages, tunnels and openings impossible. However, the wings are designed to carefully fold down and tuck away with minimal interference for the wearer when not flying (-1 on initiative and all combat moves/bonuses when on the ground with the wings tucked away – penalties do NOT apply to the Archangel O.C.C.). The wings are connected to the pilot by a rib cage-like enclosure that is part of the Wing Pack's carapace (main body) and adds to the overall armor protection of the wearer.

Note: While other Splicers and characters may be allowed to use a Wing Pack, the Archangel O.C.C. is a specialist in its use and gets additional M.D.C., and/or Bio-Enhancements added to his pack. The stats that follow are for the *standard* Wing Pack without bonus features.

Class: One-Man Aerial Wing Pack

Crew: One pilot.

M.D.C. by Location: 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, 1D10 M.D. per 200 feet/61 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 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: Three months gestation, plus two months final growth time.

Operational Lifetime: 2D10+30 years.

Trade Value: 25,000 credits, but they are rarely sold or traded.

Senses & Features: Wing Packs currently come in 4 major designs: *1) Feathered Wings* (add 40 mph/64 km to all flying speeds and +1 to strike when airborne), *2) Insect Wings* (4 wings; VTOL capable and +2 to dodge while airborne), *3) Leathery Wings* (add 50 M.D.C. to each wing and +2 to roll with impact, but reduce flying and gliding speed by 10%), and *4) Weird Wings* that look like a set of six, giant, shaggy legs of a tarantula spider. However, when the Weird Wing Pack takes flight, the shaggy hairs form a latticework of feathers that fly as wonderfully as true feathered wings (add 60 mph/96 km to flying speed, plus the wings have a smaller wingspan of 12 feet/3.6 m when fully extended). Feathered or Weird Wings are usually the favored choice of the Archangel.

Feeding: 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).

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.

Weapon Systems:

1. **Grappling Hook:** A grappling hook and regenerating towline are a standard feature of all Wing Packs.

Aerial Combat Notes: The grappling hook is 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 only one grappling hook, but could have an extra one.

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 km) .

   +1D6 to Punch and Kick attack damage.

   +1D8 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.

Splicer Occupational Character Classes

A character's *Occupational Character Class (O.C.C.)* determines what he is right now. Most characters in the world of **Splicers™** are trained members of the Human Resistance. To survive and help other human beings they must fight the seemingly endless hordes of robots and machines sent against them. To win, they must find a way to locate the Machine and destroy her, but for now, they are content to battle, trick, cheat and destroy her robotic army. For the moment the Machine is in control, but the Human Resistance believes the momentum is changing, shifting in their favor. There are more humans in the Resistance than the Machine suspects, and they are more powerful, thanks to recent breakthroughs in Bio-Technology, than the Machine knows. The Resistance is ready for war, giddy with newfound power, and welcomes battle with the glee of a child determined to show up a mean disciplinarian, for they know that every robot, drone, and war machine they destroy is one less enemy at the beck and call of the insane overlord that is the Machine. In that sense, every Splicer character is geared for war and hungers for victory (on any scale). They know full well it will probably take generations to defeat the Machine, but they also know that they must do what they can, *now*, to build the foundation for freedom in the future.

Players should skim over the O.C.C. descriptions and the powers, weapons and goals of each character type to find the character they find most interesting, challenging or personally appealing. All the O.C.C.s are heroic with the ultimate goal of fighting and destroying the robot legions and horrors let loose by the Machine. Exactly how they go about that difficult task is what makes them different. Some are bold and almost knightly heroes, others are down and dirty fighters who'll consider doing almost anything to win the day, while others have allowed themselves to be transformed on a genetic level into gruesome monsters. But warrior knight or mutant monster, all are dedicated to crushing the Machine, even if it means tearing down the Machine's empire one robot, cog and gear at a time.

Available Occupational Character Classes (O.C.C.s) for Splicers™: *Archangel, Biotic, Dreadguard, Outrider, Packmaster, Roughneck, Saint, Scarecrow, Skinjob* and *Technojacker.*

Attribute Requirements: Each O.C.C. has a required minimum statistic level in two or more attributes. Some O.C.C.s have higher requirements than others depending on the physical or intellectual demands of that particular profession. For a player to select a specific O.C.C., his character must meet the Basic Attribute Requirements by rolling three six-sided dice (sometimes more) to determine each of his character's eight attributes (all this is described in the rules and creation section at the back of this book). **G.M. Character Note:** If the player is dead set on a particular character and misses an attribute requirement by only one or two points, the Game Master should allow the player to bump that attribute up to the *minimum requirement* to get the desired O.C.C., but only if the player is willing to *drop* (lower) one of his character's other attributes by the same amount to make up the difference.

Experience Levels: As a player character grows in experience he advances in level and power. This means his skills and raw abilities improve with each level of advancement. Likewise, the character will earn additional Bio-Energy points to improve his Bio-Tech weaponry, Host Armor, War Mount, etc. See the Experience System section for details and O.C.C. Experience Tables.

Starting Money & Equipment is presented under each O.C.C.

Note: Multiple O.C.C.s or dual classes are *NOT* an option. Splicer characters are genetically modified and outfitted with Bio-Technology specific to their chosen O.C.C., personal tastes and position within the Human Resistence. They are dedicated warriors loyal to the cause and committed to whatever biologically engineered warrior they have become. Change, according to most dedicated warriors of the Resistance, comes when a person passes from this world to the next. In this world, worry about sticking it to the Machine by saving lives, destroying the robots and machines that keep her in power, and die well (i.e., bravely and with purpose – saving lives, defending the innocent, destroying robots, etc.).

Archangel O.C.C.

Archangels are the air command of the Human Resistance. Daring, organic armor clad flyers designed to bring humankind's fight to the sky. They are notorious daredevils famous for mind-boggling aerial combat and acrobatics. When on the wing, Archangels buzz and dive-bomb heavy combat robots, fly through blazing walls of fire, attack small armies of drones, and engage enemy flyers in dogfights above the clouds. To an outsider it may seem as if they take ridiculous risks and perform outrageous aerial stunts and maneuvers that would leave an eagle dumb with awe. So bold and flamboyant are the Archangels, that they seem to spit in the eye of the Machine and dare her to do her worst, via her robots and war machines. Indeed, part of the flyers' job is to draw the attention (and fire) of the robots to distract them from the activities of advancing ground troops or


DUD '04

saboteurs, or the liberation of innocent civilians. The second an Archangel puts on his Wing Pack the character seems to transform into something more than human: A superhuman afraid of nothing and blessed with the power of flight, speed and courage. Most Archangels are action junkies who feel truly alive only when taking wing, locked in combat, or engaged in rescue operations or other acts of defiance of the Machine. They take glee in all sorts of aerial daring-do and are quick to accept most any challenge, especially when it has to do with showing up the Machine or destroying her robots and other creations.

Combat stunts include flying at great speed, maneuvering through narrow places, performing somersaults and back flips in mid-air, forming a human chain in free fall, rocketing to their inhuman adversaries, games of chicken and mid-air body blocks, wrestling and dogfights. During any major offensive, Archangels try to clear the sky so ground troops don't have to worry about attacks from above or behind. When there is no aerial opponent, they attack robots and machines on the ground, punch holes in the enemy line, charge to the rescue of fellow Splicers cutoff from the rest of their troops, and serve as high flying symbols of humankind's spirit to be free. They are glad to defy, challenge and contest the power of the Machine, or bring hope to their fellow warriors even when they cannot destroy the enemy forces they face.

One favorite aerial tactic is to grab a ground based robot or drone in mid-flight, carry it into the heavens and drop it. Another is to snare and drag a robot/opponent across the ground and slam it into one or more obstacles (like trees, debris piles, walls and comrades) at high speed (each collision does 4D10+24 M.D., but counts as three melee attacks and the soaring warrior remains vulnerable from counterattacks from his captive and those on the ground unless he releases him after the first collision). Yet another favorite tactic is "bowling for drones" in which a robot or drone is pulled off its feet and swung or hurled in such a way as to slam into one, or ideally, several of its robot comrades, knocking 1D6x10% of them down. (Each robot/enemy that is knocked down loses two melee attacks and initiative, and takes 2D8 M.D. from the collision. Meanwhile, the robot used as the "bowling ball" takes 4D8 M.D. The G.M. may also want to roll to see if the robots "bowled over" drop their weapons or gear as a result of the incident.) Archangels also like knocking robots off balance, dropping explosives and heavy objects from above like bombs, distracting enemy units by flying directly in their midst, bobbing and weaving around them (blasting when they can) like a human pinball and, with luck, tricking the enemy into blasting each other as the Archangel dodges and zips out of the line of fire. They have also been known to jerk weapons out of an enemy's hands, and generally cause confusion, division and damage across the battlefield.

All this daring comes at a cost, as the Archangels suffer some of the highest rates of injury and death among the warriors of the Human Resistance.

Alignment: Any, but typically good or selfish (28% are Scrupulous, 30% Unprincipled and 30% Anarchist).

Attribute Requirements: P.S. 10, P.P. 13 and P.E. 10 or higher.

Attribute Bonuses: +1D4 to P.S. and P.E., +1D6 to P.P. and Spd attributes.

O.C.C. Bonuses: +2 to roll with punch, fall or impact, and +4 to save vs Horror Factor.

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

Common Skills: Standard +5%.

O.C.C. Skill Programs: Communications (+15%), Wingman (+25%), Support Man (+20%) or War Mount Rider (+10%, generally uses only Flying War Mounts), 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.

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.

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) 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+20 Bio-E points for additional *Eyes & Vision* and/or *Other Sensory Enhancements* of choice.

Ranged Bio-Weapons: 3D10+35 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 5D6+6 additional Bio-E in enhancements. Any further improvements require the Archangel to gain additional levels of experience.

Speed Bonus: +100 mph (160 km) at level one, plus 1D6+6 mph (11.2 to 19.2 km) per level of advancement.

Combat Bonuses when using the Personal Wing 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 (reduce these bonuses by half when using a standard Wing Pack; round up). These bonuses only apply when the Archangel is flying and are in addi-

tion to the bonuses a character gets from the *Pilot Wing Pack* skill.

M.D.C. Living Body Armor: A suit of personalized "living body armor" with 5D10+45 Bio-E for additional enhancements of choice, but is limited to the categories of Eyes & Vision, 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 Archangel typically goes for *Heavy Hide Armor* or *Leatherback Armor* because they do not hamper flight speed or mobility, but may select one of the heavy armors instead (see Equipment section for complete stats).

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 or two light or heavy Bio-Weapons of choice and one weapon for each W.P. with any needed ammunition (1D6x10), a spare Wing Pack (standard features; no enhancements), access to additional standard Wing Packs for transportation and combat, 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 2D6x100 credits as well as 2D6x100 credits in cash. As always, money can be spent immediately on additional equipment or saved.

The Upside: As an Archangel you soar through the sky and experience flight the way man has always dreamed of, on a pair of wings. When in flight you are an incredible sight to behold, darting from opponent to opponent and dealing out damage and destruction, like an avenging angel.

The Downside: Stress and pressure to do the impossible. A lot of people count on you to save the day even when the odds are stacked against you. In fact, there are times when you feel like you have a large, red bull's-eye painted on your chest the moment you enter the air. Control of the air is very important to the robots, and you prevent and hinder that control, so that makes you their primary target.

Biotic O.C.C.

Life is harsh and the Human Resistance and Great Houses have little time to deal with criminals, the insane or the mentally disturbed. They put all their efforts into fighting the Machine (or engaging members of the other Great Houses in blood feuds and bids for power). As a result, crooks, lowlifes and the disturbed find themselves thrown out into the wilderness to fend for themselves, or they are taken to the Engineers, by the order of the Librarians, and are "remade" into "useful" living weapons to fight the Machine. The majority of Biotics are misfits, criminals and the mentally ill who have been forcibly taken and genetically mutated into low level super-soldiers against their will. A shocking 20% actually volunteer, although most are either eager to escape a death sentence or lack the mental faculties to make an informed decision.

Biotics have their memories and personalities wiped through direct neural contact with their Librarian, then they are enhanced through genetic engineering and bio-reconstruction. Th result is a class of slave warriors only marginally above th Gore Hounds in social standing. They have no rights, and ar treated as cannon fodder to be thrown into battle at the whim o their Warlord. The life and conditions under which the Biotic live are abhorrent, with many, if not most, of the Biotics devel



oping some form of insanity during their service. Most Biotics can expect to die in combat four to five years after their "remaking." Only the most cunning and instinctive warriors survive for decades. In fact, Biotics usually behave in a rather feral and animalistic way, given to grunting, growling, howling, shouting and screeching in combat, and even running on all fours. However, they are modified humans and many retain some reasonable level of human intelligence, which means they can speak and follow commands. Obviously, those who started out with mental disabilities or severe brain damage tend to be least intelligent and most animal-like, often following the rest of the Biotics pack or the lead of other soldiers. The most intelligent may rise to levels of (frequently unofficial) leaders of Biotic companies and are among the most ruthless and brutal in combat. One thing they all have in common is a gut-level hatred of robots and drones.

Alignment: Typically Scrupulous (15%), Unprincipled (30%), Anarchist (30%), and Aberrant (15%), but a good 10% are other alignments, including evil. However, even Anarchist and evil Biotics are usually loyal to their fellow man and despise the robots. The worst of the lot go rogue and may prey upon fellow humans, though because they know what they are capable of, they tend to give Resistance Fighters a wide berth, especially Packmasters and Dreadguard.

Attribute Requirements: None, but a high P.S. and P.E. are helpful. In fact, even after being "remade" about half the Biotics have an I.Q. under 7, with the smart ones having a low to average I.Q. of 8-13 and only the smartest 12% with an I.Q. of 14 or higher.

Attribute Bonuses (after being "remade"): +1D8 to P.S. and Spd, +1D6 to P.E.; all are in addition to any genetic enhancements purchased via Bio-E points.

Biotic O.C.C. Bonuses: Splicer P.S., +1 attack per melee round, +1 on initiative, +1 to strike and dodge, +2 to pull punch, +2 to save vs toxins/poisons and drugs, +10% to save vs coma and death, and +2 to save vs Horror Factor.

Base M.D.C.: The "remaking" process turns the character into a Mega-Damage being, with the P.E. attribute number x10 as the starting M.D.C., plus 1D8 M.D.C. per level of experience, starting at level two. A Biotic bio-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 (72 hours) without sleep.

Biotic Biological Enhancement: A Biotic is genetically *remade* and is able to select Bio-Enhancements in much the same way as Host Armor, only skip right down to Step Four and make your selection of Biological Enhancements. The Biotic has 3D4x10+50 Bio-E points available for enhancements at level one, and selections may be made from any of the categories. This is typically all the character gets for his special abilities. Additional enhancements are only added after first level at the request of the Warlord or House Lord the Biotic serves. Such bonus augmentation seldom exceeds 3D10+25 Bio-E points at any given time, is reserved only for Biotics 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, a Biotic rarely gets more than three upgrades; typically at levels 3, 6, and 9, and few ever live to reach 9th level.

Common Skills: Standard, but with a -10% penalty to each.

O.C.C. Skill Programs: Domestic (+10% but Wardrobe & Grooming is replaced with Bio-Comms), Infantryman (+15%) and two Skill Programs of choice (except for Assassination, 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.

Domestic: Any.

Espionage: Intelligence, Interrogation, Tracking or Wilderness Survival only.

Medical: First Aid only (+5%).

Military: Any (+10%).

Physical: Any.

Rogue: Find Contraband only.

Science: None.

Technical: Any (+5%).

Transportation: Any, except Pilot Wing Packs, Host Armor Combat and War Mount Combat.

Wilderness: Wilderness Survival only.

W.P.s: Any.

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.

M.D.C. Living Body Armor: A suit of personalized "living body armor" with 2D6+22 Bio-E for additional enhancements of choice. Limited to the categories of Eyes & Vision, Other Sensory Features, Offensive Bio-Weapons and Ranged Bio-Weapons, and/or Extra M.D.C. (2D6+18 M.D.C. per 10 Bio-E). **Note:** The Biotics typically goes for heavy *Chitinous Armor* or *Dragon Scale Armor* for maximum, front-line protection.

Standard Equipment: The clothes on his back, a backup set of non-living M.D.C. body armor (80 M.D.C.), old hat and jacket, survival knife, one weapon for each W.P. and appropriate ammunition, backpack, tent, bedroll, water skin, aspirin, comb, a bar of soap, an average to old horse for transportation, emergency food rations (two week supply) and some personal items.

Money: Only has 4D6 credits, but another 2D6x10 credits worth of trinkets and items picked up along the way. As always, money can be spent on additional equipment or saved for later.

The Upside: You have been genetically augmented and covered in Bio-Weapons and other combat systems that make you a living weapon. Life is simple: Follow orders and destroy robots.

The Downside: If you're not an obedient warrior with the I.Q. of a loaf of bread, you're nuttier than a fruitcake, nobody takes you seriously unless you get angry, and you are often treated like the village idiot or a psychopath and avoided or

put down by your fellow warriors and the people you save. Sometimes you feel alone and sad, other times confused and angry.

Biotic Insanities: Biotic warriors suffer from a number of emotional problems and insanity as they struggle to cope with their new body and new purpose in life. Most of these problems involve concerns with their appearance, acceptance by others, a desire to be (or sense of loss of having been) human, and adapting to their new powers, but sometimes fragments of memories that weren't completely wiped away. The Biotic warrior must roll on this table at levels 1, 5, 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.

01-05% Delusional: Super-Hero. The Biotic 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 Biotic 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 lead them right to us. I told you to leave me behind. I told you.") Conversely, the Biotic 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! Could this be a latent psychic ability that's a side effect of the genetic remodeling?

11-15% Delusional: Healer. The Biotic 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 Biotic 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 Biotic treats other Biotics, Resistance fighters and normal humans as if they are alien races and weaves convincing stories about "his people, planet and space adventures." **Note:** This Biotic will look markedly different than most other Biotics, 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. 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 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 responsible for turning him into a hideous freak – that would be perceived as the *Engineers* and *Librarians* in the Human Resistance – and 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 Biotic takes most of it out on robots and the fools who bother him too much, but he will jump at the chance to take down an Engineer or Librarian.

41-45% Obsession: Fighting and Competition. Loves it. The Biotic 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 non-metal guns and gear, and tends to avoid using them (inorganic items don't count), preferring to rely on his own enhanced powers and abilities. 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 what has ruined his life and turned him into a monster. He will take vengeance upon anyone who uses or promotes it. Even other Biotics are seen as likely enemies.

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). Sees robots and most machines as filthy monsters to be "wiped off the face of the planet." Even minor displays of uncleanliness will annoy and anger him, and the Biotic 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: Biotics. When facing other Biotics or Gorehounds who look especially powerful, nasty or mean, the character becomes humble and servile, or frightened and inse-

cure. There is a 01-60% likelihood of the phobic Biotic surrendering or running away without a fight.

76-80% Phobia: Sickness and Disease. The character feels very uncomfortable around the sick and will severely overreact if the Biotic 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 Biotic 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 Biotic 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 Biotic 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 Biotic still becomes totally enraged when provoked. Receiving a sudden shock or thinking about doing something contrary to his alignment will snap the Biotic out of his rage. Otherwise, the rage will pass once the source of the provocation is removed.

Dreadguard O.C.C.

The Dreadguard are living legends and the keepers of the notorious Host Armor, the greatest weapon at the disposal of the Human Resistance. They and they alone wield the full power of the Host Armor, and are the very heart and soul of the Human Resistance. The Dreadguard are the elite not just because they command the powerful Host Armor, but because they are also the bravest and most valiant warriors and heroes of the Resistance. They function very much like the samurai of Japan: noble and honorable, highly skilled warriors whose loyalty and service to the Warlords of the Great Houses is unshakeable. The welfare of the Dreadguard's Great House comes first, the well-being of humanity is a close second.

The Dreadguard are bold, daring and courageous soldiers who put themselves in harm's way without hesitation to save people from the Machine and to enforce the will of their Great House. They have an incredibly strong sense of honor and duty, which earns them favored status as the elite of the elite. While this tends to make many of the Dreadguard arrogant and haughty (and some, flamboyant hot shots and showoffs), they never put themselves before others, never do anything to place people in harm's way, nor engage in conduct that would dishonor their Warlord or the Great House they represent. These idealistic warriors see themselves as heroes and leaders, and believe with all their heart in their *Code of Duty* and the importance of their struggle against the Machine for the sake of all humanity. They truly believe they can make a difference in the world and thrust themselves into danger to save lives and crush the enemy.

The Dreadguard are said to be "warriors with ten thousand faces," because the Host Armor they wear comes in countless shapes and forms. Some look like the armor of knights or samurai, others appear like some sort of dark, avenging god with



multiple limbs, weapons and terrible visage, and others come in numerous other appearances. If there is a common aspect among them all, it's that the Host Armor makes the Dreadguard giants among men (7-10 feet/2.1 to 3 m tall), powerful, hulking, and more than human – much more. Yet even those who are frightening or monstrous in appearance seem to carry themselves with a nobility and compassion that shines through the visage of their Host Armor regardless of how it looks. Often is a Dreadguard seen cradling or shielding an infant or child in his arms while blasting away at the advancing enemy, or stopping to give a word of encouragement to a frightened civilian as the noble warrior embarks for battle.

It is said the Code of Duty is what separates the Dreadguard from all the other soldiers of the Human Resistance and earns them the privilege of wielding the unfettered Host Armor. At the core of the Code is an intense concept of honor and fierce dedication to the Great Houses. To the truly dedicated Dreadguard, individual honor is as important as personal wealth, glory or success.

Despite the Dreadguard's allegiance to his Warlord, Great House and the Human Resistance, the warrior can challenge to fight a standing Warlord in a bid to replace him and take his place without breaking the Code. Such challenges occur as part of the normal order of things, and are how the leadership of the various Great Houses changes. This shifting leadership helps to prevent destructive wars between the Houses that might weaken the human armies and works to depose madmen, power-mongers and the misguided. When a Warlord is defeated (and usually slain), the Dreadguard and other troops of that House swear fidelity and allegiance to the new Warlord as a matter of honor and duty, and must serve him loyally until he is beaten by another Dreadguard and a new Warlord takes his place.

When a Dreadguard has been unredeemably shamed or suffers an unbearable defeat, he or she must make amends. Ceremonial suicide is also an acceptable way of saving one's honor, but a Dreadguard cannot end his life if the character owes any debts or obligations; death must wait until those debts are fulfilled.

The Dreadguard Code of Duty

Honor

- Honor your Great House above all others and serve it well.
- You have debts of duty and gratitude, especially to your House; repay each kindness and honor all commitments.
- The purest expression of your gratitude is to die in the service of your House.
- A Dreadguard is bound by his word of honor and must never break it.
- Always fulfill any obligation undertaken or die trying.
- Never betray a confidence or comrade.
- Always maintain your principles.

Wisdom

- Use common sense in all aspects of life.
- Be respectful of host, women and honor.
- You die in vain if you do not accomplish what you set out to do.
- You live as a coward if you forsake your objective and continue to live.
- Put yourself above material reward, especially money; remain true to yourself.
- Exhibit self-control in all things.

Propriety:

- Be devoted to duty above all else.
- Focus and discipline are the virtues of true warriors.
- Observe courtesy and proper etiquette and propriety at all times.
- Avoid bringing disgrace upon yourself or your Warlord or House.
- Avoid foul language, especially in front of women, children and nobility.
- Show respect to authority, especially your Warlord and House.
- Fight with honor and avenge the wronged.

Benevolence

- Show kindness, especially to the less fortunate, innocent, or downtrodden.
- Avoid thoughtlessness and cruelty even to those without honor or courage, lest you become like them.
- Be true to those who place their trust and faith in you.
- Torture is a tool for the simpleminded, cruel and dishonorable; avoid its use.
- Administer swift and gentle mercy.
- Deliver justice.
- Protect the innocent.

Courage

- Defend your Warlord and the House you serve.
- Exhibit courage and nobility in words and deed.
- Never attack an unarmed foe or attack without fair warning (this does not apply to the Machine or its robots).
- Be relentless in the battle against the Machine, and show the metal mockeries of man no mercy.
- War means sacrifice. Defend and help those you can, but follow orders and try to forget the faces of those who had to be sacrificed or left behind.
- Courage is not foolish sacrifice or empty bravado.
- A wise warrior accepts fear, and learns to manage and control it.
- Death is inevitable and comes for us all; fear it not.

Dreadguard O.C.C.

Alignment: Any, but the majority are Principled (25%), Scrupulous (30%), Unprincipled (20%), Anarchist (10%), or Aberrant (10%).

Attribute Requirements: P.S. 14, P.P. 12 and P.E. 14 or higher. A high I.Q. and M.E. are helpful, but not mandatory.

Attribute O.C.C. Bonuses: +1D4 to I.Q., M.A., P.S. and P.E.

O.C.C. Bonuses: +2 to save vs mind control (drugs, psionics, etc.) and +3 to save vs Horror Factor. Has Splicer P.S. when suited up in Host Armor.

Base S.D.C.: 45, plus any from Physical skills.

Common Skills: Standard (+2%).

O.C.C. Skill Programs: Basic Military (+15%), Host Pilot (+25%), Bio-Technology (+10%) and Weapon Training or any one Skill Program of choice (except for Assassination, Medical Doctor or Wingman).

Elective Skills: Select five Elective Skills from the following list at first level. Plus select another one Elective Skill at levels 3, 5, 8, 12 and 15. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any.

Espionage: Detect Ambush, Detect Concealment, Intelligence, Interrogation and Wilderness Survival only (+5%).

Medical: Field Surgery, First Aid and Paramedic only.

Military: Any (+10%).

Physical: Any, except Acrobatics and Gymnastics.

Rogue: Gambling, Sleight of Hand and Streetwise only.

Science: Advance Mathematics or Astronomy & Navigation only.

Technical: Any (+5%).

Transportation: Any (+10%), except Pilot Wing Packs.

Wilderness: Any (+5%).

W.P.s: Any, except W.P. Modern Weapons (traditional guns).

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 starting without any special O.C.C. bonuses.

Host Armor! The Dreadguard are one of the few O.C.C.s that get Host Armor, the Bio-Tech equivalent of *living power armor*, brimming with weapons and Bio-Enhancements. The Dreadguard is genetically bonded to one specific Host Armor (this is the only Host Armor he can operate). See *Creating Host Armor* starting on page 70 to create this unparalleled Bio-Weapon suit.

An extra 1D4x10 Bio-E becomes available per level of experience for additional improvements to the Dreadguard's Host Armor.

If the Dreadguard's Host Armor is destroyed, another will be bonded to him, but it will only have the most basic Bio-Enhancements, and any further augmentation will require the character to gain additional levels of experience or a special boon as a reward for outstanding service to the House or his Warlord.

M.D.C. "Living" Body Armor: The Dreadguard also gets a suit of Living Body Armor with 5D10+50 Bio-E worth of augmentation as backup armor in case of an emergency and for the purpose of disguise. However, most Dreadguard rarely use this armor and are seldom seen without their Host Armor.

Standard Equipment: Military fatigues, 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 or two light Bio-Weapons of choice and one weapon for each W.P. with appropriate ammunition, tent, knapsack, backpack, two water skins, emergency food rations (three week supply), some personal items and a Mega-Horse for transportation.

Money: Has 3D6x100 credits worth of precious metals or tradeable items, as well as 6D6x10 credits. As always, money can be spent now on additional equipment or saved for later needs.

The Upside: You are the elite of the elite, highly respected and a little feared. You and the other Dreadguard hold the highest positions of power (including the rank of Warlord) in the Human Resistance. Like the samurai of ancient Japan, you are the feudal rulers of the human underground.

The Downside: For all your power, you are still a human inside your Host Armor, with all the human foibles and frailties that have plagued humankind since its inception. Thus, sometimes it's hard living up to the Code of Duty and all the responsibilities and duties that comes with being a Dreadguard. The old saying, it's lonely at the top, is true, and you know there are those of lower rank who envy your position of power and resent you for it.

Outrider O.C.C.

The Outriders are nearly as famous as (and more feared than) the Archangel and Dreadguard. They are the mighty warriors who ride upon the great War Mounts. Outriders are a cross between mounted cavalrymen and robot pilots, for their genetically designed War Mounts are, in effect, living tanks or robot combat vehicles bristling with organic weaponry and possessing great speed and strength. Outriders are famous for charging into the thick of the action, where the massive weapons of their Mounts and their own living Host Armor rain carnage upon the enemy. It is the Outrider's job to punch holes in the enemy's defensive lines, keep those holes open and to generally support other human ground troops. They are, for all intents and purposes, the heavy cavalry units and the main infantry support for the *Biotics, Roughnecks* and other front-line troops.

Since War Mounts are a sort of monstrous cyborg animal, the Outriders ride them as if they were warhorses, leaving the warriors atop of them out in the open (only the Leviathan has an enclosed saddle area). While some might see this as a disadvantage, the Outriders seem to relish the challenge and ignore the danger. This defiant, devil-may-care attitude has earned them the reputation of being completely fearless. In combat, both man and War Mount fight in unison, lashing out to cripple and destroy robot forces at a frenetic and relentless pace. While the man and War Mount fight like well trained partners (sometimes seeming to sense the other's vulnerability), the War Mount presents its own challenges to the Outrider. For one, the War Mount is a living, breathing creature who needs to be fed and cared for like any animal. For another, the creature's size makes stealth and subtly difficult, though most War Mounts can be commanded by their Outrider to bury themselves or wait underwater to hide or to set up an ambush (most of the Machine's robots stay out of water), and there is nothing more impressive to humans than seeing a company of Outriders charging in like rolling thunder. The power at the disposal of the Outrider is second only to the Dreadguard, and most Outriders would argue they



are the 'Guard's equal. In addition to their raw strength, living armor and fighting prowess, they can use a different War Mount as the situation demands.

Alignment: Any, though typically Principled (20%), Scrupulous (25%), Unprincipled (25%) and Anarchist (20%).

Attribute Requirements: P.S. 14, P.P. 12 and P.E. 10 or higher.

Attribute Bonuses: +1D6 to P.S., +2 to P.P. and P.E., and +1D10 to Spd.

O.C.C. Bonuses: +1 to pull punch and +2 to save vs Horror Factor. Has Splicer P.S. when suited up in Host Armor.

Base S.D.C.: 30, plus any from Physical skills.

Outrider Personal War Mount: The Outrider has one specific War Mount as his or her personal war beast (select from any of the available types of War Mounts described previously), but can ride *any* without benefit of the Personal War Mount Bonuses.

Bio-Enhancement of the Personal War Mount: The personal War Mount is heavily augmented with Bio-Weapons and enhancements selected by the Outrider (player character). At first level, there is 2D4x10+20 Bio-E worth of enhancements available to his personal War Mount, and +12 Bio-E per each additional level of advancement.

If the character's personal War Mount is destroyed, another will be issued, but it will only have 1D4x10 Bio-E in enhancements and any further improvements will require the Outrider to gain additional levels of experience.

Personal War Mount Bonuses: The animal is, in effect, a war "machine" and functions very much as if it were a robot vehicle controlled by a pilot. When "driven" by the pilot, the two fight as one, with the pilot (the Outrider) directing all actions. Thus, the pilot's combat abilities and bonuses are joined with the War Mount's (combine the bonuses of the man and the animal).

The following bonuses apply *only* when the Outrider is riding his *"Personal" War Mount*: +1 attack/action per melee round, +2 to initiative, +2 to strike, parry, dodge, and disarm, +1 to roll with impact, punch or fall and +1 to save vs Horror Factor. These bonuses are in addition to the Outrider's normal *War Mount Combat skill* and the usual melding of man and War Mount via the neural connector, and reflects the deep bonding with his *personal* (and favorite) War Mount.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+15%), War Mount Rider (+20%), and Bio-Technology (+10%) or Cowboy (+15%), and one Skill Program of choice (except for Host Pilot, Medical Doctor or Wingman).

Elective Skills: Select five Elective Skills from the following list at first level. Plus select another two Elective Skills at levels 2, 4, 8, 10 and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any.

Espionage: Detect Ambush, Detect Concealment, Intelligence and Wilderness Survival only.

Medical: Field Surgery, First Aid and Paramedic only.

Military: Any (+5%), except Trap Construction and Trap & Mine Detection.

Physical: Any.

Rogue: Any, except Pick Locks, Pick Pockets and Use & Recognize Poison.

Science: Any.

Technical: Any (+5%).

Transportation: Any (+10%).

Wilderness: Any.

W.P.s: Any, except W.P. Heavy Bio-Weapons and W.P. Quick Draw.

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge starting without any special O.C.C. bonuses.

Outrider Host Armor! The Outrider 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-Enhance-

ments. The Outrider is genetically bonded to one specific Host Armor (this is the only Host Armor he can operate). See *Creating Host Armor* starting on page 70 to create Host Armor using the following limitations and Bio-E points.

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

Step Two: Determining Metabolism. The Outrider is limited to Carnivore, Herbivore, Omnivore, and Parasitic armors only (pick one).

Step Three: Available Bio-Energy points for the Outrider. M.E. attribute number, +P.E. attribute number, +1D6x10+20 points in addition to any bonus Bio-E gained from the *Metabolism* chosen in Step Two. Each level of advancement, starting with level two, gets the Outrider an additional 2D8 Bio-E to add to the capabilities of his current Host Armor. As usual, these Bio-E points can be spent as soon as they are acquired or saved and combined with the points from the subsequent level of experience.

If the Outrider's Host Armor is destroyed, it is forever lost and he must rely upon the lesser Living Body Armor. The only exception is if the Host Armor was lost in an act of heroism that served the Great House, in which case another Host Armor *may* be bonded to him, but it will only have the most basic Bio-Enhancements, and any further augmentation comes only as the character gains additional levels of experience (starting from when the new Host Armor was provided).

Step Four: Biological Enhancements and Weapons. Selections can be made from any of the categories, though the comparatively low amount of Bio-E points will limit selections. Most Outriders go for weapons.

M.D.C. "Living" Body Armor: The Outrider also gets a suit of Living Body Armor with 2D10+30 Bio-E worth of augmentation as backup armor (always a Heavy type). However, most Outriders prefer their Host Armor and seldom go into combat without it.

Standard Equipment: Military fatigues, a few sets 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 (gas mask), tinted goggles, hatchet for cutting wood, one or two light Bio-Weapons of choice and one weapon for each W.P. with an appropriate amount of ammunition, as well as a tent, knapsack, backpack, bedroll, two water skins, emergency food rations (three week supply), some personal items and a War Mount of choice for transportation and combat. Remember that the character can select *any* War Mount as his personal riding animal, but he can also select any War Mount he believes necessary (or expendable) for any particular mission. War Mounts are made available by his Warlord. Reasonable losses are expected, but the Outrider is expected to take care of any War Mount in his custody and bring it back *alive*. If a character recklessly burns through (destroys) four or five War Mounts in a short amount of time (say, one year), the Warlord is almost certain to cut him off from using any War Mounts but his own personal one. When that one is lost, the reckless character will be stripped of his Host Armor and busted down to the rank of Roughneck.

Money: Has 1D6x100 credits worth of precious metals or trade items, as well as 3D6x10 credits. As always, money can be spent now on additional equipment or saved for later needs.

The Upside: You ride one of the most powerful weapons in the arsenal of the Human Resistance. Unlike others who may use a War Mount from time to time, you have a specific War Mount of your own that has been tailored to your specifications, as well as access to any generic War Mount you may need for any mission as you, and you alone determine. Except for the Dreadguard and Archangel, you are the most respected (and feared) elite warrior of the Human Resistance. You like it that people are a little frightened of you and dream of reaching a position equal or superior to the overrated Dreadguard.

The Downside: Without your War Mount, you are little more than a glorified foot soldier. Though you love the power and speed the War Mounts provide, they are like bulls in a china shop, making stealth and surprise difficult (if not impossible), and hard to hide from the robots of the Machine when things get a little too dicey to handle. Then again, you hate hiding or retreating from the enemy, you like straight-up combat, and that aggression and lack of developed strategy and tactics is also a negative, though most Outriders don't see it.

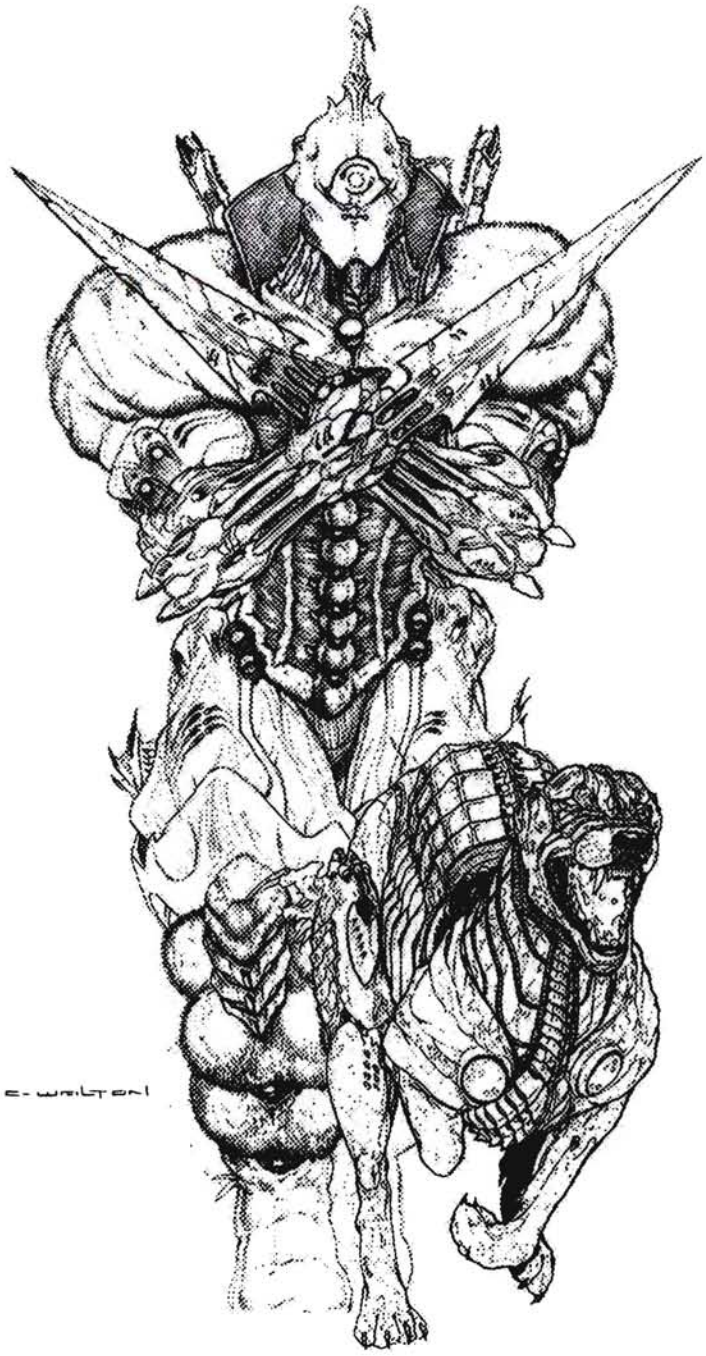
Packmaster O.C.C.

The Packmaster is another elite member of the Splicer force within the Human Resistance. The character is an ordinary human who commands genetically reconstructed canines made into M.D.C. creatures known as Gorehounds. Like the War Mounts, Gorehounds are remastered with enhanced powers and abilities that make them suitable for fighting robots as well as assisting in search and rescue missions, reconnaissance and other military operations.

The Packmaster has a unique bond with his genetically augmented Gorehounds. For the most part, the animals are deployed like the K-9 units of our own Earth, with the Packmaster training and genetically modifying the dogs to perform a variety of special jobs and combat roles. The animals' restructured DNA tailor-makes the dogs all the more capable of performing their intended job within the pack and actually makes them capable of taking on robots and other Mega-Damage opponents.

The Packmaster and his Gorehounds are often a team within a team, able to take on functions that the other humans cannot (or would rather not) perform, like taking point and scouting ahead, sniffing out survivors (and/or the remains of the dead) after a battle or robot siege, tracking, reconnaissance, bomb and land mine detection, penetrating robot perimeters, guard work, perimeter patrols, and similar, as well as all-out combat. The advantage of the Gorehounds is their low profile, speed, loyalty to humans, and natural instincts and senses. They are also more disposable than humans, though a Packmaster will *never* callously sacrifice one of his Gorehounds. The Packmaster cares about his hounds, so there will always be a good reason for sacrificing one. Some Packmasters even prefer the company of dogs and other animals to people. Though these extreme animal-lovers are in the minority, all Packmasters have a liking for and an affinity with animals.

The Packmaster has a unique style of Mega-Damage armor that sets him apart from other Splicers. It falls under the classifi-



cation of Heavy Hide "Living" Body Armor with heavily padded shoulders and neck areas, plus a high collar that further protects the neck and head, but it is the unique, single eye faceplate and helmet (usually with 1D4 antennae with extra sensory capabilities) that really sets it apart. The Packmaster also wields a pair of long double-edged blades ideal for cutting, slashing and stabbing attacks that may be holstered like traditional swords or slide out from forearm housings.

Alignment: Any, but typically a good or selfish alignment.

Attribute Requirements: None, other than a fondness for animals, but a high I.Q., M.E. and P.E. are helpful, though not mandatory.

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

O.C.C. Bonuses: +1 on initiative, +1 to parry and dodge, +2 to save vs Horror Factor, and the Packmaster has a slight Bio-Enhancement himself, the insertion of a small Bio-Comm unit inside the skull (standard type), enabling him to communicate with both human and canine operatives.

Base S.D.C.: 25, plus any from Physical skills.

Common Skills: Standard.

O.C.C. Skill Programs: Basic Military (+20%), Hunter/Trapper (+25%, but Zoology is replace with Breed Dogs +35%), Weapons Training (a specific program that includes W.P. Paired Weapons, W.P. Sword, W.P. Armor and one W.P. of choice), and Infantryman (+10%) or Support Man (+15%), and one Skill Program of choice (except for Host Pilot, Medical Doctor or Wingman).

Elective Skills: Select any one Wilderness skill and Bio-Comms (+15%) and four Elective Skills 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 (but +10% to Detect Ambush and Tracking only).

Medical: First Aid only.

Military: Any (+5% to most skills, but +10% to Blind Fighting and Surveillance).

Physical: Any.

Rogue: Gambling and Find Contraband only.

Science: Any (+5%).

Technical: Any.

Transportation: Any, except Pilot Wing Packs and Host Armor 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 starting without any special O.C.C. bonuses.

Gorehounds: The Packmaster begins with three Gorehounds at level one, and one additional hound at levels 3, 5, 7, 9, 12 and 14. Each Gorehound can be Bio-Enhanced any way the character desires – he has 6D6+36 Bio-E available for each, plus another 1D10+20 Bio-E total per level of the character's experience to spend on one or more of his Gorehounds for additional enhancement. Slain Gorehounds are replaced with the basic animal with 6D6+12 Bio-E for enhancements.

M.D.C. "Living" Body Armor: A special design of Heavy Hide (Medium) Living Body Armor specifically for the Packmaster. It has an extra 2D10 M.D.C. to the Main Body, 2D8 M.D.C. to the arms, 2D10 to each of the legs, an extra 1D6x10+15 M.D.C. to the shoulders and neck areas, plus a high collar (3D8 M.D.C.) that further protects the neck and head and makes the head a difficult target to strike (an attacker must make a "Called Shot" and is -4 to strike). The helmet and faceplace (+10 M.D.C.) has one single eye but 1D4 extra eye stalks or antennae with extra sensory capabilities (eyes, sensors, etc.).

The character gets 1D20+15 Bio-E points for selections from Eyes and Vision, and/or Other Sensory Features. And 2D6+8 Bio-E for additional enhancements of choice, but is

limited to the categories of Biological Defenses, Flight Appendages, and Offensive Bio-Weapons.

Standard Equipment: Packmaster swords (2D8 M.D.), military fatigues, dress clothing, survival knife, utility belt, first-aid kit, a Face Wrap (gas mask), 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 good Mega-Horse or a dog drawn chart/sled/chariot for transportation, tent, knapsack, backpack, two water skins, emergency food rations (two week supply for the man, one week for all dogs; 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. As always, money can be spent now on additional equipment or saved for later.

The Upside: You control a powerful pack of Gorehounds that jump at your every command and will gladly give their own life to save yours. The Gorehounds are genetically enhanced with numerous weapons and abilities to serve you and the greater cause of sniffing out and destroying robots and other war machines of the enemy.

The Downside: Personally, your real power lays in the Gorehounds you command, without them you feel all too human and vulnerable – dog food for the machines. Your post also lacks the respect some of the others garner, and you are sometimes teased as being nothing more than a glorified animal trainer whose dogs may be smarter than you. It's not true, but the jokes and lack of respect among your peers and the general population hurts nonetheless.

Roughneck O.C.C.

Roughnecks are the superhuman grunts of the Splicers. Their super-abilities come from the Host Armor they wear and the raw courage and tenacity they display. As front-line troops, Roughnecks are always in the thick of the action and called upon for nearly every type of operation. Missions include surgical strikes, reconnaissance, sabotage, rescue missions, search and destroy operations, to major skirmishes and all-out infantry assaults, among others. Whenever and wherever they are needed, they go, and nine out of ten times, the Roughnecks find a way to deal with the situation (or die trying). While many of the other Splicers are the glamor O.C.C.s, it's the Roughnecks whom the average human relates to most and looks up to for security and hope. Even when the machines are closing in on them, Roughnecks can be counted on to stand their ground and fight the good fight until all civilians have been ushered to safety or the enemy obliterated. While Roughnecks enjoy their down 'n dirty reputation and relationship with civilians, they are team players who understand their role in military operations and working in concert with the Dreadguard, Outriders, Archangels and other combat units in order to win the day. Still, it is usually the Roughnecks who are first to charge the field of battle and the last to leave (often with the Dreadguard at their side).

These men and women are dedicated soldiers who have made fighting for the sake of humanity their career. On the battlefield, their only thoughts are destroying the enemy and sticking it to the Machine. In their off time, they play as hard as they fight, and are known for being rowdy, loud, tough and uncouth. However, they are the closest to the ordinary human and feel their pain, fear and frustration, which is why they fight so hard to wipe the army of the Machine off the face of the planet and restore humankind to its rightful place in the world.

Alignment: Any, but typically Scrupulous (25%), Unprincipled (25%) and Anarchist (30%).

Attribute Requirements: None, reasonable smarts and a high P.S. and P.E. are suggested, but not mandatory.

Attribute Bonuses: +1D8 to P.S., +2 to P.P., +1D4 to P.E., and +3D4 to Spd.

O.C.C. Bonuses: +1 on initiative, +1 to strike, parry and disarm, +3 to pull punch, and +4 to save vs Horror Factor (and +1 additional to save vs H.F. at levels 3, 6, 9, and 12). Has Splicer P.S. when suited up in Host Armor.



Base S.D.C.: 60, plus any from Physical skills. Years of rough and tumble living with hard core military experience have given the Roughnecks a high base S.D.C. and impressive range of bonuses.

Common Skills: Standard.

O.C.C. Skill Programs: Athletics (+10%) or Field Medic (+10%), Basic Military (+20%), Infantryman (+15%) or Support Man (+10%), and two Skill Programs of choice (except for Host Pilot, Medical Doctor or War Mount Rider; typically military, intelligence, combat or weapon oriented).

Elective Skills: Select three additional Military or Physical skills at level one, as well as two additional skills from the following list. Also selects one Elective Skill at levels 4, 8 and 12. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any (+5%).

Espionage: Wilderness Survival only.

Medical: None.

Military: Any (+10%).

Physical: Any.

Rogue: Any.

Science: Advanced Mathematics or Astronomy & Navigation only.

Technical: Any (+5%).

Transportation: Any (+5%).

Wilderness: Dowsing, Fasting, Land Navigation or Wilderness Survival only.

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 13. Secondary Skills are additional areas of knowledge starting without any special O.C.C. bonuses.

Roughneck Host Armor: The Roughneck is one of the very few O.C.C.s that get Host Armor, the Bio-Tech equivalent of *living power armor*, brimming with weapons and Bio-Enhancements. The Roughneck is genetically bonded to one specific Host Armor (this is the only Host Armor he can operate). See *Creating Host Armor* starting on page 70 to create Host Armor using the following limitations and Bio-E points.

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

Step Two: Determining Metabolism. The Roughneck is limited to Carnivore, Herbivore, Omnivore, and Parasitic armors only (pick one).

Step Three: Available Bio-Energy points for the Roughneck is the M.E. attribute number plus P.E. attribute number, +1D8x10+35 points in addition to any bonus Bio-E gained from the *Metabolism* chosen in Step Two. Each level of advancement, starting with level two, gets the Roughneck an additional 2D10 Bio-E to add to the capabilities of his current Host Armor. As usual, these Bio-E points can be spent as soon as they are acquired or saved and combined with the points from the subsequent level of experience.

If the Roughneck's Host Armor is destroyed/slain, it is forever lost and he must rely upon the lesser Living Body Armor. The only exception is if the Host Armor was lost in an act of heroism that served the Great House, in which case another Host Armor *may* be bonded to him, but it will only have the most basic Bio-Enhancements, and any further augmentation comes only as the character gains additional levels of experience (starting from when the new Host Armor was provided).

Step Four: Biological Enhancements and Weapons. Selections can be made from any of the categories, though the comparatively low amount of Bio-E points will limit selections. Most Roughnecks go for Sensory Enhancements, Biological Defenses, and weapons – weapons of all kinds.

M.D.C. "Living" Body Armor: The Roughneck also gets a suit of Living Body Armor with 3D10+40 Bio-E 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. **Note:** The Roughneck always goes for Heavy armor, typically *Dragon Scale Armor* (it's the look they prefer).

Standard Equipment: Military fatigues, a suit of non-organic body armor for back up or disguise, 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 an appropriate amount of ammunition for heavy combat, a good Mega-Horse for transportation, tent, knapsack, saddlebags, backpack, two water skins, emergency food rations (two week supply) and some 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: Nobody understands and fights the Machine better than you do. Nor is anyone as dedicated to the rescue and protection of the innocent.

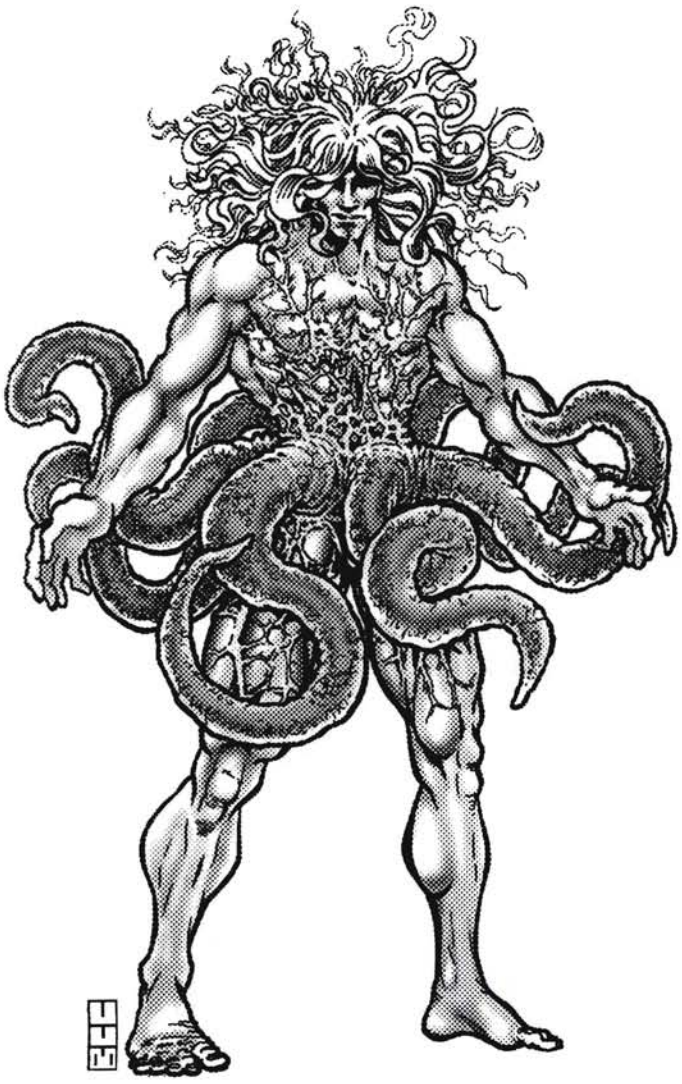
The Downside: You are a serious hard-nosed soldier who is underappreciated, underpaid and doesn't get the respect (and sometimes the credit) you deserve. When not focused on combat, you tend to brawl, drink and get lost in despair. Your gung-ho attitude is admirable, but sometimes it leads you to pick fights you might not be able to finish. Sometimes discretion is the better part of valor, a lesson that seems to be learned only by the most long-lived Roughnecks.

Saint O.C.C.

The humans of the Resistance rely on Engineers to produce the organic technology that enables them to battle the Machine. Engineers are humans who have willingly bonded with a massive, tentacled alien creature that is hidden inside the depths of a large pool of murky water. This symbiotic organism is known as a *Gene-Pool*. Such a creature does not grow overnight, it requires a long time to develop and needs the correct medium in which to grow. That "medium" is the *Saint*. A brave soul who sacrifices his or her own humanity to eventually grow into a monstrous and inhuman Gene-Pool. The first stage is to become a Saint, a tentacled doctor of sorts. The volunteer enters the Gene-Pool, where the seeds grow and the first steps of transfigu-

ration take place. First, the person must have his stomach and internal organs removed and the juvenile Gene-Pool creature is inserted into the body cavity. Once the organism bonds with the volunteer (it takes only 15 seconds), the symbiote takes over the functions of the character's organs and a new Saint is born. The process turns the human into a Mega-Damage being. At a quick glance, the Saint looks relatively normal, even beautiful, with a sleek muscular body, attractive facial features and long, golden hair. It's the six large tentacles protruding from the character's upper body or hanging from the abdomen that gives him away as being less than human. Each tentacle is between 3 and 4 feet (0.9 to 1.2 m) long and can be made to hang against the body so they are not noticed under long, bulky coats or robes. Many Saints wear flowing, floor length robes or a long coat to conceal their tentacles and appear normal, but everyone in the Human Resistance knows such garments are the trademark of the Saint and what lies underneath.

The six tentacles of the Saint are completely prehensile and surprisingly agile and adept at delicate work. They can even be used to operate devices and perform surgery. In fact, the Saint is a healer and doctor who can use the tentacles to merge with the flesh of his patients to heal them. The tentacles can also diagnose illness, internal injury and the effects of poisons and cure all types of illness by touch. Creation and healing is the very nature of the Gene-Pools, so the tentacles can*not* be used to attack or destroy, and the tentacles (the external portion of the alien, symbiotic organism inside) will not obey the human host if the intention is to use them to hurt or kill. This is why the Gene-Pool symbiote will only bond with a good or Unprincipled character and why the host body always becomes a healer and student of medicine.



Alignment: Must be of a good or Unprincipled alignment.

Attribute Requirements: I.Q. 10 or higher, a high M.A. and P.P. are suggested, but not mandatory.

Attribute Bonuses: +1D4 to I.Q., M.A. and M.E., and +1D6 to P.B. (at least the head/face, hands and general humanoid aspects of the body) *after* the human volunteer and the juvenile Gene-Pool organism have become one.

O.C.C. Bonuses: Has Splicer P.S. (strength), the character is +2 to save vs mind control (including psionics and magic), +3 to save vs toxins, poisons, drugs, and diseases (plus symptoms, penalties, damage and duration are half), as well as +20% to save vs coma and death.

Base S.D.C.: Not applicable, see the Saint's *Altered Body*.

Saint O.C.C. Powers:

1. **Saint's Altered Body & M.D.C.:** The Saint is an amalgam of a human and a juvenile alien symbiote, but is more than either is on their own. The union gives the once human character Splicer P.S., and turns him into a Mega-Damage creature with 4D4x10 M.D.C. points plus the P.E. attribute number. Add 1D8 M.D.C. per level of experience, starting at level two. A Saint bio-regenerates 1D6 M.D.C. per melee round and can last four times longer during strenuous exercise/activity before feeling the effects of exhaustion and fatigue. Can also 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. **Healing Powers:** The Saint uses his healing powers by touching and merging two of his tentacles with the body of his patient. It can be a gruesome and frightening image for the uninitiated, but effective, 100% painless and leaves no scars. Up to three patients (two tentacles are required per patient) can be healed simultaneously, provided the patients are all within reach. The Saint is also able to diagnosis the injuries, deaden pain, induce sleep, remove poison or disease, restore Hit Points and S.D.C. and perform internal surgery with only his symbiotic tentacles. **Note:** The Saint is just as capable of repairing Bio-Technology with these healing powers using a pair of tentacles to restore lost M.D.C., and fix broken or damaged parts. However, Bio-Tech repairs take 1D6+8 minutes to perform per each individual repair, and tire the Saint out, requiring the character to rest 20 minutes after every repair. If not, the Saint is -2 on all combat rolls, and sees his Spd and skill proficiencies drop 20% per *each* repair made without rest.

   Deaden Pain: This ability to deaden pain can be used as a painkiller which temporarily negates existing pain or as an anesthetic to be used for surgery. The effect lasts until the Saint removes his tentacles' touch.

   Diagnose Illness: Once in contact with the patient, the Saint can sense pain, physical trauma/injury/damage, disease, poison and possession with absolute clarity. This pinpoint accuracy enables the character to suggest treatment or to con-

duct internal surgery. It takes at least 1D4 melee rounds (one minute) to get an accurate diagnosis.

Increased Healing: The Saint is able to stimulate another person's healing energies, dramatically increasing the patient's own recuperative powers. Hit Point and S.D.C. (or M.D.C. to Bio-Technology) recovery are double the normal professional treatment rate. The increased healing lasts for 24 days after the Saint stimulates the patient's system, so any subsequent injury will also heal at the increased rate. It takes 1D6+4 minutes of the laying of tentacles to induce Increased Healing.

Induce Sleep: This is not an offensive ability, but is intended to be a recuperative power to induce sleep on those who are ill, exhausted or suffering from insomnia. The character will fall into a normal, restful sleep from which he or she can be easily awakened. Unwilling victims of the induce sleep get a saving throw, but need a 12 or higher to fight off the effect. **Note:** This power has no effect on healthy individuals who are not tired or sleepy; automatic save. The ill character will sleep for 1D4+1 hours after the Saint removes his tentacles unless roused sooner. If allowed to sleep, the individual will awaken feeling rested and less ill (reduce penalties and symptoms by half, but only as long as the character stays in bed for continued rest).

Internal Surgery: This power is used to repair broken bones, repair internal injuries, for removal of foreign objects (bullets, etc.) and to stop internal bleeding. It may also be used to repair the body of individuals who have suffered so much damage that they lapsed into a coma (zero or less Hit Points). The recovery from a coma (near death) is equal to treatment from a large hospital: 01-70% when the Saint's Internal Surgery is used. Note that there is absolutely no scarring from any internal surgery and minimal pain (no pain if the Deaden Pain ability is used). No surgical tools are needed, only the Saint's tentacles, and the entire process takes only 3D10+40 minutes. **Note:** A Diagnose Illness must be made before surgery is possible.

Healing Touch: A remarkable healing ability that instantly heals cuts, burns, bruises, and other injuries that are relatively minor physical damage (no more than 12 points of damage per wound). The Healing Touch restores 2D8 Hit Points and S.D.C. (or 2D6 M.D.C. to Mega-Damage beings). The Healing Touch can only be used on other living creatures, never on the Saint himself, and can only be performed once per melee round. Healing Touch takes 1D4 melee rounds (up to one minute).

Negate Poison & Disease: The Saint can use his or her healing ability to slow a person's metabolism and destroy chemicals, drugs, poisons, toxins and disease in the body. The effects of the impurities are immediately halted at the beginning of the meditation and completely negated by its end – it takes about 2D4 minutes total. Damage from poison or disease sustained prior to the Saint's intervention still exists, but can be healed with another 2D4+2 minutes of meditation, and tentacle touch intervention.

Note: All of these abilities are similar to the various Psychic Healing abilities found in **Rifts®** and other Palladium games, but are completely biological in their nature and can be used an unlimited number of times per day by the Saint (there is no psychic involvement or I.S.P. cost). However, only one can be used by each pair of tentacles, so the Saint can only use up to three abilities on one patient at a time, or the same ability on three different patients at the same time. It is important to note that the Saint can only cure physical wounds, not mental illness or insanity.

3. **Hands Off Status (Special):** Saints are among one of the truly important people in this world, valued by all humans, not just for what they can do, but for what their symbiotes will become. Thus, there is a general understanding that all Saints are not to be hurt, unless they decide to take part in a fight. As a result, human adversaries who know the character is a Saint will be unlikely to attack or hurt him unless he attacks first or joins a battle, and even then, most combatants will try to subdue rather than kill a Saint. They are just too uncommon and valuable a resource. Only Diabolic characters or those who don't realize the character's vocation will take a shot at him. This applies to feuds between the Great Houses as well. On the other hand, their value and hands off status makes the Saint a very attractive target for capture and extortion by humans, and assassination/extermination by the Machine (putting the Saint at the top of the Machine's "most wanted list"). **Note:** Most Saints (good alignments) are unlikely to abuse their privileged status by using it to take cheap shots at an enemy, so if they engage in combat, they know full well that they could be hurt or killed. Those who regularly exploit their special status by taking cheap shots at unsuspecting human adversaries quickly become branded as cowards, and word spreads like wildfire of a cowardly Saint, who may find himself beaten to a pulp or murdered out of retribution and disdain.

Common Skills: Standard (+5%).

O.C.C. Skill Programs: Medical Coroner (+20%), Medical Doctor (+30%), Field Medic (+30%) and one Skill Program of choice (except for Assassination, Host Pilot, Martial Artist, War Mount Rider, Wingman or any military based program).

Elective Skills: Select five Elective Skills from the following list at first level, plus two additional Elective Skills at levels 2, 5, 9, 12 and 15. All new skills start at level one proficiency.

Communications: Any (+5%).

Domestic: Any (+10%).

Espionage: Wilderness Survival only.

Medical: Any (+15%).

Military: None.

Physical: Climbing, Fencing, Juggling, Running or Swimming.

Rogue: None.

Science: Any (+10%).

Technical: Any (+5%).

Transportation: Any, except Pilot Wing Packs, Host Armor Combat and War Mount Combat.

Wilderness: Dowsing, Fasting, Identify Plants & Fruits, or Preserve Food only.

W.P.s: Blunt, Bola, Grappling Hook, Net, Reverse Stroke and Staff only.

Secondary Skills: The character gets to select five 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.

M.D.C. "Living" Body Armor: Standard suit of light, Leatherback Armor modified to accommodate the six tentacles. No enhancements, and only worn when the Saint knows he or she is going into combat.

Standard Equipment: Two surgical gowns, a pair of reusable surgical gloves, an organic surgical kit (including scalpels, clamps, suture thread, needles, stethoscope, hypodermic bio-injector, etc.), medical kit (first-aid kit with extra bandages, antiseptics, protein healing salve, aspirin, painkiller, antibiotics, thermometer), six unbreakable ceramic-ware vials and other basic items suitable for medical use. 1D4+1 hooded, floor-length robes or cloaks, a long coat (ankle length), a Face Wrap (gas mask), tinted goggles, tent, knapsack, saddlebags, backpack, bedroll, two water skins, emergency food rations (two week supply), and a Mega-Horse for transportation as well as some basic personal items.

As for weapons, it is not uncommon to see a Saint with a staff or walking stick, and may also use the bola, net or grappling hook, all of which can be used to disarm, entangle and subdue a foe rather than kill him. Saints tend to shy away from the more lethal varieties of weapons. If the character has a gun, it will be for show and emergencies, and kept holstered most of the time.

Money: Has 1D6x100 credits in precious metals, relics or trade items, and 3D6x100 in available credits. As always, money can be spent now on additional equipment or saved for later.

The Upside: You are the greatest healer the world has ever known. You can mend bone, repair organs, and close cuts with a mere touch of your tentacles. You can heal all living things (including the creations of Bio-Technology) and you are cherished and respected by all of humanity for your sacrifices.

The Downside: The same people who cherish and respect you are also repulsed and frightened by you. You see the discreet fingers pointed at you and hear the whispers of normal people who talk about you as a valued but *inhuman* ally. It's true. One day, 3D8+50 years from now, your current host body will die, and you'll bond with another human to become an Engineer or Librarian, both even more alien and removed from humanity than you are now (the latter, a face attached to a tentacle that's hooked to a body that is a massive pulsating brain with six large tentacles). And someday after that, you may escape insanity and mature into a true Gene-Pool, a creature that is as alien and inhuman as they come. It's all true, but your sacrificed humanity will save hundreds, perhaps thousands, even millions of lives – so why do you feel so sad when you hear others speak of you as an alien, freak or nonhuman?

Scarecrow O.C.C.

The driving force within each of the Great Houses are the enigmatic and monstrous Librarians. Even the Warlords are often caught up in the mind games and secret manipulations of the Librarians, who are constantly exploring new ideas, new options and scheming among themselves. The most important *pawn* in these mental exercises are the Scarecrows, for it is the Scarecrows who are nominally charged with the protection of the people and the enforcement of law and order under the administration of the Librarians and the dictates of the Warlord. In reality, the Scarecrows operate as the secret (well, not so secret) police of their given Librarian. Scarecrows collect information for the Librarians, spy on the populace, retrieve items of interest or value, and assassinate those their master marks for death (which may include a rival, a disharmonious voice, rabble-rouser or other troublemaker).

Scarecrows are empowered by the *Elixir of Life*, a vile liquid that is secreted by the giant pulsating and tentacled brain that is part of the Librarian. The Elixir of Life gives the Scarecrow incredible power, turns him into an M.D.C. creature and lets the character fight the machines with his bare hands, in addition to other amazing abilities. While the Elixir of Life grants incredible power, it destroys the character's humanity, turning the individual into something that resembles a walking mummy, zombie or dried up corpse. Furthermore, the Scarecrow becomes completely addicted to the Elixir of Life, requiring a drink of it on a weekly basis. But the cruelest curse of the Elixir of Life is that it turns the Scarecrow into the helpless pawn of the Librarian, forced to submit to his master's every command and suggestion.

The Scarecrow is one of the strongest and most impressive warriors in the Human Resistance, imbued with powers and abilities far beyond the normal ken. This illusion of great power makes the position of Scarecrow attractive even to young, healthy and attractive people willing to give up their humanity in exchange for greatness. Little do they know that their new life as a Scarecrow is one of addiction and servitude to a Librarian.

Alignment: Typically evil or selfish, rarely is a Scarecrow of a good alignment.

Attribute Requirements: None, just a desire for power and willingness to drink the Elixir of Life.

Attribute Bonuses: +2D6 to P.S. (Supernatural), +1D4 to P.P. and P.E., and life is extended 200 years. Also see Super-Speed.

O.C.C. Bonuses: +1 attack per melee round, +4 on initiative, +5 to automatic dodge (the act of dodging does not use up a melee attack, but one must still roll to dodge), +2 to save vs mind control (including psionic attacks and possession), +4 to save vs toxic gases, poisons, drugs and diseases, and +5 to save vs Horror Factor.

Base S.D.C.: Not applicable; see Scarecrow's Super-Endurance.

Scarecrow O.C.C. Powers:

1. Supernatural Strength: Human strength becomes Supernatural P.S., even stronger than most Splicers (which is the equivalent to Robotic P.S.). The Scarecrow can carry up to 50 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 and feet in melee combat (see the Supernatural P.S.

damage table for exact M.D. numbers). **Note:** Minimum P.S. is 22, if lower, adjust up to P.S. 22.

2. **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. Can last 10 times longer during strenuous exercise/activity before feeling the effects of exhaustion, and remains alert and operates at full efficiency for up to five days (120 hours) without sleep. Normally needs only three hours of sleep per day to feel rested.
3. **Super-Reflexes:** A radically altered metabolism makes everything around the Scarecrow seem to move in slow motion. Factored into the O.C.C. bonuses, above.
4. **Super-Speed:** Add 2D4x10+30 to Spd attribute and can leap 60 feet (18 m) across after a short run (half from a dead stop), and 30 feet (9 m) high (half without a short run).
5. **Super-Healing:** The character bio-regenerates 2D4 M.D.C. per melee round and is +20% to save vs coma and death. Virtually impervious to pain, no amount of physical pain will impair the Scarecrow until he is down to zero M.D.C. or less. At that point the character will collapse into unconsciousness (like any other character), but the Scarecrow 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).
6. **Superior Senses:** The Scarecrow possesses incredibly acute senses: 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 aware of smells than a normal human). The Scarecrow can follow a scent trail that is two days (48 hours) old, provided it hasn't rained in that 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 a 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 tries means the trail has been rediscovered. After two failures, the trail is permanently lost. Cannot track by smell alone through moving water.

7. **Horror Factor:** The Scarecrow has a natural Horror Factor of 9 at first level, that increases by +1 at levels 3, 6, 9, 12 and 15.
8. **Penalties:** The Elixir of Life taken by the Scarecrow dehydrates and discolors the skin, turning it pale gray and brittle, like the skin of an unwrapped mummy. The eyes look sunken and the body is thin and corpse-like. Reduce the character's P.B. by half, with most characters averaging a P.B. of 3-6. Also reduce the M.A. by -1D4 points. The character can*not* use the skills Begging, Disguise, Impersonation, Seduction or



Wardrobe & Grooming. The Scarecrow also cannot use the M.A. trust ability, but gains a +20% bonus to the M.A. *intimidate* ability and the Interrogation skill. Worse, the Scarecrow is extremely susceptible to the commands and suggestions of his Librarian, and gets NO bonuses to resist the Librarian's commands and is at a further -6 to save vs any of the Librarian's orders or suggestions.

Addiction to the Elixir of Life. A Scarecrow must drink a single vial (a half cup) of the Elixir of Life every six days. Failure to do so begins the detoxification process. Detox can be prevented within the first two weeks by drinking more Elixir of Life and after one year, the Scarecrow is permanently addicted. At that point, failure to drink the nurturing Elixir causes the Scarecrow to lose 2D8 M.D.C. and 1 P.S., P.P. and P.E. point every day until he becomes as weak as a puppy (all stats under 8). The Scarecrow can live for 2D6+6 months in this deprived state, but is racked with pain and shivers, and all he can think about is getting the Elixir (Skills are reduced to a mere 12%). After this he dies, falling into a pile of brittle bones and bits of flesh that more resembles parchment paper than skin. To control a strong-willed or defiant Scarecrow, all the Librarian needs to do is withhold the Elixir of Life to get most Scarecrows to come around within two or three weeks. Drink the Elixir of Life or suffer detox and awful pain!

9. **Player's Note:** The character's only chance for a normal life is to detox from his addiction to the Elixir of Life, but this must be done within the first 1D6+6 months of taking the Elixir. There are no exceptions! The body is permanently transformed after only *one year* of service as a Scarecrow. Not even bio-reconstruction, magic restoration or psionic healing can help restore the character to his former self as a human.

   During that first year, however, *detoxification* may be attempted to cleanse one's self of the Elixir of Life and its effects on the body. The process of detoxification is painful, terrifying, and physically and emotionally debilitating. The character will need a safe, quiet place, and the support of friends and doctors to survive the experience. The worst pains of physical withdrawal will last 2D6 days. During this time the Scarecrow's body will convulse, vomit, and burn with fever. The individual is completely helpless (no combat abilities, even for defense). That's the easy part.

   The next step is fighting the psychological and emotional dependency, both on the Elixir of Life and on his *Librarian*. The two are somehow (psychically?) linked and so a Scarecrow in detox sends shock waves through its creator, making it difficult for the Librarian to concentrate, focus or perform efficiently (reduce all attacks/actions, bonuses and M.D.C. of the Librarian by half until detox is over and the Scarecrow returns to normal).

   If the process is successful (success is not guaranteed, 01-78%), the character must select a new O.C.C. to continue his life. Any of the warrior O.C.C.s are appropriate, however the character will have earned himself the lifelong animosity of the Librarian he once served. **Note:** The details of his existence as a Scarecrow, skills included, are lost, forgotten (except in his nightmares), so roll up the new O.C.C. from scratch as if he were a new, first level character. A small price to pay for stealing back one's humanity.

The Penalties and Transformation of Detoxification. First, all the Scarecrow's bonuses and powers are permanently gone. The character reduces all *physical attributes* (except P.B.) to 10 regardless of bonuses from his previous life and then adds the roll of 1D4 to each. These are the character's new physical attributes. To the ex-Scarecrow, this is a nightmare. Reflexes and speed will seem like those of turtle or snail, and strength like a baby's. Roll 2D6 to determine the *Physical Beauty (P.B.)*. attribute, but I.Q., M.E. and M.A. remain the same. Finally, Hit Points are P.E. plus 1D6 per level of experience (as normal) and S.D.C. is just 6D6 points plus any Physical Skills taken for one's new O.C.C. Remember, all the character's old powers no longer apply and the character is restarting his life as a clean slate and a new O.C.C.

Detox Permanent Side Effect Table

01-10% Lucked out! No side effects.

11-30% Permanent stiffness and pain in body joints; -1 to strike, parry, dodge, and roll with punch, fall, or impact.

31-50% Immune system is weakened; -1 to save on all saving throws and -10% to save vs coma/death.

51-70% Memory retention is poor; all skills suffer a -5% penalty.

71-90% Dependent on some type of drug or alcohol (see drug and alcohol addiction in the Insanity section).

91-00% Roll once on the Phobia table or once on the Neurosis table (see Insanity section).

Note: Failure to detoxify means that the character falls off the wagon and again takes the Elixir of Life. He or she remains more than human and in the thrall of the Librarian who created the character, but the character has greater will power (change the save vs Librarian suggestion and command to -3, and the alignment may be good). However, with greater self-awareness comes despair, regret and dissatisfaction in one's life, and there is a 01-36% chance that the Scarecrow will commit suicide.

Common Skills: Standard.

O.C.C. Skill Programs: Assassination (+10%, if evil, but Disguise is replaced with Military Etiquette) or Guerilla Warfare (+15%), plus Espionage (+20%) and two Skill Programs of choice (except for Host Pilot, Medical Doctor or War Mount Rider).

Elective Skills: Select two additional Espionage or Rogue skills at level one and two other skills of choice from the following list. Select one additional Elective Skill at levels 2, 4, 8 and 12. All new skills start 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: The character gets to select five Secondary Skills at level one and one additional skill at levels 3, 6, 9, and 12. These are additional areas of knowledge starting without any special O.C.C. bonuses.

M.D.C. "Living" Body Armor: Seldom use armor, except when the character knows he is about to engage in serious combat. Gets a standard Chitinous Armor (heavy) and Leatherback Armor (light), but neither has any additional enhancements.

Standard Equipment: Vest of office, a hooded cloak (typically dark grey or black), a set of dress clothing, Face Wrap (gas mask), tinted goggles, a pair of M.D.C. daggers, one light and one heavy Bio-Weapon of choice and one weapon for each W.P. with appropriate ammunition, knapsack, backpack, saddlebags, water skin, emergency food rations (two week supply), 1D6 vials of the Elixir of Life, a Mega-Horse for transportation and some personal items. Scarecrows love using explosives and silent, but deadly weapons.

Money: Has 5D6x10 credits worth of trade items or precious metals (any artifacts are turned over to the Librarian) and 1D4x100 in available credits. As always, money can be spent immediately on additional equipment or saved for later.

The Upside: You are an M.D.C. being with Supernatural Strength able to go toe to toe against the Machine's robots and anybody, even the Dreadguard, stupid enough to challenge you. You are the eyes, ears and muscle of your Librarian, the power behind the throne. People fear you and you like that, you like that very much.

The Downside: You are a shadow of your human self and a mockery of life and goodness – a pawn addicted to the Elixir of Life. You are uglier than sin and even the other Splicers fear you and keep you at an arm's length. You have some memories and personality traits, but you are bound to the service of a Librarian who, more often than not, is slowly going mad and will take you with him. But if he dies, you lose the Elixir of Life, for only the Elixir from your Librarian will sustain you, and so you protect the Librarian no matter what, and hope no one notices just how insane and dangerous he is becoming.

Skinjob O.C.C.

Military raids, sabotage, assassination, espionage, surgical strikes, jailbreak rescues from the clutches of the enemy, and covert operations all fall under the jurisdiction of the Skinjobs. These characters are genetic mutants who lurk in the shadows, only to step out of them to perform acts of espionage, sabotage, and destruction. They are designed to harass, undermine and destroy the enemy, namely robots and war machines, but also enemies within rival Great Houses. Skinjobs often lead or join teams of other operatives for field missions that require stealth and espionage tactics, and are effectively the Human Resistance's version of Commandos or Special Forces. All of them are expert in guerilla warfare, sabotage and spying.

All Skinjobs start out as human volunteers who subject themselves to the genetic manipulations of the Engineer and/or Librarian. To become a Skinjob, the volunteer must have all of his skin flayed (peeled) from his body for him to be transformed on a genetic level. The flaying is done while the character is still conscious, because the nerve endings must be carefully separated for connection to the new skin. Anesthetics can damage the nerve endings, so even painkillers are not used. This makes the process agonizing, as one's old skin is stripped away and the new one is put on, like pulling on a tight, new glove over a burnt hand. The whole process takes more than two days, during



which the character is not able to sleep or rest and remains skinless for most of the procedure; the whole operation is wrapped in a fair amount of ritual and ceremony.

The new skin is an incredibly versatile organism, enabling the Skinjob to blend into surroundings like a chameleon, or generate a stealth field that makes the spy almost invisible, and gives the character a permanent form of M.D.C. body armor. When combined with the Skinjob's extensive specialized training, the character excels in all manner of stealth and covert activity.

Alignment: Any, but typically Unprincipled (20%), Anarchist (35%) or Aberrant evil (25%).

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

Attribute Bonuses: +1D4 to M.E., P.E. and Spd.

O.C.C. Bonuses: +3 to save versus toxins, poison and disease, +15% to save vs coma and death, and the character cannot be tortured via physical pain (no effect; nothing can hurt as much as becoming a Skinjob).

Base S.D.C.: Not applicable; see M.D.C. Skin.

Skinjob O.C.C. Powers

1. **M.D.C. Skin:** The excruciating process of becoming a Skinjob gives the character extremely tough, bio-synthetic skin with 3D6x10+60 M.D.C., and gets an additional 2D8 M.D.C. points per level of experience, starting at level two. Lost M.D.C. bio-regenerates at a rate of 1D6 M.D.C. every 10 minutes or 6D6 M.D.C. per hour. The skin is also impervious to Mega-Damage fire and cold, and quite resistant to pain; no amount of physical pain will impair the Skinjob's skill performance or interfere with his concentration or purpose.
2. **Chameleon Skin:** The color and pattern of the skin changes, at will, to adapt to any environment or surroundings. This is a superior chameleon skill that enables the character to blend in with his surroundings completely. In water the character's skin become a reflective surface that looks like rippling water, in a forest he may appear as a pile of leaves or patterns of light and dark that change as he moves. He can appear as grass and scrub, dirt and rocks, brick and concrete, steel and similar colors, shading, and environments with exactly the right shades and reflections. This ability is so lightning fast that the character's skin can take on the appearance of his surroundings as fast as the character can run (01-80% likelihood of remaining unseen! Effectively invisible). Cannot do iridescent colors or neon, but that's about it. **Note:** Any clothing or armor that is worn over the body covers the changing skin underneath and the clothes stand out like a neon sign, which is why Skinjobs seldom wear clothing or armor, other than a cloak or robe that can be quickly shed when needed. Likewise, weapons will also stand out, but their narrow profile makes them easy to hide, although they still inflict a -10% penalty to remain unseen while camouflaged.
3. **Stealth Field:** While not true "invisibility," the character can generate a stealth field around him/her that renders the Skinjob and anything he is wearing or carrying (up to 200 lbs/90 kg in weight) semi-invisible at will. If the character is carrying weight exceeding the limit, the Skinjob remains visible, unable to generate the stealth field. The stealth field creates a sort of shimmering blur of color reflecting the surroundings, reminiscent of a heat haze on the landscape. When not moving at all, the Skinjob is completely invisible, but when the character moves there is a chance that an opponent will see the distortion on the surrounding background. The character is 01-90% undetectable if moving at a walking pace or slower, 01-70% undetectable if jogging (half Spd.) and only 35% undetectable if moving at full speed.

   Neither normal vision, infrared optics, thermal-imaging systems, heat sensors, nor nightvision can see through the stealth field, however, motion detectors, seismic sensors, sonar and radar can detect the Skinjob in motion, provided they are geared to detect ground movement.

   Although the Skinjob is imperceptible to the naked eye, he retains his physical mass, meaning his movement makes noise (footsteps, breathing, bumps, knocks, etc.), he cannot go through walls, and may be tracked and pinpointed by the noise he makes or the trail he leaves behind.
4. **Silent Prowl (special):** All Skinjobs are trained to move silently and stealthily, even at a fast run (full Spd.). Automatically gets the Prowl skill at a +30% bonus. Unless there are special circumstances, such as gravel, dry leaves, or lots of twigs (can only move at half speed across them without making noise and there is a -20% Prowl penalty), the character Prowls silently even at a fast speed and only needs to roll a skill check once every ten minutes to see if he has managed to remain silent.
5. **Feign Death:** A Skinjob can fake death by lowering his body temperature and respiration to appear dead. This is done with a skill equal to 45% +5% per level of experience. This requires three minutes of preparation and meditation. This state can be maintained for 30 minutes per level of experience. While feigning death, the character is only vaguely aware of what's happening around him, but is fully aware of anything done to his body, and can snap out of the fake death trance in a heartbeat.
6. **Penalties:** The character's new skin has a dramatically reduced sense of touch which inflicts a penalty of -30% to Escape Artist, Palming, Pick Locks, Pick Pockets and similar skills that require great manual dexterity and sensitive touch. When the character is not using the skin's chameleon ability or the Stealth Field, it has a dull grey color with tiny, repulsive white splotches, completely hairless, and the skin itself hangs off the character, like a loose suit. Reduce the Skinjob's P.B. by half, with a maximum P.B. of just 9. Also reduce M.A. by 1D4 points.

Common Skills: Standard (+2%).

O.C.C. Skill Programs: Espionage (+25%), Guerilla Warfare (+10%), Saboteur (+10%), Weapons Training, and Reconnaissance (+20%) or Technical (+15% and includes Machine Technology and Machine Lore).

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

Communications: Any (+10%).

Domestic: Any.

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

Medical: First Aid only.

Military: Any (+15%).

Physical: Any.

Rogue: Any (+5%), except Seduction, and many, like Sleight of Hand, suffer the -20% skill penalty.

Science: Any.

Technical: Any (+5%).

Transportation: Any (including War Mounts and Wing Pack), except Host Armor Combat.

Wilderness: Any (+5%).

W.P.s: Any, except W.P. Heavy Bio-Weapons.

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 starting without any special O.C.C. bonuses.

M.D.C. Living Armor: None.

Standard Equipment: Two hooded cloaks (both earth tones like brown, green, gray, camouflage pattern, etc.), a set of work and dress clothes, a Face Wrap (gas mask), tinted goggles, pair of M.D.C. knives, one light Bio-Weapon of choice, one weapon for each W.P. with an appropriate amount of ammunition, a standard War Mount of choice and a standard Wing Pack for transportation, tent, knapsack, satchel, backpack, two water skins, emergency food rations (three week supply) and some personal items. Also likes to use explosives though they are probably provided by the Warlord for special jobs that require them.

Money: Has 4D4x100 credits worth of precious metals, relics or tradeable goods as well as 1D8x100 in available credits. As always, money can be spent immediately on additional equipment or saved for later.

The Upside: The Skinjob is a master of stealth and sabotage, able to sneak into places that the more heavily armed members of the Resistance cannot. You can literally vanish before an opponent's eyes and you are invisible even to the robots and drones. You love being a living ghost and enjoy challenges involving espionage and assassination.

The Downside: You have suffered immeasurably to attain this new life as a super-spy, including looking like a monster out of a nightmare. You have also to limit yourself to light weapons, armor and equipment in order to use the skin's stealth abilities.

Technojacker O.C.C.

When children are born in the world of Splicers, the Nanobot Plague attacks them almost immediately. Nearly half of all children born outside the Human Resistance are killed by the plague by age five after accidentally coming in contact with metal. The children who survive are permanently affected by the nanobots for the rest of their lives and can never use any technology that incorporates metal. The humans of the Splicers world have come to accept the fact they must be careful to avoid metal, even small pieces of shrapnel and debris accidentally found just below the surface, at all costs. It's a fact of life for 99% of all humans, but that one percent left over is immune to the Nanobot Plague. That rare one percent can handle metal, including ancient weapons, electronics and robot weapons without the slightest problem. Nobody, not even the great Engineers and Librarians, knows how this can be, but it's true. These special humans (mutants?) look completely normal except most have grey or greyish-green eyes. These are the legendary Technojackers.

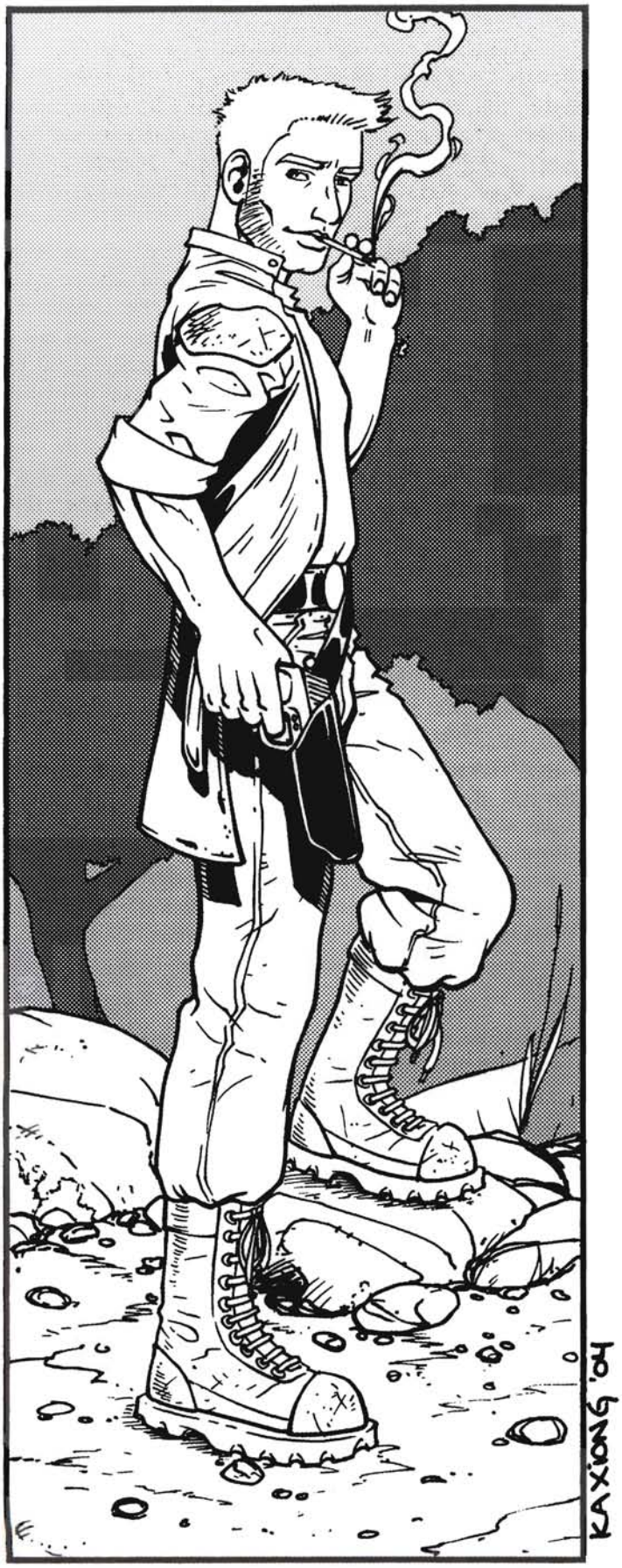
Technojackers possess within them a battery of altered nanobots that protect them from the Nanobot Plague that infects all technology and metal on the planet. This allows the Technojackers to use the metal weapons, guns, vehicles and technology of the Machine. While this can be an advantage to the Human Resistance, the fact is most people fear the Technojackers. What scares people most is their ability to control the robots and devices of the Machine (N.E.X.U.S.), which seems extraordinarily dangerous and more than a little suspicious to most people. The fact that once a Technojacker releases a robot from his control or is rendered unconscious, it regains its full independence and will kill any humans in the area also means those around him are in immediate danger should his control be severed. Consequently, most Technojackers do *not* belong to one of the Great Houses, but are independent operators, adventurers, robot hunters or vagabonds similar to the ronin of ancient Japan. They generally come to a Great House to perform some needed function for the rebellion or to sell their services as a mercenary, but once the job is done and before the Warlord and his Dreadguard get too "uncomfortable" with his presence, the Technojacker leaves. Such is the life for someone who could become one of the Resistance's greatest weapons. Even the loathsome Scarecrows and Skinjobs have more companionship.

Technojacker O.C.C. Powers:

1. **Create Nanobot Armor:** By exuding the nanobots that are within the character from his pores, eyes, ears, nose, or mouth and gathering other nanobots in the environment which they enslave, the Technojacker can produce a layer of thin M.D.C. armor over his own skin. This armor has 1D8x10+25 M.D.C., but better yet, the nanobots can be made to hold together armor spun from metal scraps and the remnants of robots and other body armor (this armor has 1D4x100+40 M.D.C.). The nanobot armor only takes a few seconds to form, while the heavier armor takes one minute and requires the spare parts and salvage to be available. This power is not available if the character is inside a robot or other vehicle, but this nanobot armor can be created over normal M.D.C. or S.D.C. body armor. The nanobot Armor regenerates 1D6 M.D.C. per melee round and can be extruded in 1D4 seconds (one melee action). The armor can also be retracted within 2D4 seconds (two melee actions). As many as six suits of armor can be created in a 24 hour period.

   Note: When the Technojacker has either one of his armor defenses up, the character is impervious to vacuums, poisonous/toxic atmospheres and radiation. The character is also impervious to damage or death due to the Nanobot Plague. Unlike other humans, he can touch and use machines and metal with no fear at all.

2. **Meld with Machines:** By extruding cables made by his own nanobots, a Technojacker can take control of any machine, robot, drone or vehicle, to which he can connect a melding cable. Since the Technojacker can bypass the Machine's controls and become directly linked to the robot, vehicle or de-



vice, the character can operate machines that humans can no longer operate, as well as the hated robots, drones and weaponry of the Machine. However, to gain control the Technojacker must be able to *touch* it (the cable connection and melding is immediate, using up two melee attacks/actions). To maintain control, he must ride on top of it or stay within five feet (1.5 m) of it. Additionally, The Technojacker's control cable must remain hooked to the device like a metallic umbilical cord, and if the cable is severed (it has *25 M.D.C.*) he loses control of the machine; at least until he can regain control by creating a new melding cable, which takes 2D4 seconds/two melee actions.

The Specifics of the Technojacker's Powers: 1) Once connected by the melding cable, the Technojacker turns the machine into a "slave unit" with him in control. While maintaining his own identity and awareness, he does, partially, merge with the machine and is able to see through the robot or device's eyes and sensors. Once a successful meld is completed (takes 1D4 melee rounds), the Technojacker is the overriding force in control of the robot/vehicle/machine and cannot be subverted or have control taken away even by the Machine (N.E.X.U.S.). However, the Technojacker's abilities have a limit, and he cannot take control of N.E.X.U.S. or any machine directly possessed by N.E.X.U.S.

2) Each of the robot's or vehicle's attacks counts as the Technojacker's own, but his are added to those of the robot he controls! The Technojacker also enjoys a bonus of +2 on initiative and +2 to strike, parry and disarm with any robot weapon (or old technology) to which he is physically linked/cabled.

3) As for vehicles, he pilots them as if he were a trained expert with a skill proficiency of 88%, even if it is the first time he's ever piloted one. The Technojacker can also make any mechanical device run, fly or go 20% faster, leap 20% higher, and shoot 20% farther.

Limitations to Machine Control: The Technojacker cannot control more than one robot or vehicle at a time. Seizing control of any 1-4 handheld weapons or devices at a time, however, is easy and can be done repeatedly, all day long, without fatigue or stress. This includes guns, severed robot weapons and weapon limbs, communication devices, basic portable computers, sensor devices, and similar "mindless" hardware. This *connection* also enables the character to *power* energy weapons as if they were hooked up to an endless power supply, and make even broken machines work again, but only if *all* their parts are there.

Controlling larger and more complex devices, however, is a strain. The Technojacker can only control *one* robot, drone, vehicle or complex machine at a time, regardless of size. Controlling a *man-sized* robot (up to 8 feet/2.4 m tall) is fairly easy and can be maintained for up to 12 hours before the Technojacker loses focus and the melding cable *disconnects*.

An *automobile-sized* vehicle or robot can only be controlled for three hours, half that time if it has a sophisticated computer brain or artificial intelligence (A.I.).

Vehicles and robots that are bigger than a car but smaller than a *semi-truck and trailer* can be controlled for one hour, half that time if it has an A.I. Likewise, *computers* can only be invaded and controlled for one hour at a time, 30 minutes if it is an A.I.

Any robot, vehicle or machine larger than that, or directly hooked up to several other machines/slave units, can only be controlled for 1D6 minutes per level of the Technojacker (the character will sense when he has reached his last six minutes of control and knows precisely when he will lose control).



Note: If the Technojacker is rendered unconscious, his control of the machine is broken and the robot or device will resume its normal functions. In the case of robots and drones of the Machine, that function is to exterminate humans! If the Technojacker becomes dazed, dizzy or confused, or his ability to concentrate and focus is diminished by fever or other forces, he has difficulty retaining control. In this case, half the combined attacks of the robot are his to control and half are made by the robot. So the robot may go from doing what he wants, to suddenly turning and blasting a comrade! A Technojacker can *NOT* use his nanobots on, or seize control of, Bio-Tech or organic weapons, computers or machines.

3. **Self-Regeneration:** The nanobots inside the Technojacker, each about the size of a pinpoint, travel through his bloodstream repair internal injuries to his physical body. The tiny robots search for the damage and repair it as part of their protocol. Types of internal injury which they can repair include the removal of blood clots, repairing torn/ruptured veins, internal bleeding, and minor damage to internal organs. Equal to a Medical Doctor's surgical skill of 78%. These tiny machines serve to give the Technojacker the equivalent of a slow form of bio-regeneration, healing 2D6 Hit Points or S.D.C. every 10 minutes. The nanobots also serve to prevent catastrophic failure of the character's brain, organs and lungs, giving the Technojacker a +30% to save vs coma/death and a +3 to save vs toxins, poison and disease.
4. **Scorned by Humanity:** The Technojackers are shunned by the rest of humanity, due to their odd powers to control and manipulate machines. The Technojackers' skin takes on a metallic silver or chrome-like appearance whenever their Nanobot armor is raised. The Technojackers are also at a huge disadvantage within the Human Resistance, since they *cannot* use Bio-Weapons or organic technology at all. The evolved nanobots within the Technojackers reject all contact with Bio-Technology, preventing neural connections and stopping the items from functioning. What is worse, the Technojackers cannot bring their technology around other humans for fear of killing them.

O.C.C. Skill Programs: Basic Military (+10%), Weapons Training (must include the W.P. Modern Weapons, one skill program of choice (except for Host Pilot, Medical Doctor, War Mount Rider or Wingman), and the following special skill.

Jury-Rigging: With this skill the character can try to fix just about anything, or at least get it up and running for a short period of time (what the Technojacker can't fix, some of his nanobots and a swift kick might). The proper parts are necessary for this to work, as well as the Technojacker's own nanobots, and the jury-rigging is almost always a *temporary fix* that will break, blow up or burn 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 Technojacker 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% and is typically a move made in a desperate situation.

A successful skill roll means the jury-rigging worked, but now the player must roll percentile dice to see how long his 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 a 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.

01-10% Amazing success, it's like new, will remain working properly until damaged.

11-20% Great job, should last for 2D6 days.

21-30% Truly good job, should last for 1D4 days.

31-40% Does the trick. Should last for 1D6 hours.

41-50% Good enough for now. Should hold together for at least 1D6x10+36 minutes.

51-60% It will have to do for now, but is far from perfect. No telling how long the repair will last. Should be good for 2D6+6 minutes or until it takes a large, direct hit or a hard tumble.

61-70% Luck is all that's holding this baby together. Should last 2D6 minutes or until it takes a big, direct hit or a hard tumble.

71-80% It's a miracle this jury-rig works or holds together at all. Won't last more than 1D6 minutes. Use it wisely.

81-90% Good luck, you're holding a time bomb! The jury-rigging won't last more than 1D4 melee rounds, or until it takes a hit or hard tumble. When it goes, the whole thing will burn out, stop working and inflict 3D6 M.D. to anybody touching it.

91-95% You've got 15 seconds! One melee round, then it falls apart and can't be reassembled in less than three hours.

96-00% You've got 15 seconds! One melee round, then it goes boom and does 4D6 M.D. to a 10 foot (3 m) radius!

Alignment: Any, though most tend to be good or selfish, and no one is a friend to the Machine.

Attribute Requirements: None, but a high P.E. would be helpful.

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

O.C.C. Bonuses: +1 on initiative, +2 to dodge, and +3 to save vs Horror Factor.

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

Common Skills: Standard.

Elective Skills: Select five Elective Skills from the following list at first level, plus select another one skill at levels 2, 4, 8, 10 and 12. All new skills start at level one proficiency.

Communications: Any (+10%), except Bio-Comms.

Domestic: Any.

Espionage: Any (+5%).

Medical: Animal Husbandry, Brewing: Medicinal, Dentistry, First Aid and Holistic Medicine (+10%) only.

Military: Any (+5%), except Blind Fighting and Parachuting.

Physical: Any, except Acrobatics.

Rogue: Any.

Science: Any (+10%).

Technical: Any (+10%), except Operate Bio-Equipment. (+20% to Machine Technology and +15% to Machine History only).

Transportation: Any, except Pilot Wing Packs, Host Armor Combat and War Mount Combat.

Wilderness: Any.

W.P.s: Any, except W.P. Bio-Weapons (any).

Secondary Skills: The character gets to select five 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.

Standard Equipment: A suit of personalized, non-organic body armor, a couple of sets of work and dress clothing, a pair of sunglasses or tinted goggles, 1D4 knives, one or two weapons confiscated from the robots, and one weapon for each W.P. with an appropriate amount of ammunition, a good horse or an old vehicle (like a motorcycle or hovercycle) for transportation, first-aid kit, tent, knapsack, backpack, bedroll, two water skins, emergency food rations (four week supply) and some personal items.

Money: Has trade items, relics or precious metals that will garner 4D4x100 credits, as well as 3D6x10 in available credits. As always, money can be spent immediately on additional equipment or saved.

The Upside: You are one of the very, very few who can use technology safely on this world, you can create your own armor anytime you need it and you can override the control of a robot or drone by touch.

The Downside: You cannot use Bio-Weapons or any type of organic technology at all, and the average person and members of the Resistance fear you even more than the Scarecrows.

Characters from other Palladium Games

Being a Mega-Damage setting, it seems inevitable that players may consider "importing" **Rifts®** (or *Mechanoid Space*™) characters into **Splicers™**. That's fine, Palladium's games are deliberately designed with one basic game system so players and Game Masters can port characters, equipment and concepts from any (or all) of our games into each other. However, **Splicers™** is such a unique setting that bringing in just any character might lessen its unique flavor. Furthermore, **Splicers™** is a hard-edged science fiction setting where magic does not exist and psychic abilities are a rarity.

Limitations and Notes on *Imported* Characters:

1. Magic Characters. Magic does NOT exist in the **Splicers™** setting. More than that, the Splicers world is something of an anti-magic environment. Ley lines are nonexistent, and the practice of magic and mystic energy (P.P.E.) are unknown quantities. This means *magic-based characters* appearing from an alien world (like Rifts Earth) can barely function in the **Splicers™** environment. Available P.P.E. to work their magic is limited to the mage's permanent P.P.E. base at half the usual level. Furthermore, all effects, range, duration, and damage function at *half* their usual power level, while the *P.P.E. cost is double* and recovery of spent P.P.E. takes three times longer than normal to get back, even via meditation.

Creatures of magic, such as Faerie Folk and dragons, suffer the same penalties as above, and find the Splicers world to be a frightening *mystical dead zone* where they feel weak and vulnerable. No matter how long they stay on this world, they will never adapt, and constantly feel on edge and paranoid. Consequently, the few who happen upon this place by accident or via exploration of the Megaverse, usually leave within a matter of a few days, even within a few hours, after arrival. To say creatures of magic feel uncomfortable here is an understatement. The suffer from a constant sense of emptiness and helplessness at the very center of their being. These feelings are so painful and pervasive that they often drive magical beings who get trapped in this environment insane or to suicide. Most demons and supernatural beings feel the same as creatures of magic and want nothing more than to leave this mystical dead zone as quickly as possible.

2. Psychics. Similar to magic, psionics is unnatural and unknown to the humans of the Splicers world. Although psychic characters from another reality can function in the **Splicers™** setting, it costs twice the usual I.S.P. amount to perform a psionic ability and it takes twice as long to recover spent I.S.P. even through meditation. The indigenous people of the Splicers World do NOT possess psychic abilities, with the only exceptions being bio-genetic experiments (to be considered and covered in future **Splicers™** sourcebooks).

3. Tech Characters who rely on machines. The first obstacle visitors from another world must overcome is the Nanobot Plague. Since most people on other worlds rely heavily on metal and technological devices, a few minutes after appearing on the Splicers world, they are likely to be murdered by their own power armor, body armor, vehicle, weapons or equipment.

Those who survive this unexpected onslaught are likely to find themselves stripped of most of the weapons and gear they rely on to survive – and possibly the equipment which they had expected to use to return home! Without weapons and equipment, dimensional travelers are easy targets for robot hunter-killer squads. Their only hope is to find and blend into a Retro-Village, or to meet up with some Splicers or other member of the Human Resistance.

Hooking up with the Human Resistance should allow visitors from another planet to join the Resistance and get at least basic non-metallic armor, weapons and gear, and apply their skills (and special powers, if any) to this weird new world. Most will have to convert to using bio-tech or have to make do in this world the best they can.

Juicers will do fine in this setting, provided the Engineers of the Human Resistance can replicate or substitute the character's chemical payload, otherwise once the drugs the Juicer relies on are gone, he is forced into unwanted detox, turning him into a normal human being.

Crazies also do alright for themselves. There is something about the nature of the M.O.M. brain implants that prevents the Nanobot Plague from turning the implants against them. The Crazies' psychic abilities are affected as noted above (see #2), but they also develop a strange and maddening connection to the Machine! Whether it is because they are infected by the Nanobot Plague but unaffected or something else that can't quite be explained, the implants enable the Crazies to randomly pick up transmissions from the Machine that are sent to her robots. The Crazy cannot control this ability and the transmissions come and go on their own accord. While this can be helpful at times, mostly it is maddening, as if an unwanted radio you cannot turn off was playing in the background, only inside their head. Weirder still, Crazies sometimes *feel* the thoughts, emotions and insanity of the Machine (whichever personality is dominant at the time), usually in the form of a nightmare when they are asleep, especially when out in the field. The nightmares and the noise in their heads due to the connection with the Machine are greatly reduced (one tenth) underground.

Robot & Power Armor pilots, should they survive their initial arrival, may be able to adapt to becoming a Dreadguard wearing Host Armor, or an Outrider piloting a War Mount. Otherwise they are limited to soldier/grunt type operations using Bio-Weapons and non-metal weapons and equipment.

4. Robots and Artificial Intelligences. Skelebots and other types of robots, computers and smart machines will be subverted and turned into a minion of the Machine within 1D4 minutes. From that moment forward, *it is* irrevocably transformed into a servant of the Machine and an enemy of humankind. Only a highly sophisticated artificial intelligence like Archie Three (similar in nature to N.E.X.U.S.) and robots controlled by the mind of a living being are immune.

5. Character types best suited for the Splicers world include: Wilderness Scouts, Soldiers/Warriors/Bounty Hunters, Spies/Espionage Agents, Bandits/Thieves, Healers/Body Fixers, and characters used to a life in the wilderness (without relying on magic, Elementals or nature spirits), including Traditional Native Americans, Psi-Stalkers, Simvan, etc.

The Game Mechanics

By Kevin Siembieda

Splicers™ is a game of science fiction, horror and survival in world taken over by an insane artificial intelligence that humans put into power. Unlike many of Palladium Books' other games, the emphasis of **Splicers™** is technology and science fiction, so there is no magic or psychic abilities. What follows are the basic rules for playing **Splicers™**, but since all of Palladium's games all use the same basic rules, you'll find that once you've learned to play one, you can play any of them.

If you have never played before, you're in for a treat, because there's nothing like role-playing games. *New players should follow one golden rule: Relax and have fun.*

At first glance, a role-playing game can look intimidating. Page after page of rules and information. How can you ever learn it all? Well, relax. First of all, you don't have to learn everything there is to know about this game. That's why you have this handy book as a companion and reference. Second, a lot of the material is fun to read, but it's not stuff you must know. As a player, you don't need to understand every little thing about the game (that's the Game Master's job). All you need to know are the basics of how to create a character, how skills and special abilities apply to that character, how combat works and which dice to roll, when.

When you first start playing role-playing games, it's natural if it feels a little odd. The text with "D6" this and "D4" that, and lots of other strange terms may seem like an incomprehensible secret language that you can scarcely make heads or tails of. You might need help in rolling up your character, picking out skills and equipment, and rolling dice. Don't worry! This will pass quickly once you get the hang of it. By the third or fourth time you've role-played, you will probably stop feeling like a fish out of water, if you haven't already. Take your time and enjoy.

The more you play, the clearer things will get and the better you'll play.



Character Creation

The creation of a character is relatively simple, though a bit time consuming. It can take an hour or more thanks to the many choices you'll have to make (skill selection, building Host Armor, adding up bonuses, etc.). This is a *deliberate* part of the game design, because the emphasis of the Palladium game system is *characters* and adventure. We want to create memorable characters with strong personalities and a range of skills, strengths and weaknesses, not a two-dimensional videogame character. A character that seems real and takes on a life of its own. That's what this time-tested creation system accomplishes. So while it takes a while to "build" and "mold" your character, when you're done, he or she is *yours,* designed to *your* specifications and unique to every other character in the group.

The steps in creating a character are actually quite simple and reasonably straightforward. Role-playing games are really just an advanced form of videogames. In fact, they are so advanced, they no longer need a computer screen or DSL line, just a couple sheets of paper and a pen for notes, dice, players, and *imagination.* You see, the action and visuals all take place in your mind, so any special effect is possible. And because it happens in the mind and it is a shared experience with every player (and the Game Master), providing the unpredictable emotions, reactions and cleverness of the human mind, anything can happen and the excitement is contagious.

Let's take it one step at a time.

Step 1:
Determining the Eight Attributes & Attribute Bonuses

All characters have eight prime attributes, three mental and five physical. *Attribute numbers* are used to evaluate the strengths and weaknesses of your character. For example: "P.P." means Physical Prowess – how smooth and agile a character may be, especially in combat. A P.P. of 4 indicates that the character is pretty clumsy. A P.P. of 8-11 indicates a character is fairly average. A P.P. of 16 or higher indicates a character with exceptional agility and reflexes. **Note:** Attributes are also called "Statistics" or "Stats."

The first step in creating a character is to roll up the eight attributes: **I.Q., M.E., M.A., P.S., P.P., P.E., P.B.,** and **Spd.** These represent your character's natural mental and physical abilities. Some of the *physical skills* and special abilities from an occupation may provide bonuses to increase a character's attributes, so it is important to write the numbers down and probably in pencil until all modifiers and bonuses are accounted for.

Three six-sided dice (3D6) are rolled to determine each attribute. The higher the number, the greater the ability. Start with I.Q. and work your way through the rest.

Exceptional right off the bat: If an initial attribute roll is a 16, 17, or 18, that attribute is considered *exceptional* and one additional six-sided die (1D6) is rolled and that resulting number added to the total for that attribute. If another six is rolled (a rarity), roll yet another 1D6 for that attribute! This bonus die is only rolled during initial attribute generation and does not apply to attributes raised to 16 or higher from skills, O.C.C.s/occupations, genetic augmentation, mutation or special abilities.

Many of the *Physical skills* provide the character with *attribute bonuses* that help them in the performance of skills, combat and life. For example, Wrestling offers a +2 to P.S. and P.E. attributes, so if the player has already rolled a total of 15 for P.S., he adds another two points for a total of 17. If his P.E. was 8, the +2 would raise it to 10. All Physical skill point bonuses are cumulative.

The Eight Attributes

Intelligence Quotient (I.Q.): Indicates the character's intelligence. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 16 or better receive a one-time bonus to all skill percentages, including Secondary Skills.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand.

Mental Affinity (M.A.): Shows the character's personal charm and charisma. Natural leaders, with an M.A. of 16 or

higher, have a bonus to invoke trust or intimidation in others. A person with a high M.A. may appear trustworthy to some, but intimidating to others. This may depend on the character himself or the circumstances of the situation. At the player's option, a character with a high M.A. may choose to be only especially trustworthy or only intimidating. This explains how your friendly neighborhood ice cream man and some knife-wielding thug might both have the same high M.A., but use it differently.

Physical Strength (P.S.): This is the raw physical power of a character. Any character with a P.S. of 16 or better receives a bonus to S.D.C. damage in hand to hand combat.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 16 or higher is rewarded with bonuses to dodge, parry and strike.

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment and resistance to fatigue, disease, and poison (and magic too) are determined by P.E. Characters with a P.E. of 16 or higher receive bonuses to save vs coma/death, and poisons/toxins.

Physical Beauty (P.B.): An indication of the physical attractiveness of the character. A P.B. of 16 or better will be rewarded with a bonus to charm or impress.

Speed (Spd): This is how fast the character can run. The character's Speed times 20 is the number of yards or meters he can run in one minute. Speed x5 is the number of yards/meters covered in a melee round (15 seconds). Dividing the distance covered in a melee round by the character's number of attacks indicates how far he can move on each attack.

A note about bonuses: Many skills and abilities provide characters with bonuses to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee *action*. Always be sure to include your character's bonuses, since they may make the difference between life or death, or worse.

SPEED CHART

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalants.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321

Attributes Beyond 30

Intelligence (I.Q.): Bonuses stop on the chart at 30, but the bonus continues.

I.Q. skill bonus beyond 30: +2 for every five additional I.Q. points, so I.Q. 35: +18%. I.Q. 40: +20, I.Q. 45: +22%, I.Q. 50: +24%, I.Q. 55: +26% and I.Q. 60: +28% and so on.

Moreover, characters with an I.Q. greater than 30 points have sharp memories, tend to notice details and are more likely to see through illusions. This translates into the following:

Save vs Illusion: I.Q. 30-33: +1, I.Q. 34-36: +2, I.Q. 37-39: +3, I.Q. 40-42: +4, I.Q. 43-45: +5, I.Q. 46-48: +6 and 49 or higher +7.

Mental Affinity: Any number *beyond 30* means a dynamic, charismatic person with a commanding and/or delightful presence. When the character enters the room, most people take notice. The individual can be very persuasive (in a charming or intimidating way).

M.E. of more than 30 provides select skill bonuses: +5% to Seduction, Gambling, Find Contraband, and Intelligence (gathering) skills; +10% to Interrogation and Performance.

Mental Endurance (M.E.) tops out at 30. Bonuses do not increase should the character have a number higher than thirty. The only exception might be a god. But for those rare individuals, demigods, godlings, gods, demon lords and other supernatural beings who might hit M.E. 30 or beyond, they get a bonus to save vs possession of all kinds.

Save vs Possession: M.E. 30: +1, M.E. 40: +2, M.E. 50: +3, M.E. 60: +4.

Ordinary (Human) Physical Strength (P.S.): The higher the number, the stronger the character and the more damage done with his punches (as indicated in the standard table). This strength applies to "ordinary" mortal men and women, so the damage is always Hit Point/S.D.C. damage even if it is beyond P.S. 30 or 40. **Note:** P.S. damage bonuses are always added to the physical damage done by *melee weapons* such as clubs, maces, knives, swords, and spears, but do not apply to arrows and guns.

ATTRIBUTE BONUS CHART

	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. One time bonus.	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psychic attack/insanity	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. trust/intimidate	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand Combat: Damage	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry, dodge and strike bonus	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. poison & Magic	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd: No special bonuses other than the raw, natural ability to run.														

Damage Bonus Continues: +1 point of Hit Point/S.D.C. damage per digit beyond 30. Thus a character with a P.S. of 31 does +16, P.S. 32 does +17, a P.S. of 40 does +25, and so on.

Throwing Bonus: For every five points above 30 (round down), the character can hurl a rock, ball or throwing weapon (dagger, spear, sling, etc.) or shoot an arrow an extra 30 feet (9.1 m) without losing accuracy (no penalties for the greater distance).

Lifting and Carrying Bonus: For every five points above 30 (round down), the strong character can lift or carry 30% more than usual.

Physical Prowess (P.P.): The bonus to strike, parry and dodge, stops at 30.

Initiative Bonus: However, for every three P.P. points beyond 30, the character gets a bonus on his *initiative roll.* P.P. 31-33: +1 on initiative, P.P. 34-36: +2, P.P. 37-39: +3, P.P. 40-42: +4, P.P. 43-45: +5, P.P. 46 and higher: +6.

Physical Endurance (P.E.): The bonus to save vs poison (and magic) stops at 30.

Save vs Coma & Death: However, the percentage to *save vs coma* continues at an increment of one point per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on. Additionally, a character with a P.E. of 30 or higher fatigues at half the normal rate.

Impervious to disease: Additionally, any character with a P.E. of 30 or higher is effectively impervious to disease. Only the most virulent virus (or designer bug) has a chance of affecting this character.

Physical Beauty (P.B.): Any number beyond 30 is divine perfection. A beauty beyond compare, angelic.

P.B. of more than 30 provides select skill bonuses: +5% to Cardshark, Concealment, Palming, Pick Pockets and Performance skills (observers are so distracted by the beauty they don't notice any trickery or flaws in performance); +13% to Seduction. Penalty: -10% to Prowl (all eyes are on the beauty).

Speed (Spd.): Indicates the rate of speed at which a character can *run* and/or fly. Most ordinary humans never exceed 30. However, Splicers, War Mounts, robots, drones and others *may* achieve mindboggling running speeds. The Speed Chart continues on and on, with the listing ending at a Spd of 293 or 200 mph (320 km). Running fast is its own reward and ability.

Splicer and *Robot* Strength & Damage

Splicers are the human heroes who have developed living, organic power armor that gives the wearer a *robotic* level of superhuman strength. This makes them as strong as the robots they battle. The robots also have mechanical strength that supercedes ordinary levels of human strength. This means that robots and Host Armor deliver Mega-Damage (M.D.) attacks with their punches and kicks, as well as their weapons. Exactly how much M.D. depends on their Robot P.S. (Physical Strength) rating. Only Supernatural P.S., a rarity except for the War Mounts and a few others, is more powerful. **Note:** Robots with a P.S. of 18+ can lift and carry 25 times their P.S. attribute. Thus, a robot with a P.S. of 40 can lift and carry 1,000 lbs (450 kg) (25x40 = 1,000). Robot P.S. below 18 is equivalent to normal human strength for purposes of lifting, pulling and pushing: P.S. x10 in lbs.

- **Robot P.S. 15 or less:** Inflicts 1D6 S.D.C. on a restrained punch, 2D6 S.D.C. on a full strength punch and 4D6 S.D.C. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 2D6 S.D.C., leap kicks 3D6 S.D.C.; these robots are roughly equal to a human. Mega-Damage attacks are not possible.
- **Robot P.S. 16 to 20:** Inflicts 2D6 S.D.C. on a restrained punch, one M.D. point on a full strength punch, 1D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. Kicks do 1D4 M.D. and leap kicks 2D4 M.D.
- **Robot P.S. 21 to 25:** Inflicts 6D6 S.D.C. on a restrained punch, 1D4 M.D. on a full strength punch, 2D4 M.D. on a power punch (counts as two melee attacks). Kicks do 1D6 M.D. and leap kicks 2D4 M.D. (counts as two melee attacks).
- **Robot P.S. 26 to 30:** Inflicts 1D4 M.D. on a restrained punch, 1D6 on a full strength punch, 2D6 M.D. on a power punch (counts as two melee attacks). Kicks do 2D4 M.D. and leap kicks 2D8 M.D. (counts as two melee attacks).
- **Robot P.S. 31 to 35:** Inflicts 1D4 M.D. on a restrained punch 1D6 M.D. on a full strength punch, 4D4 M.D. on a power punch (counts as two melee attacks). Kicks do 2D8 M.D. and leap kicks 4D8 M.D. (counts as two melee attacks).
- **Robot P.S. 36 to 40:** Inflicts 1D4 M.D. on a restrained punch, 2D6 M.D. on a full strength punch, 4D6 M.D. on a power punch (counts as two melee attacks). Kicks do 3D8 M.D. and leap kicks 5D8 M.D. (counts as two melee attacks).
- **Robot P.S. 41 to 50:** Inflicts 1D6 M.D. on a restrained punch, 3D6 M.D. on a full strength punch, or 1D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 5D8 M.D. and leap kicks 1D8x10 M.D. (counts as two melee attacks).
- **Robot P.S. 51 to 60:** Inflicts 2D6 M.D. on a restrained punch, 6D6 M.D. on a full strength punch, or 2D6x10 M.D. on a power punch (counts as two melee attacks). Kicks do 6D8 M.D. and leap kicks 2D6x10 M.D. (counts as two melee attacks).

Notes:

1. There are many different design and mechanical elements for every robot and suit of living Host Armor, so there is a great deal of variation from one design to another. Some may have features that make a particular robot stronger or weaker than the above table suggests. The *general* rules, above, apply to the overwhelming majority, but, in the case of robots, there may be exceptions to the rules depending on the robot's purpose, size, weight, special hydraulics that may punch or kick like a pile driver, and so on.

2. Special combat moves like *Ram/Body Block* and *Flying Kick* will usually indicate the damage and penalties inflicted upon one's adversary in the robot's description. In the rare instance that it does not, figure that the attack inflicts the same M.D. as a full strength punch and has a 0-35% chance of knocking an opponent down. If knocked down, the victim loses initiative and two melee attacks.

Stomp attacks are applicable only to robots that are large. Unless the robot is truly gigantic, the attack seldom inflicts more than one third his Robot P.S. punch damage.

Tear or pry attacks are possible only if the robot has limbs suitable for that purpose. Such attacks usually deliver half the damage of a full strength punch.

Power Punch Notes:

1. A power punch is a roundhouse punch in which the character winds up and punches with all of his might. In all cases, the power punch attack counts as two melee attacks/actions whether the punch strikes or not. The player must announce that he is trying a *power punch or kick* before he rolls to strike.

2. A *power bite* is not usually possible! The only exceptions may be select robots and beings with Supernatural P.S. and such exceptions are always noted in the character's stats. Likewise, a power head butt, elbow, knee, body throw/flip or body block/ram is not possible except as noted in a specific character's stats.

3. In all cases, a power punch/kick/attack counts as two melee attacks/actions.



"Supernatural" Physical Strength

Most S.D.C./Hit Point beings, whether human, monster, or otherwise, inflict Hit Point/S.D.C. damage even when they have an incredible strength of 30 or higher. Splicers inflict *Robot P.S.* damage only because of the Host Armor they wear. On the other hand, even scrawny *supernatural beings* like the Scarecrow inflict *Mega-Damage.*

One might wonder why a strong human inflicts S.D.C. damage while these others, with a seemingly equivalent P.S., inflict Mega-Damage (M.D.)? The answer is simple. Whether a being inflicts S.D.C. damage or M.D. depends on the "nature" of the creature.

Simply put, *supernatural beings* (and creatures of magic) are not human. They are something else, creatures that defy the laws of physics and which are *more* than human. Their supernatural aspect gives them Mega-Damage strength, endurance, and, in many instances, makes them natural M.D.C. creatures (i.e., flesh is like Mega-Damage steel). Thus, in addition to their incredible Supernatural Strength, they usually have bodies with skin that's like the armor of a tank, are impervious or resistant to ordinary cold, heat and fire, impervious to disease, and heal much more quickly (most practically regenerate damage and heal before one's eyes), because they are not human. **Note:** In an S.D.C. environment, these beings become Hit Point/S.D.C. creatures, though usually with superhuman amounts of Hit Points and S.D.C.

- **Supernatural P.S. 15 or less:** Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch or kick, and 1D4 M.D. on a power punch (counts as two melee attacks) or a leap kick (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 16 to 20:** Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch or kick, and 2D6 M.D. on a power punch or leap kick (both count as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 21 to 25:** Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch or kick, and 4D6 M.D. on a power punch or leap kick (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 26 to 30:** Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch or kick, and 6D6 M.D. on a power punch or leap kick (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.
- **Supernatural P.S. 31 to 35:** Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch or kick, and 1D4x10 M.D. on a power punch or leap kick (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 36 to 40:** Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch or kick, and 1D6x10 M.D. on a power punch or leap kick (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 41 to 50:** Inflicts 1D6x10 S.D.C. on a restrained punch, 6D6 M.D. on a full strength punch or kick, and 2D4x10 M.D. on a power punch or leap kick (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.
- **Supernatural P.S. 51 to 60:** Inflicts 1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch or leap kick (counts as two melee attacks).

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are exceptions to the general rule and will be evident in the descriptions of specific creatures. *Biting attacks* typically inflict half the M.D. of a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more. *Tails and tentacles* frequently inflict half to the same amount of M.D. as a punch. Power punches are not usually possible with a tail, but are possible with a tentacle. *Kicks* usually inflict the same M.D. as a punch, but in some cases the kick may inflict 1D6 more Mega-Damage.

Supernatural Damage and Hand Weapons: When wielding a hand weapon, such as swords, clubs and knives, a super-

natural being inflicts either the weapon damage or its basic hand to hand damage (see previous table), whichever is greater. **Optional Rule:** Normal weapons are in danger of breaking when wielded by somebody with Supernatural Strength. A good rule of thumb is to assume a weapon is in danger of breaking whenever total damage inflicted exceeds more than *three times* the weapon's maximum base damage – in the case of a 2D4 sword, more than 24 points of damage might break it. Every time that much damage is inflicted, there is a 01-30% chance that the weapon will break. Heavy, sturdy weapons, and very well-crafted blades (a master smith's katana, for example) can withstand more damage, so do not roll unless damage exceeds *five times* the weapon's maximum damage. (Magical weapons and artifacts are basically indestructible and are at no risk of breaking.)

Weight & Movement

Normal characters, with a P.S. of 3 to 16, can carry 10 times their P.S. in pounds (P.S.x10 = total in pounds). For Example: A character with a P.S. of 9 can carry 90 pounds (40.5 kg). A character with a P.S. of 15 can carry 150 pounds (67.5 kg).

Strong characters, with a P.S. of 17 or higher, can carry 20 times their P.S. in pounds. This means a character with a P.S. of 18 can carry 360 pounds (162 kg).

Supernatural creatures, such as the Scarecrow, Proto-Host Armor and War Mounts are even stronger than robots, and those with a Supernatural P.S. of 18 or higher can carry 50 times their P.S. Thus, a creature with a P.S. of 24 can actually carry over half a ton, 1200 pounds (540 kg)! Creatures with a strength of 17 or less are equal to humans; P.S. x10 in pounds.

Lifting weight is a little different than carrying weight. You may have noticed, yourself, that you can usually lift up a heavier amount than you can carry. I'm not talking about weight-lifting in a body building sense, nor lifting a heavy weight above the chest. Simply the ability to bend over and lift something that weighs more than you can carry. The simple rule is that a character can lift TWICE as much as he/she could carry. This means that the character with a P.S. of 9 can carry 90 pounds (40.5), but can lift 180 pounds (81 kg). Meanwhile, the supernaturally strong creature, with a P.S. of 24, can lift over one ton (2400 pounds).

Throwing Heavy or Awkward Objects: A character can not throw more than he can carry.

Add one foot (0.3 m) to the effective range for every P.S. point listed; e.g., P.S. 24 add 24 feet (7.3 m).

Objects such as bricks, bottles, and swords are not designed for throwing. Consequently, the effective range is limited regardless of the strength behind it.

Darts, knives and throwing axes are designed for throwing, but don't have the weight or balance for great distances. The same is true of most objects weighing less than half a pound. Javelins, more so than spears, are designed for distance throwing.

Miscellaneous items weighing over a pound (0.45 kg) and less than 10 pounds (4.5 kg), such as chairs, stools, or lanterns, can be thrown about *half* as far as the one pound (0.45 kg) object.

Normal and extraordinarily strong characters can hurl a weight equal to the weight they can carry four inches per each P.S. point. This means the person with a P.S. 9 can toss 90 lbs (40.5 kg) up to 3 feet (0.9 m) away. The hero with a P.S. of 17 can toss 340 lbs (153 kg) up to 5 feet, 6 inches away (1.67 m).

Supernatural characters can hurl their maximum carrying weight one foot (0.3 m) per P.S. point. So a supernatural character with a P.S. of 24 can hurl an incredibly heavy object (up to 1200 pounds/540 kg) a whopping 24 feet (7.3 m). Damage from these heavy thrown objects is 1D6 +1D6 S.D.C. points per every 20 pounds (9 kg), so a 100 pound (45 kg) item will inflict 6D6 points of damage! A thousand pound (450 kg) object 6D6x10 S.D.C. (Equal to 3 M.D., 4 if you round up.)

Step 2:
Determine Hit Points & S.D.C.

Hit Points might best be thought of as *life points* because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he or she dies. These are the points that are observed during a battle (or melee round) to determine how much damage is inflicted on friend or foe. Each time a character is struck by a punch, kick, weapon, bullet or energy blast he takes physical damage. Each individual player keeps score of how many Hit Points his character has by subtracting the damage from his character's Hit Points each time that character is hit and injured. Likewise, the G.M. keeps score of how much damage the player inflicts upon his opponent. When a character has *zero* Hit Points, he is in a coma and will soon die without extensive medical help. When a character's Hit Points have been knocked far below zero, he is dead and beyond saving. Approximately 100 Hit Points equals one Mega-Damage point, which is why Mega-Damage armor must be worn when going up against robots, drones, and Bio-Tech "enhanced" warriors.

Determining Hit Points

1. Base Hit Points: Having rolled up your eight attributes, you will recall that one is *Physical Endurance (P.E.)*. The Physical Endurance score indicates your character's base/starting amount of Hit Points. This number means that he or she can lose that many Hit Points before dying.

Some of you will have a character with many Hit Points, but don't get cocky. A laser, machine-gun or knife in the right hands can whittle you down to size in a melee round or two. To those who find themselves with a character who has only a handful of Hit Points, don't despair or feel cheated. You'll just have to use cleverness and cunning to avoid serious confrontations until you've built up your Hit Points (and S.D.C.; more on that later).

2. Building Hit Points: After determining your base Hit Points, pick up one six-sided die, roll it, and add the number to your Hit Point base. This is your total number of *starting* Hit Points.

As your character grows in knowledge and experience, he will gain more skill and expertise. At the same time he will also mature physically, increasing his Hit Points. Thus each time a character attains a new *experience level*, roll one six-sided die and add it to the existing Hit Points.

S.D.C. or Structural Damage Capacity

There are two types of S.D.C. The first applies to living creatures and is a sort of supplement to Hit Points. The second applies to inanimate, non-living structures such as chairs, locks, doors, buildings, vehicles, body armor, and so on.

Determining physical S.D.C. is simple. Each of the O.C.C.s automatically provides a base S.D.C. rating. Additional physical S.D.C. may be gained from Physical skills such as Body Building, Wrestling and Gymnastics. In this way you can build and toughen your character as much as you would like.

Starting S.D.C. by O.C.C.:

Average civilian or technician in the Human Resistance – 1D6+10

Average human Resistance Fighter – 3D6+20

Average human in a Retro-Village – 2D6+14

All other characters will have their starting S.D.C. indicated under their O.C.C. (Occupational Character Class) description.

When a character is hurt, the damage is first subtracted from his or her S.D.C. points. S.D.C. damage is painful, but not deadly. It's like in an action movie where the hero takes a bullet or is stabbed, but is able to keep fighting as if nothing happened. Later, when the hero tends to his wounds, he just slaps a bandage on them and says something glib like, "It was just a scratch." S.D.C. in action.

It is only after *all* S.D.C. has been depleted that damage is subtracted from Hit Points. By comparison, Hit Point damage is serious and potentially life threatening.

Game Masters should use common sense with S.D.C. and Hit Points. Some situations (diving on a grenade, getting shot in the head at point blank range, falling from a great height such as 1,000 feet/305 m) will do damage "directly to Hit Points," skipping S.D.C. entirely.

S.D.C. Type Two: Objects

Inanimate objects, such as the walls of buildings, vehicles, furniture, body armor, and so on, also have S.D.C. In this case, the S.D.C. indicates the total amount of damage that the object can withstand. These S.D.C. points function exactly like Hit Points, except that they apply to non-living things. Any damage sustained is subtracted from the S.D.C. When the S.D.C. is reduced to zero, it is broken or smashed beyond repair.

G.M. Note: The S.D.C. system just described is a standard rule in most Palladium Books games. From time to time we hear the complaint, "How can somebody be bashing or shooting into a door and the door is in perfect condition until all of its S.D.C. is depleted?" The answer is, it's not in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. It's a very solid door and you inflict minimal damage (give S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or, "You can feel the door give a little under your great strength (give S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it's definitely giving." Or, "Your submachine-gun riddles the wood door with a dozen holes (something the player can look through) but the door is still locked and holding strong."

The point is, attacks on normal objects will scrape, dent, crack, splinter, crumble, punch holes through it, and so on, even if the object is not destroyed. To smash or destroy something may require multiple attacks, and in some cases, like being locked behind an iron door or bulkhead without a weapon, proper tools or a suitable special ability, or it will be *impossible* to damage the item at all.

Armor Rating (A.R.)

Note: Not often applicable to **Splicers™**, so you can probably *skip* this unless the characters are regularly engaged in S.D.C. skirmishes.

S.D.C. artificial armor, such as bulletproof vests and traditional armor, also have an Armor Rating (A.R.) as well as S.D.C. The Armor Rating indicates exactly how much protection is afforded by the armor (or object) and how easily it is penetrated. The higher the A.R. the better. If an attack roll to strike with all bonuses is *less than* the A.R. of the armor or object (door, shield, etc.), the armor absorbs the attack – subtract the damage from the armor's S.D.C. When the armor's S.D.C. is depleted, it no longer affords protection and is useless. Any future attacks will hit the character's body.

If an attack roll to strike, including all bonuses, is *higher than* the A.R., it penetrates the armor and inflicts damage directly to the character's S.D.C. and/or Hit Points.

The defender always wins ties, so if the roll to strike is 16 against somebody with body armor that has an A.R. 16, the attack hits the character, but damages the body armor because it didn't surpass the A.R. protection. However, if that strike roll had been 17 or higher, the attack would have struck an area not covered by the armor or punched right through it, doing damage to the character underneath it.

Natural Armor: Some forms of armor are vastly superior to simple body armor. Such armors include vehicle armor, cybernetic armor, and *Natural Armor*.

Natural armor applies to aliens, most supernatural beings and augmented creatures who have protective skin or an exoskeleton with an Armor Rating. In these cases, a roll to strike that falls *under* the A.R. does hit, but inflicts no damage. Punches and bullets bounce off harmlessly, lasers are deflected, and combat continues. A roll above the Natural A.R. strikes and inflicts *full damage*, first to the physical S.D.C. and, once the S.D.C. is depleted, then to the character's Hit Points.

Recovery of Hit Points and S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, provided the character has the First Aid skill and is not physically impaired.

First aid-type skills include basic and immediate treatment, such as bandaging and cleaning of wounds, stopping bleeding and so on, until the character can receive better medical care. This is fine for minor wounds, but serious injuries, like internal bleeding and broken bones, will require professional treatment (or magic). **Note:** Unless a character stops the bleeding of cuts and stab wounds, he will continue to lose blood and suffer damage at the rate of one Hit Point per minute. When all Hit Points

are reduced to zero, the character falls into a coma and hovers near death.

Recovery: Non-Professional Treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional treatment immediately. It is not necessarily inferior treatment, especially for not too serious of an ailment, but just lacks the full facilities and experience of a major medical institution. **Rate of Recovery:** Two Hit Points per day (24 hours) and/or four S.D.C. per day.

Recovery: Professional Treatment. This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery:** Two Hit Points per day for the first two days and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.



Surviving Coma and Death

When a character's Hit Points are reduced to zero (or less), he collapses and falls into a coma. How much damage below zero a character can withstand is determined by the Physical Endurance (P.E.) attribute. A character can take one point of damage below zero (to negative one, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero Hit Points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points or more below zero, exceeding his P.E., he is beyond medical help and dies. Note that some special abilities may extend the amount of damage below zero a character can endure, and in some cases, continue to function.

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point. **Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, and so on.

Whether a character survives the coma and is stabilized (brought back to at least one Hit Point above zero), is determined by the roll of percentile dice. If the player rolls two successful recovery rolls out of three, the character breaks out of the coma and is no longer in danger of dying. This also means that he is brought up to one Hit Point above zero. Recovery of Hit Points from that time on is standard; see *Recovery of Hit Points*, above. **Note:** This can be attempted every hour until the character dies.

Recovery Ratio (roll 2 out of 3)

Treatment from unprofessional individuals with medical skills: 01-18%

Treatment from an intern or nurse (R.N.): 01-32%

Treatment from a doctor without proper facilities: 01-46%

Treatment from a doctor at a clinic (fair facilities): 01-56%

Treatment from a hospital: 01-66%

Treatment from a major, large hospital: 01-70%

Step 3:
Mega-Damage & M.D.C.

Mega-Damage has added a new wrinkle and danger to human life in the **Splicers™** setting, because Mega-Damage is the equivalent of superhuman damage, and a single M.D. point can squish a human like a bug or vaporize him as if he was never there.

Mega-Damage body armor, Host Armor, Living Body Armor, War Mounts and M.D. Bio-Weapons help to even the playing field for humans in their struggle against the Mega-Damage robots of the Machine, but humans and most Splicers remain mortal, Hit Point/S.D.C. creatures. No matter how comfortable a suit of living armor may be, a person has to come out of his M.D.C. shell sometime. Consequently, Hit Points and S.D.C. apply when a character is out of his protective armor, going about his business in a Resistance haven or brawling among fellow soldiers in a bar, and other situations where he is likely to be without his armor. Of course, in the context of our story, this makes the Machine's ongoing effort at exterminating human life all that much more lethal, because all the mechanical horrors hunting them are all M.D.C. structures! Without the Human Resistance and their Bio-Tech, humans would be virtually defenseless, which is how the Machine has managed to wipe out so much of humanity already. That stops now, with the advent of the Age of the Splicers!

Mega-Damage Capacity (M.D.C.) is a damage system that may be new to some of you. It is a structural damage capacity that reflects the staggering advancements in science and technology. A technology that has created new super-tough alloys, micronized and nano-size circuits, parts, batteries, and weapons with more power, precision, and range than anything we can manufacture in the 21st Century. Or in the case of the Human Resistance, super-organic armor and weapons through advances in Bio-Technology. In both cases, M.D.C. is a super-structural damage capacity that far outstrips the normal S.D.C. range.

M.D.C. versus S.D.C.:

1. Generally, 100 S.D.C. (or Hit Points) damage equals about *one* M.D.C. point.

2. This also means that one point of Mega-Damage does approximately 100 S.D.C./Hit Points of damage.

3. Most conventional S.D.C. weapons (ordinary knives, clubs, guns) do absolutely no damage to a Mega-Damage structure, even when combined for a total of 100 or more. The only exception is when a single (probably explosive) attack does 100 or more S.D.C., then one M.D. point is inflicted for every 100 S.D.C. points of damage; round to the nearest 100.

Example: A Dreadguard in Host Armor and two foot soldiers in ceramic body armor are on a routine patrol. All are wearing M.D.C. armor. Suddenly, they are attacked by thirty bandits from a Retro-Village. The bandits are armed with old S.D.C. Ceramic, caseless weapons, mostly assault rifles and submachine-guns. The two soldiers in body armor are caught in a hail of bullets. Perhaps as many as 50 rounds hit for a combined amount of S.D.C. damage of about 300 points, *but* the soldiers just stand their ground, *all* the bullets bouncing off their Mega-Damage armor. The worse they suffer is a few scratches and dings to their armor. They take no damage! Why? Because no one attack/bullet inflicted anywhere near 100 points of S.D.C. damage. The noise and smoke and movement may be a bit distracting, but the soldiers are not in danger.

Four bandits jump one of the soldiers before he can react. They pummel him with the butts of their rifles and wooden clubs. The attack succeeds in knocking the soldier down and, perhaps, pinning him, but there is no physical damage to the body armor nor to the character inside, because the fisticuffs and clubs don't inflict Mega-Damage or 100 S.D.C. in any one blow.

One of the bandits screams a warning and points at the Dreadguard clad in his menacing-looking, organic Host Armor as he rushes to the aid of his comrades A few bandits jump onto horses and try to make a run for it. One of the foot soldiers who was under attack turns, aims at an old communications tower and fires his Mega-Damage (M.D.) Bio-energy pistol. A successful strike is made and damage is inflicted. The roll from the M.D. Bio-energy pistol is pitiful, a mere three M.D. points is rolled, but the tower is an S.D.C. structure and a slice out of its main support beam has just been vaporized, causing the entire structure to collapse, blocking the bandit riders' easiest avenue of escape.

The Dreadguard leaps over a 12 foot (3.6 m) wall of debris as if it were an ant hill as he chases down a dozen bandits fleeing on foot. At a modest speed of 50 mph (80 km) he'll be in their midst in another 10 seconds. He mainly wants to scare them enough so they never come around here again. Then two stop, turn and one aims what looks like one of the Resistance's own weapons at him. The bandit gets the initiative and also rolls a successful strike. The Dreadguard had let himself get overconfident, wasn't expecting a Mega-Damage attack, and gets blasted right in the chest at point-blank range by a Bio-Energy Rifle. He takes 27 points of M.D. (Mega-Damage) to the main body of his Host Armor. Now he's getting a little annoyed. Before the shooter knows what has happened, a pair of tentacles snatch the weapon from his hands. He screams like a girl, he and his buddy turn and run away, still screaming.

Combat could continue, but it will be short and one sided because the Retro-Village bandits don't have enough firepower to take on the Dreadguard.

Now that changes when a pair of Necrobots and a Steel Trooper appear from around what's left of a blasted out building. They were attracted by the commotion and came to investigate. All three of these attackers are Mega-Damage beings/robots armed with Mega-Damage weapons. Likewise, things might have been different if one or more Technojackers armed with robot Mega-Damage weapons were among the bandits or waiting in ambush.

In the context of the specific **Splicers™** world setting, M.D.C. applies to:

1. All Bio-Tech weapons and armor, including Host Armor, Living Body Armor, Wing Packs, and other bio-engineered equipment are M.D.C. structures.

2. War Mounts and select Splicer O.C.C.s, namely the Biotic, Saint, Scarecrow, Skinjob and Technojacker, are Mega-Damage beings with M.D.C. skin and bones.

3. All robots, robot vehicles, the Sentry Tower and robot weapons and gear are M.D.C. structures/beings armed with Mega-Damage weaponry.

4. Most robot drones (including Nex-Androids, Labor/Maintenance Drones, Necroborgs, and Necrobots) are Mega-Damage structures/beings.

5. Some of the old military weapons, armor, vehicles and technology is Mega-Damage, but only the Technojacker and the Machine can use them without being attacked by the Nanobot Plague.

6. Some of the pre-Machine weapons and armor are NOT made of metal or metal components and can be safely used by any human. Such weapons, tools and equipment are highly valued, sought after and can be salvaged from old police stations and military depots.

Combat Note: Typically, only a Mega-Damage weapon can harm an M.D.C. structure or being. S.D.C. missiles and explosives that can inflict over 100 S.D.C. points of damage will do one point of M.D. for every 100 S.D.C. points of damage. Always round to the nearest 100 S.D.C. damage (as an act of kindness and desperation). For example, a missile that inflicts 440 S.D.C. equals 4 M.D., but one that does 479 points of damage should inflict 5 M.D.

M.D.C. Artificial Armor. Throughout the history of humankind people have developed different forms of body armor. In days past, this armor would have been S.D.C. types, like bullet-proof vests and chain mail, but in the world of **Splicers™** (and **Rifts®**) advanced body armor is usually made of super-strong, yet lightweight, Mega-Damage material. A variety of M.D.C. body armor is described in the equipment and Host Armor sections.

M.D.C. Natural Armor. Many biologically engineered beings such as the Biotic, Saint, Scarecrow, Skin Job and War Mounts (as well as supernatural beings and creatures of magic) have bodies or hides that are Mega-Damage structures. In these cases, normal S.D.C. weapons cannot harm the creature and the thing is treated as if it were a *living M.D.C.* structure. They, like any other M.D.C. structure, are vulnerable to Mega-Damage weapons (as well as magic and psionic attacks).

Physical Damage While Inside an M.D.C. Structure. Mega-Damage armor can only protect its wearer so much. There are a few instances where a character can suffer physical S.D.C. and/or Hit Point damage while inside a Mega-Damage structure.

A character in body armor or Host Armor can also suffer **impact damage** from a fall at great height, high speed crash, explosive concussion, and physical hammering from a giant robot or an attacker with Supernatural P.S. Most body armor is carefully designed and padded so that the armor absorbs the majority of impact damage, however, the body inside is still rattled and slammed around. In most cases, the physical damage one suffers is minimal and leads to nothing more than a few bruises.

Impact Damage Rules Applicable to Body & Power Armor

Fall: One point of S.D.C. or Hit Point damage for every 10 feet (3 m) of height from a fall. For Host Armor, that's one point of S.D.C. or Hit Point damage for every 100 feet (30.5 m).

High Speed Crash: 1D4 points of S.D.C. or Hit Point damage for every 10 mph (16 km) of speed above 30 mph (48 km). For Host Armor, that's one point of S.D.C. or Hit Point damage for every 50 mph (80 km).

Impact from an Explosion: One point of S.D.C. or Hit Points for every 10 M.D. points from an explosion. For Host Armor, that's one point of S.D.C. or Hit Point damage for every 50 M.D. from an explosion.

Chance of Being Stunned (Optional): In each case there is a chance of being stunned; reduce that chance by half for character's wearing Host Armor.

Fall: 01-40% chance of being momentarily stunned (no attacks, -9 to strike, parry, and dodge) for 1D4 melees from any fall above 100 feet (30.5 m). 1-79% chance of being stunned for 1D6 melees if the fall is 200 feet (61 m) or higher.

Crash: 01-30% chance of being stunned for 1D4 melees if impact is more than 50 mph (80 km); add +5% for every additional 10 miles (16 km) above 50 mph.

Explosion impact: There is a 01-60% chance of being stunned for 1D4 melees whenever hit by more than 40 M.D.C. at once.

Also, the force of an attack, especially from missiles and rail guns, may knock a character off his feet. Generally, this only happens when the individual is struck by 30+ M.D.; Game Masters should use common sense in deciding when to use this element in combat. Characters who are knocked off their feet lose one attack/action that melee.

Immobilized: Though it doesn't outright *hurt* a character, people in M.D.C. body armor, and Host Armor and War Mounts in particular, may find themselves in situations where they are trapped, pinned, stuck, mired down, blocked, tangled, tied up, trapped, overpowered, and otherwise immobilized or cornered.

Psionics Note: Psychic powers can often overcome or affect Mega-Damage beings or characters inside M.D.C. armor, but psychic abilities are not known to exist in the Splicers™ World.

Step 4:
Pick an O.C.C. & Skills

A character's Occupational Character Class (O.C.C.) determines what he is right now. Most characters in **Splicers™** will be members of the Human Resistance, and nine of the ten O.C.C.s clearly originate from within the Resistance. Others, like the Technojacker, may be an outsider from a Retro-Village or other human community, and some may be "rogue" characters who have left the Resistance for one reason or another. Whatever their story, ALL humans (unless insane) see the Machine and her legion of robots as a common enemy.

Players should skim over the O.C.C. descriptions, take note of the character's background and purpose, the range of available skills, equipment and special abilities, and *select* the one they find most interesting, challenging or appealing. Generally, most Splicer O.C.C.s are combat based, designed to fight and destroy robots and rescue humans.



Available Splicer O.C.C.s:

Archangel	Roughneck
Biotic	Saint
Dreadguard	Scarecrow
Outrider	Skinjob
Packmaster	Technojacker

O.C.C. Requirements. Most O.C.C.s will have a required minimum level in two or more attributes. Some O.C.C.s have higher requirements than others and generally reflect the physical or intellectual demands of that particular profession. To take that O.C.C., the character must meet the requirements. If the player is dead set on a particular character and is off only one point or two, the Game Master should allow the player to bump that attribute up to the *minimum* requirement to select that O.C.C.

Experience: As a character grows in experience, so does the level of his skills and abilities. See the *Experience System* section for details and *O.C.C. Experience Tables*.

Staring Money, Bio-Weapons and Equipment are specified in each O.C.C. description.

Multiple Character Classes or dual O.C.C.s are not an option.

Skills & Skill Selection

In **Splicers™** there are four skill categories: *Common Skills* known to all characters, *O.C.C. Skill Programs* (bundles or packages of skills that relate to one's occupation), *Elective Skills* (additional areas of knowledge) and *Secondary Skills* (self-taught skills).

Everything one needs to know about skills is found in the skill section at the end of this book.

Step 5:
Pick an Alignment

All players *must* choose an alignment for their character. This defines a character's attitudes and provides a moral center. There are three basic alignment categories: *Good, Selfish* and *Evil.*

Alignments play a vital role in developing a character's personality and is a key element of "role" playing. Whether we are consciously aware of it or not, every person has his or her own moral compass to guide him. Whether one calls it a code of ethics and morals, or justice and honor, or religious values, alignments function as what the character sees as right and wrong, good and evil, acceptable behavior and what is unacceptable. It is this sense of right and wrong that helps build moral fiber, mold one's behavior, and dictate how one acts and reacts when faced with a moral choice.

Alignments should be seen as a *guideline* for each character that indicates how he or she is likely to react to any given situation. Try to have your character stay true to his alignment and act accordingly, even if it goes against the grain. In fact, battling to stay true to one's alignment replicates the conscience and realistic moral decisions, i.e., being emotionally torn to do the right thing, or what feels good at the moment. An act of cruelty out of revenge or hate, for example, might sound good in the heat of the moment, but is not the good or right thing to do. A player battling with such a decision for his character emulates that emotional gut process.

When a player finds himself slipping (or slipped) out of character, the Game Master (G.M.) should stop the game for a moment and, as the referee/director of the story, point out that the player's intended actions go against his alignment. The G.M. should then warn that moving forward with that choice may cause the character to *change alignment.* For example: A Principled good character that acts out of hatred and deliberately tortures another being is likely to drop to the *Anarchist* or even *Miscreant evil* alignment depending on how cruel and vicious the act was, or how much the character enjoyed it. Similarly, a Principled character who decides to steal or "bend" the law is likely to drop to an *Unprincipled* alignment, and to *Anarchist* if he keeps stealing. Everyone makes a mistake from time to time, but repeated drops from alignment and/or no remorse for a wrongdoing will definitely cause a quick change. Likewise, a *Miscreant* evil character who has learned the value of friendship and begins to acts kind, noble and compassionate, or forsakes his villainous ways, may go up to Anarchist or Unprincipled, and eventually, even higher if he keeps it up.

Playing in character (e.g., in alignment) can be a challenge, but it is always fun.

No Neutral Alignments

There is no such thing as an absolute neutral alignment. A character with an absolute, true neutral position could not make a decision, fight tyranny, hurt others, go adventuring, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible, and therefore is eliminated in the context of this game.

There are some philosophers out there who might disagree with this, but that's a topic for another forum and not a factor of this game. Sorry, this is one of the very few definitive, unbending rules.

Good Alignments

Good aligned characters (*Principled* and *Scrupulous*) are the straight-up heroes of this world. They generally place a high value on life and liberty, as well as law and order. Just because a character is of a good alignment, however, does not mean he's a saint or without bad habits. Good characters can be irritating, obnoxious and arrogant, even prejudiced and full of irritating quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice, but when push comes to shove, these characters can *always* be trusted to do the right thing, especially in a life and death situation.

Principled (Good)

Principled characters are upright "boy scout" or "do-gooder" types who put others before themselves. This is the knight in shining armor, with the highest regard for the lives and well-being of others, freedom, truth, honor and justice. Principled characters will always *attempt* to work with and within the law, and have a high regard for (and trust of) authority, as well as for life and freedom. They are usually compassionate, merciful, cooperative and sincere.

A Principled character will . . .

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Never break the law unless conditions are desperate. This means no breaking and entering, theft, torture, unprovoked assaults, etc.
10. Respect authority, law, self-discipline and honor.
11. Work well in a group.
12. Never take "dirty" money, or ill-gotten valuables or goods. This means any property that belongs to criminals or villains. It matters not how the bad guys got that property themselves; the hero will not touch it even if destitute.
13. Never betray a friend.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else and despise those who would deprive others of them. This type of hero is typically portrayed in many movies as the cop who plays by his own rules, forced to work beyond the law for justice (or retribution) and the greater good of the people. They are not vicious or vindictive characters, but are individuals driven by their sense of justice to right a wrong or take a (bloody) stand. These characters will always attempt to work with or within the law whenever possible.

A Scrupulous character will . . .

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure, will always attempt to bring the villain to justice alive, no matter how vile he may find him.
7. Always try to help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means he may use strong-arm techniques, harass, break and enter, steal, and so on (but only against the bad guys).
10. Distrust authority; fears the law and government may not be an effective weapon against injustice and crime. However, he will try not to flagrantly disregard the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never take "dirty" money or items.
13. Never betray a friend.

Selfish Alignments

Selfish characters (*Unprincipled* and *Anarchist*) are not necessarily evil, but they always have their own best interests at heart and their opinions in mind above all others. These are the mercenaries, rogues, vigilantes and anti-heroes of the world.

Unprincipled (Selfish)

This basically good person tends to be selfish, greedy, and holds his personal freedom and welfare above almost everything else. He dislikes confining laws and self-discipline and distrusts authority. He views the law and government as well intentioned, but clumsy and ineffective. Keeping his best interests in mind, the character will always look out for himself.

This character is also likely to take "dirty" money and items, with the concept that it will help him in his crusade against evil. He may also destroy the property of known criminals. He will not deal in illegal wares, drugs, or take money from innocent or good people. The Unprincipled character may associate with both good and evil characters, and often has paid informants, spies and stoolies.

This is the noble scoundrel, the guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal, helping others and ultimately doing the "right thing."

An Unprincipled character will . . .

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of Anarchist and evil alignments).
3. Not kill an unarmed foe (but will take advantage of one).
4. Never harm an innocent.
5. Not use torture unless absolutely necessary.
6. Never kill for pleasure; will *attempt* to bring the villain to justice alive and ruin him rather than simply kill him.
7. Usually help those in need.
8. Rarely attempt to work within the law.
9. Blatantly break the law to achieve his (usually good-intentioned) goals.
10. Dislike and distrust authority, the law and bureaucracy. Feels they have been corrupted and abused.
11. Work with groups, especially if it serves his needs, is profitable, and/or he is in the limelight.
12. Take "dirty" money.
13. Never betray a friend.
14. Have a high regard for life and freedom.

Anarchist (Selfish)

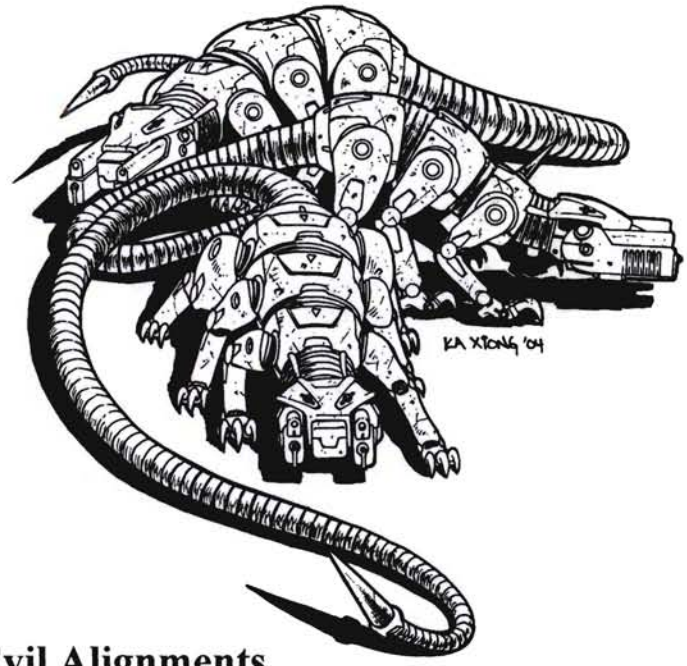
This type of character likes to indulge himself in everything. He is the insurgent, con-artist, gambler and uncommitted freebooter who adventures because he enjoys the thrill, fame and fortune it brings, rather than for any cause (like, defending humanity or rebuilding the shattered country). This character will at least *consider* doing anything if the price is right or the challenge is alluring enough.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury, and executioner. These characters are usually the daring anti-heroes who feel the end justifies the means. The Anarchist-aligned person is always looking for the best deal and self-gratification. He will work with good, selfish and evil characters to attain his goals. The Anarchist is continually teetering between good and evil, rebelling against and bending the law to fit *his* needs. Mercenaries and thieves often fall into this category.

An Anarchist character will . . .

1. Keep his word, but only if it suits or pleases him.
2. Lie and cheat if he feels it necessary.
3. Not be likely to kill an unarmed foe, but certainly will knock out, attack or beat up one.
4. Never kill an innocent, although his rash or self-serving actions may injure or kill bystanders by accident.
5. Use torture to extract information, but is not likely to do so for pleasure.
6. Seldom kill for pleasure.
7. Not be likely to help someone without some ulterior motive (even if it's only to show off).

8. Rarely work within the law unless it serves his purpose.
9. Constantly break the law to achieve his goals.
10. Have little respect for authority, the law, or self-discipline.
11. Not work well within groups; tends to do as he pleases, despite orders to the contrary.
12. Take "dirty" money without hesitation.
13. Possibly betray a friend. Sorry, pal.



Evil Alignments

All evil characters (*Aberrant*, *Miscreant* and *Diabolic*) are not necessarily bent on universal genocide or dominating all other living creatures. Nor are all evil characters sadistic, cruel, ugly or untrustworthy. Many evil characters may actually seem kind or likeable.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Most commonly, evil characters have goals that either entail making people suffer or cause suffering as a side effect (a side effect the evil character knowingly and callously disregards). Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned characters do not automatically slay any good-aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Note: There is nothing wrong with *playing* a fictional, evil character, although he may not survive too long if he betrays or harms too many people, nor is the character likely to be trusted or liked by his "good" teammates. However, this is role-playing, not reality, so you can play any type of character you might desire, just continue to play "in character". That having been said, player characters in **Splicers™** tend to be – or strive to be – brave, noble and heroic.

As for the Machine, it is most definitely insane, with personalities that cover the gamut from good to evil. Speaking in general, all the drones and robots who hunt and kill humans should be considered *evil.* Even though robots don't have emotions and don't take any joy in slaughtering people by the millions (that's just what they are built and programmed to do, and they do it with the relentless efficiency of a machine), from the people's point of view, robots and drones are most definitely *Diabolic* evil monsters.

Aberrant (Evil)

The cliche that there is "no honor among thieves" is false when dealing with the Aberrant character. This is an individual who is driven to attain his goals though force, power, and intimidation. Yet the Aberrant character stands apart from the norm with his own personal (and twisted) code of ethics. He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death or banishment. An Aberrant character will always keep his word of honor and uphold any bargains. He will define his terms and live by them, whether anyone else likes them or not.

If an anti-hero, he will completely disregard the law and deal out justice as he deems fit. He will never be cruel or vindictive, and will always be absolutely positive that the person is guilty before he deals out his brand of justice. However, once he condemns a character, he will see to it that he is destroyed.

Whether a villain or a corrupt or extreme anti-hero, the Aberrant character looks upon people without honor or a sense of loyalty as worthless and disgusting lowlifes.

Do not think of the Aberrant character as a misguided good guy. He or she will break all laws with impunity, harass their victims, destroy property, assault, blackmail, torture and murder. Only their methods and degree of violence may vary.

An Aberrant character will . . .

1. Always keep his word of honor (at least to those he deems worthy of it).
2. Lie and cheat to those not worthy of his respect; good, selfish or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass or kidnap.
5. Never torture for pleasure, but will use it to extract information and intimidate others.
6. Never kill for pleasure, will always have a reason.
7. May or may not help someone in need.
8. Rarely attempt to work within the law.
9. Break the law without hesitation.
10. Have no use for the law or bureaucracy, but respects honor, self-discipline and the "concept" of laws and order.
11. Work with others to attain his goals.
12. Usually take "dirty" money, although his twisted code of ethics may prevent him from doing so in some instances.
13. Never betray a friend. Never.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. The character will lie, cheat, hurt, and kill anyone to attain his personal goals.

If a Miscreant character becomes a vigilante, mercenary, or bounty hunter, it will be for some personal reason, a vendetta, money, glory or a love for danger and challenge. This character is a savage misanthrope out for himself.

A Miscreant character will . . .

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, selfish).
3. Kill an unarmed foe as readily as he would a potential threat or competition.
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feel no compulsion to help without some sort of tangible reward for him.
8. Have no deference to the law, but will work within the law if he must.
9. Blatantly break the law for his own goals and pleasure.
10. Dislike and distrust authority and the law.
11. Work with others if it will help him attain his personal goals.
12. Take "dirty" money, stolen goods, and illegal items (as well as steal valuables for himself whenever the opportunity arises).
13. Betray a friend if it serves his needs.
14. Have no respect or concern for the lives or welfare of others.

Diabolic (Evil)

This is the category that most megalomaniacs, psychopaths, and violent and despicable characters fall into. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A Diabolic character will crush anyone that gets in his way. The lowlife will lie, cheat, con, abuse and kill anyone less powerful than he is. Aberrant characters find these dishonorable people more revolting than a good aligned character.

A Diabolic character will . . .

1. Rarely keep his word, and has no honor.
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Hurt and kill an innocent without a second thought and for pleasure.
5. Use torture for pleasure and information, regularly.
6. Kill for sheer pleasure.
7. Be likely to help someone only on a whim (or to set them up for some evil deed later).
8. Rarely attempt to work within the law.
9. Blatantly break the law and mock authority.
10. Despise honor, authority and self-discipline. Views them as weaknesses.
11. Not work well within a group; constantly disregarding orders and vying for power/command.
12. Always take "dirty" money, drugs, stolen goods, etc., as well as steal from others.
13. Betray a friend without hesitation; after all, you can always find new friends.
14. Associate mostly with other evil alignments.

Experience Level System

As the game designer, I personally find the Experience Point system to be a more realistic simulation for characters that grow and mature. I've known many brilliant people in my life, and some, despite their high I.Q. and raw natural talents, just don't do anything with them, or they go to school, learn the basics and move on to something completely different or let that knowledge stagnate. Learning through life experience is how real people grow, develop and improve. The old joke about, "practice, practice, practice," is very true. I've seen artists and writers, sports figures and others reach a "new plateau" at various points in their careers, where suddenly there is a marked improvement and greater skill in, or understanding about, what they do. To me, that's just like hitting a new experience level for our fictional characters, or vice versa, so I find the Experience Level System to be realistic, fun and a desirable simulation.

In the Palladium Experience Level System, one's character tends to grow more quickly during the early stages of learning and experience, which is also true to life. At first, everything is new and exciting and one learns rapidly. However, with each new level of experience, attaining the next, higher level becomes more complex and difficult. It takes more subtle practice, and most importantly, more time. That's why after seventh or eighth level it may take a character a year or two to reach the next level and two or more to attain the next. Typically, by 10th level, most player characters (already several years old) are not likely to advance much for several years at a time, which is realistic also.

Experience Points are their own reward

Remember, in a game context, one of the tangible accomplishments and rewards the *player* receives is Experience Points for his or her fictional alter ego. Yeah, his or her character or the player group as a whole gets money, treasure, powerful weapons, artifacts and the adoration of those they rescue, and that's all cool, but the growth of the character via Experience Points for heroism, playing "in character," and using his smarts and cunning are the real achievement for the individual player.

I have run many a game where the player characters got the snot kicked out them, lost valuable equipment and got no or little financial reward, but the players were tickled pink because they saved the day (even if that was saving one orphan child), because they worked as a team, had fun doing it, defeated the bad guys, and *won* – and had the Experience Points (and self-satisfaction) to prove it. Somehow those things, with E.P. punctuating it all, made it all worth the effort, trouble and pain for their fictional characters. That is the other beautiful aspect of the Experience Point system, you are rewarded for your character's accomplishments.

Experience Points & Their Application

The ultimate purpose of Experience Points and Experience Levels is to provide a means by which the player's character can

grow and develop. The Palladium game system promotes a subjective method of using observation and logic to determine Experience Point rewards. Some other games with experience systems in the past have focused on the "kill factor," but what about the thought process? What about the decisions, plans and motives behind a particular action? Doesn't cleverness and a cool head count? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the dull-witted character would, even though he realizes the stupidity as a player) get experience for playing "in character?" Absolutely! Considering how flexible and subjective most of the other role-playing conditions and rules are, there isn't much logic in having a strict, limited Experience Point system.

Each player's character involved in a given situation or confrontation should receive the appropriate Experience Points. The G.M. should make a list of his players at the beginning of the game and jot down each player's Experience Points as they gather them throughout the course of the game. At the end of the game, the G.M. totals each player's points and gives them the total, so that they can keep track of their growing experience and skills.

The difficulty with this method of determining experience is its subjectivity. The G.M. must utilize the experience outline with some thought. **For Example:** Eight third level heroes armed to the teeth attack and subdue a lone fourth level villain. The eight players should receive Experience Points for subduing a minor menace. After all, the poor bad guy had no chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same villain, they should receive experience for subduing a major, or possibly a great menace, because the danger and the ingenuity and teamwork required to defeat him was much greater for these low level characters.

This system should promote imaginative and creative playing and role-playing instead of mere hacking and slashing. Game Masters, don't feel that you have to shower your players with tons of Experience Points. Be fair and tolerant. Let your players truly *earn* their Experience Points, growing in skill, knowledge and power. If you have a group of players with characters rising rapidly in Experience Levels, you will know it's because they are bold, clever and imaginative. That's what this game is all about!

Experience & Hit Points

Each time a character reaches a new level of experience, the player gets to roll one six-sided die (1D6) and adds the number rolled to the character's Hit Points. This indicates the physical development and maturity of the character.

Per Level of Experience

"Per level of experience" or similar phrases indicate that the character can perform a skill, power or ability at his personal, highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

Experience Points Award Table

A guide to awarding Experience Points.

25 points for performing the right skill (successful or not), at the right time for the right reason. For mid to high level characters (4th level and up) this might apply only to skills performed when they were most critical or done under stressful conditions.

25 points for a clever, but futile idea.

50-100 points for a clever, useful idea or action.

100 points for a quick thinking idea or action that was helpful.

200 points for a critical plan or action that saves the character's own life and/or a few comrades.

400-1000 points for a critical plan or action that saves the entire group and/or many innocent people.

100-300 points for endangering the character's own life (self-sacrifice) to help or save others.

500-700 points for a genuine life and death self-sacrifice in a situation where the character's heroism seemed likely (or almost certain) to cost him his life. Leaping in front of an energy blast meant for someone else to save that person, even though the blast is *likely* to kill the hero, or offering his/her own life to save the group or an innocent person (and the exchange truly seems to be a death sentence with no apparent chance for escape). Odds are that the character *will* really die!

50-100 points for avoiding unnecessary violence.

100-200 points for insightful and helpful deductive reasoning or observation.

25-50 points for using good judgment.

50 points for playing in character bonus.

50-100 points for a successful daring or heroic action (whether it was clever or not).

25-50 points for killing or subduing a *minor menace.*

75-100 points for killing or subduing a *major menace.*

150-400 points for killing or subduing a *great menace.*

Character Experience Levels

An experience table is provided for each Occupational Character Class (O.C.C.). A character involved in an adventure gains Experience Points for his thoughts, actions and deeds. As these Experience Points accumulate, the character will reach new plateaus indicating his continuing growth, development, and mastery over his abilities and skills. Each time a player's character gets enough Experience Points to reach the next "level," his skill increases accordingly. **For Example:** When a first level *Skinjob* has accumulated at least 2,101 Experience Points, he has attained second level, and all of his skills improve accordingly, meaning that he can perform them at a higher level of proficiency.

The maximum level a player character can reach is 15. We have found characters any higher than that tend to be difficult both to play and to G.M. Plus, given the typical scale of Experience Points used for this game, a player should have to run his character for years and years to get beyond even 10th level.

Splicer O.C.C.s



Roughneck & Outrider

Level 1: 0,000 - 2,050
Level 2: 2,051 - 4,100
Level 3: 4,101 - 8,250
Level 4: 8,251 - 16,500
Level 5: 16,501 - 24,600
Level 6: 24,601 - 34,700
Level 7: 34,701 - 49,800
Level 8: 49,801 - 69,900
Level 9: 69,901 - 95,000
Level 10: 95,001 - 130,100
Level 11: 130,101 - 180,200
Level 12: 180,201 - 230,300
Level 13: 230,301 - 280,400
Level 14: 280,401 - 340,500
Level 15: 340,501 - 400,600

Archangel

Level 1: 0,000 - 2,000
Level 2: 2,001 - 4,000
Level 3: 4,001 - 8,200
Level 4: 8,201 - 16,400
Level 5: 16,401 - 24,500
Level 6: 24,501 - 34,600
Level 7: 34,601 - 49,700
Level 8: 49,701 - 69,800
Level 9: 69,801 - 94,900
Level 10: 94,901 - 129,000
Level 11: 129,001 - 179,100
Level 12: 179,101 - 229,200
Level 13: 229,201 - 279,300
Level 14: 279,301 - 329,400
Level 15: 329,401 - 389,500

Biotic & Packmaster

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

Dreadguard

Level 1: 0,000 - 2,100
Level 2: 2,101 - 4,200
Level 3: 4,201 - 8,400
Level 4: 8,401 - 16,800
Level 5: 16,801 - 25,000
Level 6: 25,001 - 35,000
Level 7: 35,001 - 50,000
Level 8: 50,001 - 70,000
Level 9: 70,001 - 95,000
Level 10: 95,001 - 130,000
Level 11: 130,001 - 180,000
Level 12: 180,001 - 234,000
Level 13: 234,001 - 285,000
Level 14: 285,001 - 345,000
Level 15: 345,001 - 410,000

Skinjob

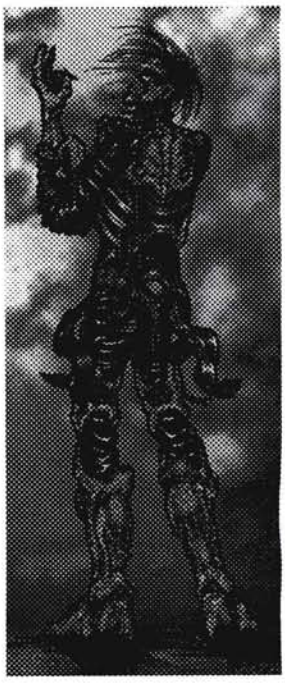
Level 1: 0,000 - 2,100
Level 2: 2,101 - 4,200
Level 3: 4,201 - 8,400
Level 4: 8,401 - 17,200
Level 5: 17,201 - 25,400
Level 6: 25,401 - 35,800
Level 7: 35,801 - 51,000
Level 8: 51,001 - 71,200
Level 9: 71,201 - 96,400
Level 10: 96,401 - 131,600
Level 11: 131,601 - 181,800
Level 12: 181,801 - 232,000
Level 13: 232,001 - 282,200
Level 14: 282,201 - 342,400
Level 15: 342,401 - 402,600

Technojacker

Level 1: 0,000 - 1,925
Level 2: 1,926 - 3,850
Level 3: 3,851 - 7,450
Level 4: 7,451 - 15,000
Level 5: 15,001 - 21,500
Level 6: 21,501 - 31,500
Level 7: 31,501 - 41,500
Level 8: 41,501 - 54,000
Level 9: 54,001 - 75,000
Level 10: 75,001 - 105,000
Level 11: 105,001 - 140,000
Level 12: 140,001 - 190,000
Level 13: 190,001 - 240,000
Level 14: 240,001 - 300,000
Level 15: 300,001 - 350,000

Scarecrow & Saint

Level 1: 0,000 - 2,150
Level 2: 2,151 - 4,300
Level 3: 4,301 - 8,600
Level 4: 8,601 - 17,200
Level 5: 17,201 - 25,500
Level 6: 25,501 - 36,000
Level 7: 36,001 - 52,000
Level 8: 52,001 - 73,000
Level 9: 73,001 - 98,000
Level 10: 98,001 - 134,000
Level 11: 134,001 - 184,000
Level 12: 184,001 - 240,000
Level 13: 240,001 - 295,000
Level 14: 295,001 - 365,000
Level 15: 365,001 - 425,000



Skills

In the Splicers™ game, a character's skills are determined by his Occupation (O.C.C.).

There are four basic types of skill categories: **O.C.C. Skill Programs** (which are bundles of individual Elective Skills), **Elective Skills** (additional skills learned through formal education or training), **Secondary Skills** (picked up along the way) and **Common Skills** (skills all characters know). **Common Skills** are known to all characters, regardless of their O.C.C., and include: *Basic Mathematics, Speak Native Language*, and *Read and Write Native Language.*

Typical Skill Ranges

Most characters will have a reasonably broad range of skills, but the skills presented in this book are primarily ones that freedom fighting Splicers and other robot-battling heroes need.

Throughout a character's history, he will probably train in some form of hand to hand combat. Note that only *one* form of hand to hand combat may be selected. In cases where more than one type is available, the player must select one of them and disregard the others.

Characters also are likely to pick up two or more Physical skills. It is important to note that Physical skill bonuses are *accumulative*. It is perfectly acceptable within the confines of this game for players to pick numerous Physical skills in order to beef up their character, many providing some kind of combat bonus (to strike, parry, etc.), extra S.D.C. or a bonus to a physical attribute. **Note:** Acrobatics and Gymnastics provide similar abilities and bonuses. If both are selected, add the bonuses and pluses to your overall character as explained. However, abilities such as back flip, climb rope, etc., are not added together, nor is the educational bonus added twice. The "best" proficiency of a duplicated skill ability is taken, and the normal educational bonus is applied. Also, the Prowl and Climbing skills given under Acrobatics and Gymnastics are a part of these skills and do not increase with level unless they are selected as separate, additional areas of training (i.e., Prowl and/or Climbing are also selected as skills).

Additional Training

Technically, a character can go back to school or a tutor to learn or improve skill knowledge. However, with the world in tatters, there are very few schools and learning institutions left. Various Underground Havens, Retro-Villages and Trader Enclaves might have the equivalent of a *trade school* where one can learn a few Secondary Skills, but that is about it.

Assuming characters make it to a training facility, the following rules for learning new skills apply.

To learn a new *Secondary Skill*, the character must attend the educational classes in one of these locations. This kind of "education" usually requires hefty payment in tradable goods, precious metals, or a dedication of services (offering to provide 2-4 months of manual labor in return for learning a skill, for instance). The G.M. should assign time requirements for such training courses or classes. A good rule of thumb is 4-8 hours a week spent in class (regular hours; not at the character's discretion) per each subject/skill, and another 6-10 hours per week spent on self-study per each subject/skill, for at least 4-8 months depending on the difficulty of the skill being learned. Three missed classes means the character *fails* to pick up that new skill. Characters may try again, but they will have to pay an additional tuition fee.

The teaching of others is one of the primary means of bartering in the world of **Splicers™**. Of course, this can only be achieved when the "teacher" and the "learner" have the time. Characters who are frequently sent out on combat missions may not be available enough to teach, likewise, NPCs who have full-time jobs might not have sufficient free time to teach or learn a new skill, as the case may be. A student might be kept from going to class or training for weeks or months at a time if he or the teacher is away or dealing with something more pressing. In general, if a student is kept from his studies for more than three weeks, the character loses a week's worth of class time put in towards learning a new skill. If he misses six weeks straight, the character loses all previous skill knowledge and must begin learning the skill anew.

Successful scholastic studies means the character now knows the skill at 1st level proficiency. That means if a 4th level character learned a new skill, he would perform it at 1st level. When that character reached 5th level, the skill would then increase to 2nd level proficiency. Is that fair? Yes, because one must assume that his study and practice of the new skill is secondary to his regular work, so it will take him longer to master it. Learning is often more like an intensive tutorship or crash course than formal schooling or on the job training.

Speaking of barter, it is even easier for a character to offer his skills and abilities (to fight, protect, guard, hunt, track, rescue, scavenge recyclable materials, make repairs, perform first aid, etc.) in exchange for goods or services that he needs. Sometimes information is also a tradeable commodity, but in all cases of barter and trade with an NPC, the price, terms and conditions of the trade are up to the G.M., and the player character can try to haggle or take it or leave it.

O.C.C. Skill Programs

The Splicers™ game uses the O.C.C. Skill Program system because it makes character creation easier and faster and it helps define a character's overall theme or motif. A character's O.C.C. gives him certain O.C.C. Skill Programs, and each program is a collection of individual Elective Skills, which are bundled together and are vital to the character's role and work. These reflect the character's necessary and regularly used areas of knowledge and training. Note that each Skill Program may only be taken once and the skills in these programs improve with experience.

The following is a list of all available *O.C.C. Skill Programs* and the specific skills gained from each program.

Assassination (must be evil): Disguise, Hand to Hand: Assassin, Sniper, Use & Recognize Poison, and Vital Points.

Athletics: General Athletics and four Physical skills of choice (but *not* Hand to Hand).

Basic Military: Climbing, Hand to Hand: Basic, Military Etiquette, Running, W.P. Sword and W.P. Knife.

Bio-Technology: Bio-Comms, Biology, Genetics, Machine Lore and Operate Bio-Equipment.

Business: Appraise Goods, Bartering, Public Speaking and two Technical or Communication skills of choice.

Communications: Bio-Comms, Cryptography, Sign Language and one Language: Other and one Literacy: Other.

Construction: Carpentry, Excavation, Masonry, Military Fortification, and Trap Construction or Boat Building.

Cowboy: Breaking Horses, Horsemanship, Rope Works, Teamster, and Trick Riding or W.P. Rope.

Criminal: Streetwise, Pick Locks, and three Rogue skills of choice.

Domestic: Wardrobe & Grooming and four Domestic skills of choice.

Entertainer: Dance, Play Musical Instrument, Public Speaking, Sing, and Wardrobe & Grooming.

Espionage: Hand to Hand: Martial Arts, Detect Ambush, Intelligence and two Espionage skills of choice.

Field Intelligence: Disguise, Impersonation, Interrogation, Resist Torture and Surveillance.

Field Medic: Advanced Math, Biology, Chemistry, Field Surgery and Paramedic or Holistic Medicine.

Gambler/Huckster: Card Shark, Gambling, Palming, Streetwise, and Seduction or Find Contraband.

Guerilla Warfare: Camouflage, Resist Torture, Tracking, Wilderness Survival, and Trap Construction or Trap & Mine Detection.

Host Pilot: Bio-Comms, Host Armor Combat, Operate Bio-Equipment, Machine Lore and W.P. Heavy Bio-Weapons.

Hunter/Trapper: Hunting, Prowl, Skin & Prepare Animal Hides, Track & Trap Animals and Zoology.

Infantryman: First Aid, Forced March, Hand to Hand: Expert, Running and W.P. Bio-Weapons: Light.

Language Specialist: Bartering and Sign Language, plus select two Communication skills of choice and select two Language: Other, and two Literacy: Other skills of choice.

Man-Hunter: Land Navigation, Prowl, Tracking, Surveillance, and W.P. Archery

Martial Artist: Boxing, Hand to Hand: Martial Arts, Kick Boxing and Wrestling.

Medical Doctor: Advanced Math, Biology, Chemistry, Pathology and Medical Doctor.

Medical Coroner: Advanced Math, Biology, Chemistry, Forensics, Pathology and Toxicology or Forensics.

Naval: Astronomy & Navigation, Kayaking & Canoes, Rope Works, Seamanship, and Swimming.

Naturalist/Nomad: Cook, Hunting, Identify Plants & Fruits, Land Navigation, Preserve Food, and Leather Working or Sewing.

Outdoorsman: Climbing, Identify Plants & Fruits, Outdoorsmanship, Swimming, Wilderness Survival, and Land Navigation or Spelunking.

Professional Thief: Climbing, Surveillance and any three Rogue skills.

Reconnaissance/Scout: Detect Ambush, Detect Concealment, Intelligence, Land Navigation and Prowl.

Saboteur: Machine Technology, Chemistry, Demolitions, Demolitions Disposal, and Demolitions Underwater.

Scavenger: Appraise Goods, Bartering, Begging, Find Contraband, and Excavation or Recognize Weapon Quality.

Scholar: History, Research, Creative Writing, Xenology or Zoology, one Language: Other of choice., Appraise Goods or Bio-Comms.

Science: Chemistry, Research, and three Science skills of choice.

Stage Magic/Trickster: Concealment, Escape Artist, Public Speaking, Ventriloquism and Pick Pockets or Sleight of Hand.

Support Man: Physical Labor, Operate Bio-Equipment, Recognize Weapon Quality, Body Building and W.P. Heavy Bio-Weapons.

Survivalist: Wilderness Survival and four Wilderness skills of choice.

Technical: Bio-Comms, Operate Bio-Equipment and three Technical skills of choice.

Undercover: Disguise, Imitate Voices & Sounds, Impersonation, Prowl, Seduction or Surveillance.

Veterinary: Animal Husbandry, Biology, Field Surgery, Veterinary Science and Zoology.

Weapons Training: Recognize Weapon Quality and four Weapon Proficiencies of choice (excluding W.P. Bio-Weapons, Light or Heavy).

War Mount Rider: Herding, Horsemanship, Trick Riding, War Mount Combat, and W.P. Weapons: Light.

Wingman: Astronomy & Navigation, Operate Bio-Equipment, Parachuting, Pilot Wing Packs and W.P. Bio-Weapons: Light.

Elective Skills

In addition to Skill Programs the character also learns a limited number of individual skills. These *Elective Skills* can only be learned as part of O.C.C. training. Elective Skills are additional areas of formal training and knowledge above and beyond *O.C.C. Skill Programs*. In many cases, they also reflect the character's occupation and interests. The exact number of Elective Skills are indicated under each O.C.C. description. Many of the skill categories that are available will indicate specific restrictions (if any) and possible skill bonuses. The skill bonuses will be indicated in parentheses. The skills that most relate to one's O.C.C. have the highest bonuses.

Secondary Skills

Secondary Skills are additional areas of knowledge that the character has picked up on his own through learned experience, observation and personal studies. They may be related to the character's occupation or reflect completely other interests and hobbies. Secondary Skills usually are self-taught and generally do not command the same degree of expertise as Elective Skills. For Example: If a character took the *Art* skill as an Elective Skill, he would have the ability of a professional artist. If that

same character takes Art as a Secondary Skill, however, his ability is that of a talented amateur. Even if a Secondary Skill artist had a higher chance of success than an Elective Skill artist, the Elective Skill artist's work always look better. That is the essential difference between Elective and Secondary Skills, other than the fact that not all skills are available as Secondary Skills (i.e. the average person cannot self-teach Espionage or Medical skills, etc.).

Below is a list of skills that can be selected as Secondary Skills. No skill bonuses apply, because these skills are self-taught and do not include intensive or professional training. Certain skills (e.g., most Military skills) cannot be learned as Secondary Skills. All Secondary Skills start out at the base skill level.

Communication: Any, except Bio-Comms and Cryptography.

Domestic: Any.

Espionage: None.

Medical: Animal Husbandry, Brewing, First Aid and Holistic Medicine, but the last counts as two skill selections.

Military: Camouflage and Recognize Weapon Quality only.

Physical: Any, except Acrobatics, Gymnastics, Boxing, Kick Boxing, Wrestling and any Hand to Hand combat skill.

Rogue: Card Shark, Gambling, Sleight of Hand and Streetwise only.

Science: Astronomy & Navigation and Advanced Mathematics only.

Technical: Any, except Machine Technology, Machine Lore, Masonry and Operate Bio-Equipment.

Transportation: Any, except Host Armor Combat, Pilot Wing Packs, and War Mount Combat.

Wilderness: Any, except Boat Building and Spelunking.

W.P.s: Any, except W.P. Bio-Weapons (Light or Heavy), W.P. Paired Weapons, W.P. Lance and W.P. Siege Weapons.

Skill Bonuses

The base skill level is denoted in each skill description. Bonuses received by one's O.C.C. are added to that base skill. This is a one time skill bonus. Characters may also have an I.Q. attribute bonus or other skill bonuses that are added to the base skill level as a one time bonus.

As the character advances in level of experience, his chances of performing skills successfully (his success ratio) will increase. This is not so much a bonus as a designation of increased mastery of one's abilities with time and experience. The amount that the skill level increases is also noted in each skill description. For example: The Physical skill of Swimming reads: **Base Skill:** 50% +5% per level of experience. This means that a first level character without an O.C.C. bonus has a base skill proficiency of 50%. At second level +5% is added to increase the skill to 55%, at third level it increases to 60%, and so on. If a +10% O.C.C. bonus was applicable, the base skill starts at 60% +5% per level (i.e., 65% at second level, 70% at third, and so on).

New Skills. As the character advances in experience, he will also learn additional skills along the way. All new skills begin with a first level success ratio. Thus, if a 5th level character learns a new skill, that new skill is performed at first level proficiency while all his other skills are performed at 5th level proficiency. When the character reaches 6th level, his new skill will be at 2nd level while all of his others will be at 6th level. **Note:** The maximum success ratio for any skill is 98%, regardless of how far the character advances or what modifiers he may enjoy. Humans are not perfect, so there is always a margin for error.

Skill Penalties

Ordinarily, a character's chance of performing a skill successfully is determined by his success ratio for that skill. However, when alien technology or pressure situations are involved, one's success ratio for any skill is lowered.

Alien or Machine Technologies: As a rule of thumb, there should be a skill penalty of -30% or -40% when trying to figure out, operate, repair, or use such mechanisms and technologies. In some eases (G.M.'s discretion), the technology may be so different that the character will be unable to use the simplest of devices (-80% to -95% penalty). But the penalty is only -10% to -20% when dealing with organic and bio-technology, because the people of Splicers are far more familiar with this type of technology. The G.M. should always use his/her discretion when dealing with alien or futuristic sciences. Within the Megaverse of **Rifts®** and other Palladium role-playing games, one may find magic and magical devices that defy conventional science, technology and understanding, with similar types of penalties, at least -40% to -60%.

Pressure Situations: Executing a skill when calm, cool and collected is one thing. Doing it under the gun is something else. For the following pressure situations, negative modifiers apply to characters trying to execute any Scholastic or Secondary Skill (excluding Hand to Hand combat skills).

Pressure situation, low: -5%; may include being nervous when working in front of a superior, critic, or pretty girl, as well as when showing off.

Pressure situation, moderate: -10%; it is important to get the job done quickly and done right the first time.

Pressure situation, serious: -15% to 20% when failure means there will be serious consequences or trouble (capture, torture, loss of critical supplies, etc.), or the character himself or several people (perhaps hundreds) will suffer for his mistake.

Pressure situation, deadly: -25% to -30%. Time is running out, with dire consequences. If the character fails, he, an ally(s) or innocent people will die! Always -30% penalty if a loved one or several dozens, hundreds or thousands of lives hang in the balance.

Cheap, faulty and/or unfamiliar tools: -5% to -15%.

Countermeasures, traps and alarms are in place: -10% to 15%, depending on their level of complexity and sophistication.

Difficult, complex or unfamiliar task: -10% to -15%.

Distracted by outside forces: -10% to -20%, depending upon the source of the distraction and how invasive it may be.

Frightened or jumpy: -5% to -10%.

Lack of sleep/exhausted: -10% if the character has gone 24-36 hours without sleep and the skill takes 50% longer to perform; -15% having gone 48-72 hours without sleep and takes

twice as long to perform, and -30-50% having gone 80 hours or longer without sleep, plus the skill takes three times as long as normal to perform.

Trying to do something while moving: -5% to -40%, depending on the situation and how bumpy the ride is.

Seriously wounded (or ill): When a character's Hit Points are down by 50% or more, concentration is difficult (feels weak, tired, in pain, etc.) and the pain and fatigue are distracting which impairs skill performance: -20% penalty, increase to -30% when the character has less than 25% of his Hit Points. Illness, especially fever, can cause similar penalties (if so sick the character is delusional, the penalty can climb to -50%).

Note: The G.M. may also impose a reasonable penalty to any situation where the character faces an unusual or difficult task. A reasonable penalty will range from -5% to -30%, but, at times, a dramatically higher penalty may be appropriate. G.M.s, use your discretion and be fair.

Skill Descriptions

One of the great features about most Palladium roleplaying games is the many different ways in which players can customize their characters. Skills play a big part in that, because they let each player tailor his character to his own desires and make characters of the same O.C.C. different and unique.

This section contains two presentations for skills.

1. Skill List. A comprehensive list of the names of every skill by category, followed by the skill's base percentage and the additional percentage per level of experience. The list is a quick and easy visual reference for picking skills and determining their percentages.

2. Skill Descriptions. Every skill is described in full. The focus of this book is *Splicers*, so skills are narrowed to those most appropriate for rebel characters and the war setting of the robot infested world.

Skill List

Communication Skills

Bartering (30% +4%)
Bio-Comms (45% +5%)
Creative Writing (25% +5%)
Cryptography (25% +5%)
Language: Other (50% +5%)
Literacy: Other (40% +5%)
Public Speaking (30% +5%)
Read & Write Native Language (80% +2%)
Speak Native Language (88% +1%)
Sign Language (25% +5%)
Sing (35% +5%)



Domestic Skills

Appraise Goods (30% +5%)
Begging (30% +3%)
Brewing: Basic (25%/30% +5%)
Cook (35% +5%)
Dance (30% +5%)
Fishing (40% +5%)
Gardening (34% +4%)
Play Musical Instrument (35% +5%)
Sewing (40% +5%)
Sing (35% +5%)
Wardrobe & Grooming

Espionage Skills

Detect Ambush (30% +5%)
Detect Concealment (25% +5%)
Disguise (25% +5%)
Escape Artist (30% +5%)
Forgery (20% +5%)
Impersonation (30%/14% +4%)
Intelligence (32% +4%)
Interrogation (30% +5%)
Pick Locks (30% +5%)
Pick Pockets (25% +5%)
Sniper
Tracking (25%+5%)
Vital Points
Wilderness Survival (30% +5%)

Medical Skills

Animal Husbandry (35% +5%)
Brewing: Medicinal (25%/30% +5%)
Dentistry (50% +5%)
Field Surgery (16% +4%)
First Aid (45% +5%)
Forensics (35% +5%)
Holistic Medicine (30%/20% +5%)
Paramedic (40% +5%)
Medical Doctor (60%/50% +5%)
Pathology (40% +5%)
Psychology (35% +5%)
Toxicology (40% +5%)
Veterinary Science (50% +4%)

Military Skills

Blind Fighting (30% +5%)
Camouflage (20% +5%)
Demolitions (60% +3%)
Demolitions Disposal (60% +3%)
Demolitions Underwater (56% +4%)
Military Etiquette (35% +5%)
Military Fortification (30% +5%)
Parachuting (40% +5%)
Recognize Weapon Quality (25% +5%)
Resist Torture
Surveillance (30% +5%)
Trap Construction (20% +4%)
Trap & Mine Detection (25% +5%)

Physical Skills

Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Martial Arts
Hand to Hand: Assassin
Hand to Hand Commando
Acrobatics (various)
Aerobic Athletics (various)
Athletics (general)
Body Building & Weight Lifting
Boxing
Climbing (40%/30% +5%)
Fencing
Forced March
Gymnastics (various)
Juggling (35% +5%)
Kick Boxing
Outdoorsmanship
Physical Labor
Prowl (25% +5%)
Running
Swimming (50% +5%)
Wrestling

Rogue Skills

Card Shark (24% +4%)
Concealment (20% +4%)
Find Contraband (26% +4%)
Gambling (30% +5%)
Imitate Voices & Sounds (42%/36% +4%)
Palming (20% +5%)
Pick Locks (30% +5%)
Pick Pockets (25% +5%)
Prowl (25% +5%)
Seduction (20% +3%)
Sleight of Hand
Streetwise (20% +4%)
Use & Recognize Poison (24%/16% +4%)
Ventriloquism (16% +4%)

Science Skills

Astronomy & Navigation (20% +5%)
Biology (30% +5%)
Botany (25% +5%)
Chemistry (35% +5%)
Genetics (30% +3%)
Mathematics: Basic (78% +2%)
Mathematics: Advanced (68% +2%)
Xenology (15% +5%)
Zoology (30% +5%)

Technical Skills

Art (35% +5%)
Breed Dogs (40%/20% +5%)
Excavation (25% +5%)
History (40% +5%)
Language: Other (50% +5%)
Leather Working (45% +5%)
Literacy: Other (40% +5%)
Machine Lore (40% +4%)
Machine Technology (40% +5%)
Masonry (30% +5%)
Operate Bio-Equipment (40% +5%)
Research (50% +5%)
Rope Works (30% +5%)

Transportation Skills

Breaking Horses (20% +5%)
Horsemanship (40%/20% +4%)
Horsemanship: Racing (special)
Host Armor Combat (56% +3%)
Kayaking & Canoes (50% +4%)
Pilot Wing Packs (42% +4%)
Seamanship (35/20% +5%)
Trick Riding (60% +3%)
Teamster (35% +5%)
War Mount Combat (60% +3%)

Wilderness Skills

Carpentry (25% +5%)
Boat Building (25% +5%)
Dowsing (20% +5%)
Fasting (40% +3%)
Herding (30% +5%)
Hunting
Identify Plants & Fruits (25% +5%)
Land Navigation (36% +4%)
Preserve Food (30% +5%)
Skin & Prepare Animal Hides (30% +5%)
Spelunking (40% +5%)
Track & Trap Animals (20%/30% +5%)
Wilderness Survival (30% +5%)

Weapon Proficiencies

W.P. Archery
W.P. Armor
W.P. Battle Axe
W.P. Bio-Weapons: Heavy
W.P. Bio-Weapons: Light
W.P. Blunt
W.P. Bola
W.P. Chain
W.P. Forked/Trident
W.P. Grappling Hook
W.P. Knife
W.P. Lance
W.P. Modern Weapons (Guns)
W.P. Net
W.P. Quick Draw
W.P. Paired Weapons
W.P. Pole Arm
W.P. Reverse Stroke
W.P. Rope
W.P. Shield
W.P. Siege Weapons
W.P. Spear (& Trident)
W.P. Staff
W.P. Sword
W.P. Targeting (& Thrown Weapons)
W.P. Whip

Communication Skills

Bartering: A skill at bargaining with merchants, thieves and other businessmen to get a fair price or fair exchange of trade goods or services. Depending on the character's point of view and effort at bartering, he can raise or lower the price of an item by 1D4x10%, excluding technology, Bio-Technology and rare items. Generally, if the haggler rolls under his bartering skill percentage, he gets the price he wanted (applicable to purchases, selling items or trading). If the price is extremely suspect, the two bartering characters can each make rolls on percentile dice, the highest roll wins and gets their price and not a penny less. A desired item may not be available for trade or purchase. **Base Skill:** 30% +4% per level of experience.

Bio-Comms. Knowledge required for the operation and use of the organic field "radios" known as the "Bio-Comms" by the Human Resistance. Includes communication procedures, security measures, signal masking, scrambling and unscrambling and transmission codes, as well as visual signaling/communications and the old Morse code. The operation of Bio-Comms may seem like telepathy, due to the fact that a Bio-Comm reads the sender's thoughts and codes them for transmission to the receiver by harmonic frequency resonation, where the signal is picked up, then "heard" as a thought. Bio-Comms attach to the temple or base of the neck, much like other pieces of Bio-Tech. **Base Skill:** 45% +5% per level of experience.

Creative Writing: The ability to write prose/stories, poems, and journalistic reports, studies, news, and otherwise entertaining text. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy. To select this skill, one must also be literate in at least one particular language. This skill does not provide one with the ability to recite his or her written words with any level of charm (see Public Speaking).

Cryptography. Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Language: Other. The character can understand and speak in a language other than his own native tongue. Language is one of the few skills that can be selected repeatedly in order to speak several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. Among the major languages in **Splicers™** are English, French, Spanish, German, Japanese, Chinese and Russian (and further evidence that this planet is either the Earth, reshaped by the Machine, or an Earth colony planet). **Base Skill:** 50% +5% per level of experience.

Literacy: Other. Not all characters are automatically literate, meaning they cannot all read and write their own native language and they must learn to read and write. Likewise, a literate character might elect to learn to read languages other than his or her native tongue. Each language counts as a separate skill selection. **Base Skill:** 40% +5% per level of experience.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public. The character speaks loudly and distinctly and in a pleasing manner. Also includes the practice of good, enticing storytelling, pacing, dramatic pauses and composition of the spoken word. A successful roll indicates the overall quality and charisma of the speaker and spoken word is good to excellent, and people are listening. **Base Skill:** 30% +5% per level of experience.

Read & Write Native Language. The character is educated and has a solid fundamental knowledge of the written word. The Base Skill number is not higher, because not everyone is highly educated or knows his own language 100%. Others are just poor at spelling (like publisher and author Kevin Siembieda!). That's why we have computer spelling programs, dictionaries and the thesaurus. Reading and writing means the character can read and understand the written word, can read signs, understand written instructions and read a book. This skill has no bearing on creative writing. **Base Skill:** 80% +2% per level of experience.

Speak Native Language. The character has a very good to excellent understanding of his native language. It is not, however, an absolute and total understanding, because there are always words, scientific terms, slang and fancy or outdated words and terms a character may not know. Again, this is the reason for dictionaries, thesauruses, grammar guides and computer programs. **Base Skill:** 88% +1% per level of experience.

Sign Language: There are times when one needs a silent form of communication, so a universal sign language has been developed. In the **Splicers™** world this means of communication has been widely adopted by merchants, thieves, and world travelers. For every 10 words "signed," the sender of the sign language must roll to successfully transmit his message. Likewise, the interpreter must roll to interpret every batch of 10 words. A failed roll means a misunderstanding to no idea of what has been said. **Base Skill:** 25% +5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% +5% per level of experience.

Domestic Skills

Note: Characters can attain professional quality by selecting the same Domestic skill twice. Add a one time bonus of +10% and makes the end result superior quality.

Appraise Goods. A trained eye able to assess the quality and true market value of "ordinary" commodities, such as tools, clothing, furniture, jewelry, gems, art, land, etc., but *not* weapons, technology, books, slaves or rarities. **Base Skill:** 30% +5% per level of experience. **Bonus:** Add +20% (not +10%) to Appraise Goods for anyone taking the skill twice.

Begging. Though usually learned out of necessity in the school of hard knocks and poverty, this skill can be particularly useful to collect food, money and clothing when down on one's luck, especially at Retro-Villages and other low-tech communities. It can also enhance a disguise as a beggar or refugee. The

base skill determines the chance of collecting a donation from one in every five passerbys, and on a crowded street that could be pretty lucrative. The amount of money, food or goods depends on the local economy and where the begging is taking place. Note that it is much easier to beg in the Retro-Villages (+10%) than in the underground havens of the Great Houses (no bonus). **Base Skill:** 30% +3% per level of experience.

Brewing: Basic. This is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine, as well as common teas, coffee, lemonade and similar types of prepared drinks. Stronger types of alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable concoction). The second indicates the quality of the brew; the higher the number rolled, the tastier the drink. **Base Skill:** 25%/30% +5% per level of experience. Adds a +5% to the Holistic Medicine if the skill is known.

Cook. Skill in selecting, planning, and preparing meals. A cooking roll failure means that the food is not properly prepared. It is edible but tastes lousy (greasy, too spicy, sickeningly sweet, sour, burnt, leaves a bad aftertaste in the mouth, etc.). **Base Skill:** 35% +5% per level of experience.

Dance. A practiced skill in the art of dancing, the character is especially smooth and graceful; a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who cannot dance. **Base Skill:** 30% +5% per level of experience.

Fishing. The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits and taste. **Base Skill:** 40% +5% per level of experience.

Gardening. This skill offers a basic understanding of plant care and aesthetic garden design. It can be the ability to grow enough food to eat well, and/or the skill to create beautiful, decorative gardens with flowers and other plants, as well as decorative rocks that create a feeling of tranquility and harmony with nature (Zen Gardening). This skill can be practiced by anyone, but is an "art" that is truly appreciated only by the noble houses. **Base Skill:** 34% +4% per level of experience.

Play Musical Instrument. The individual has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each specific instrument requires a separate selection of this skill. For example: A character who wants to play the guitar, violin, and harmonica must select the Play Musical Instrument skill three different times. **Base Skill:** 35% +5% per level of experience.

Sewing. Practiced skill with the needle and thread to mend clothing, do minor alterations, and layout, cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 40% +5% per level of experience. **Bonus:** Sewing adds a +8% bonus to the Leather Working skill.

Sing. See the description under *Communication* skills.

Wardrobe & Grooming. This skill represents an active attempt to improve one's overall appearance, image and "look" through the selection of just the right style of clothing, make-up, hair style, perfume, walk, talk and how one carries him or herself. In short, this is how to dress to kill or make the desired impression. **Bonuses:** +1 to the P.B. attribute, as well as +5% to the skills of Bartering, Disguise, Impersonation, and Seduction.

Espionage Skills

Detect Ambush. Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerilla tactics used by the enemy. **Base Skill:** 30% +5% per level of experience.

Detect Concealment. This is a skill which enables the individual to spot and recognize camouflage, concealed structures/buildings and vehicles, as well as the ability to construct unobtrusive shelters, use camouflage and blend into the environment. **Base Skill:** 25% +5% per level of experience.

Disguise. The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% +5% per level of experience.

Escape Artist. The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal small objects on the person. The character can try slipping out of handcuffs, ropes, straightjacket, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 30% +5% per level of experience.

Forgery. The techniques of making false copies of official documents, signatures, passports, I.D.s, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits but with a skill penalty of -10%. **Base Skill:** 20% +5% per level of experience.

Impersonation. This skill enables a character to impersonate another person or general type of person (soldier, worker, etc.). This means he must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he plans to impersonate. This includes a knowledge of that person or type of person or job, work procedure or protocol, local laws and customs, individual habits, dress/uniform/lifestyle, hierarchy of command/leadership, rank, and speaking the proper language(s). **Base Skill:** 30% to impersonate a general type of personnel and 14% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

The success of one's Impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick.

A successful impersonation requires the player to roll under his character's Impersonation skill for each of his first *THREE encounters*. Afterward, the character must roll under his skill for each encounter with an officer, high ranking official or close friend or relative. If interrogated/questioned, he must successfully roll after every three questions or be revealed as an impostor. A failed roll means his Impersonation has failed and he may be in immediate danger.

Intelligence. This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counter-intelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of distance from strategic positions, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leaders or proper authorities). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information.

Further Intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance, and current activities. This enables the intelligence officer to recognize suspicious activity as guerilla actions and identify guerilla operatives. **For Example:** A particular booby trap, or weapon or mode of operation may be indicative of guerilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strengths, number, and location.

Another area of training made available to Intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

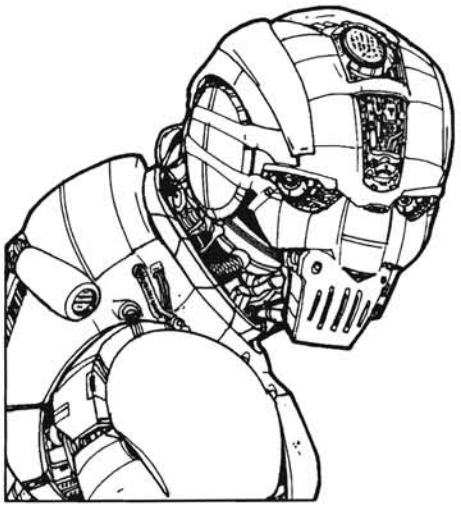
Note: A failed roll in any of the areas of Intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed them entirely as being meaningless (G.M.s, use your discretion). **Base Skill:** 32% +4% per level of experience.

Interrogation. This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. The character knows the techniques to get information from (typically unwilling) subjects. This includes such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar methods. The character also can judge if the subject is lying (the Game Master might assess bonuses and penalties depending on how good a liar the subject is, and/or on the victim's M.E., M.A. and P.B.; the higher any or each of these, the more convincing the lies). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep, to the old "medieval" instruments, and drugs. **Note:** Only evil characters will routinely or callously engage in torture. This skill will *NOT* work on the Machine or any of its robots or drones. **Base Skill:** 30% +5% per level of experience.

Pick Locks. The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level of experience.

Pick Pockets. An ability to remove items from a person without their being aware of it. If a Pick Pockets attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience.

Sniper. This skill represents special training in long-range shooting and marksmanship. Only weapons that can be made to fire a single round or blast can be used for sniping (no automatic/burst/multi-firing weapons). Acceptable weapons include bow and arrows, crossbows and many of the larger Bio-Weapons (those with ranges over 400 feet/122 m). Adds a bonus of +2 to strike on an *aimed shot* only.



Tracking (humans & robots). Visual tracking is the identification of tracks, and following the path of men, animals, robots and vehicles by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the subject being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the subject's rate of movement, apparent direction, the number of people/robots in the party, and whether the person or machine appears to knows he is being followed. Other methods of tracking require recognizing telltale signs such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and campfire remains), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles and robots can reveal much, such as size and type of the vehicle, the weight of its load, etc.

Counter-tracking techniques are also known, and include covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail, unless it is very obvious, like a caravan of wagons, or company of robots (60 or more troops). Characters attempting to follow a skilled tracker who is deliberately trying to conceal his trail suffer a penalty of -25% to stay on him. However, the character engaged in counter-tracking techniques travels at slow speeds, about half that of a casual rate of speed (or 1/4 his maximum speed).

Base Skill: 25% +5% per level of experience for both the tracking and counter-tracking abilities. The character trained in tracking humans can also attempt to track animals but at half his normal skill ability.

Vital Points. This deadly skill is the knowledge of appropriate vital areas of one's opponent. The character can use this ability to maim, cripple, or kill his opponents in countless ways. This skill may be taken twice, once for inorganic/robotic opponents (including robots, drones, vehicles and other machines) and a second time for organic opponents (humans, Host Armor, War Mounts, etc.). **Bonuses:** +3 to strike on a "Called Shot," or +3 to disarm, or +4 to pin and incapacitate, or knockout/stun on an unmodified roll of 16-20 to organic opponents, or a Critical Strike on a Natural, unmodified, roll of 18-20. **Note:** The character gains only *one* of the bonuses listed on any given strike using a Vital Point attack, and must call which type of bonus is desired before the character strikes. **Penalties:** Every time the character uses this ability it counts as *two* melee attacks. This skill requires careful analysis which soaks up extra time.

Wilderness Survival. Techniques for getting water, food, shelter, and help when stranded in wilderness regions: forests, deserts, mountains, etc. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness after their supplies run out. **Base Skill:** 30% +5% per level of experience.

Medical Skills

Animal Husbandry. Knowledge in the behavior, care, feeding, breeding, reproduction habits and health of domesticated animals such as cattle, sheep, goats, horses, ducks, chickens, dogs, cats, and similar livestock and pets. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. **Base Skill:** 35% +5% per level of experience. Also see Veterinary Science.

Brewing: Medicinal. This is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine, as well as teas, elixirs, tonics, vapors (breathed in rather than drunken) and other "brews" for medicinal purposes. Stronger types of alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable concoction). The second indicates the quality of the brew; the higher the number rolled, the tastier the drink. **Base Skill:** 25%/30% +5% per level of experience. Adds a +5% bonus to the Holistic Medicine skill.

Dentistry. The character is skilled in removing teeth, drilling and filling cavities, as well as the use and construction of dentures and braces for straightening teeth. He knows how to examine and clean a wide range of teeth, as well as animal antlers, horns and tusks. The character can also cap antlers, horns, teeth or tusks with hardened sheaths, points, blades or spikes to increase the bite damage by up to 2D6 and to give the teeth 3D6 +6 S.D.C. **Base Skill:** 50% +5% per level of experience.

Field Surgery. This skill reflects training in emergency, life-saving surgical procedures that can be performed "in the field" to keep critically wounded individuals alive. Given the proper tools, the field surgeon can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions and remove any foreign objects (i.e. arrows, etc.). Field expedient surgery is a dangerous proposition that all too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded character has for survival. If the operation is successful the patient lives and can be evacuated to a hospital, but a failed roll results in the immediate death of the patient. **Base Skill:** 16% +4% per level of experience; +14% if the character also has the Medical Doctor skill.

Optional Guidelines for Fatal Injury Treatment: In the violent world of Splicers™, regular humans are at an extreme disadvantage. Once a human's *body armor* is destroyed, a single M.D. blast will usually obliterate him. These guidelines are provided to give player characters a chance, however slight, to survive a blast that would normally evaporate the character. If the G.M. agrees, the character can survive a Mega-Damage intensity wound if a trained medic makes a successful Field Surgery skill roll.

Unless the attacker made a "Called Shot" or rolled an unmodified 19 or higher, the character has the chance to live. The basic idea is that the M.D. blast was partially absorbed by nearby cover or body armor, or merely sheared off a limb (G.M.s, give some reasonable explanation). Within 1D4 melee rounds after the character's being hit, a medic character must attend to his/her injuries. If the field surgeon makes a successful skill roll the character is incapacitated, but survives the attack, though just barely (reduce S.D.C. to zero and Hit Points are 1D6 points above zero). A failed roll means the injured character was beyond saving and dies an instant later. Even if the field operation succeeds, the wounded character is in shock, crippled, and may require additional extensive surgery, as well as require reconstructive surgery and a long recovery period before he is able to adventure again (2D4+2 weeks). It may be appropriate to also determine an insanity and permanent physical side effects from the injury.

First Aid. Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, splint broken limbs, administer artificial respiration (CPR), as well as use antiseptics and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience.

Forensics. Basic knowledge of forensic medicine and how to do an autopsy on a corpse, allowing the character to find evidence of time of death, cause of death, age and sex of the victim, and other details by examining that corpse. **Requires:** Biology and Chemistry. **Base Skill:** 35% +5% per level of experience.

Holistic Medicine. Training in the recognition, preparation and application of natural medicines usually made from plants and their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. The character can find and use plants to create salves, balms, ointments and lotions to soothe burns, boils, rashes and insect bites, and reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quickly as normal). Potions, drinks and tonics are created to settle upset stomachs, calm anxiety, reduce pain, negate poison, and induce drowsiness or hallucinations. The individual

can also make alcohol, herbal poisons (hemlock and mandrake for example), and antidotes for herbal poisons.

The student of herbology also has a good knowledge of plant lore, when and where to find healing plants, edible fruit, berries, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, stop bleeding and suture cuts.

Note: Plants are seasonal and the right root or leaf may not be readily available at certain times of the year/season, or may be found exclusively in remote regions or distant places. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 30%/20% +5% per level of experience. The first percentage number is the character's ability to accurately diagnose the problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and making healing teas, tonics and salves. A failed roll means the treatment or concoction did not work. *Modifiers:* -10% to treat disease, infection, and poison, -20% to treat internal injuries, -15% to cauterize, -30% to treat alien creatures; cannot perform surgery or amputation. **Bonus:** This skill provides a bonus of +10% to the Brewing and Preserve Food skills.

Paramedic. An advanced form of medical emergency treatment which includes all first-aid techniques, the setting of broken bones, suturing of wounds, use of emergency equipment, use of drugs, knowledge of how to move a critically injured person and other lifesaving techniques.

A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered to the patient. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been properly treated or the patient's condition is stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after he or she has spent six minutes of examination and/or concentration. **Base Skill:** 40% +5% per level of experience.

Medical Doctor. The Medical Doctor is a trained surgeon and has a Doctorate in the medical sciences. Areas of training include: Clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. The medical doctor (M.D.) is also a trained surgeon and has a basic knowledge regarding gene splicing. Surgery includes the precision use of knives and scalpels for medical purposes, sewing cuts closed, removing warts and growths, delivering babies (by C-section if necessary), realigning and setting broken bones, amputating limbs, cauterizing wounds, surgically removing foreign objects (i.e. arrows, etc.), stopping bleeding, surgically stopping internal bleeding, repairing internal injuries, and the general treatment of wounds and disease. **Base Skill:** 60%/50% +5% per level of experience. The first percentage number is the surgeon's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. Modifiers: -20% to treat disease, -15% to treat internal injuries and infection, -15% to amputate and cauterize, -30% to treat alien creatures. Reduce skill ability by half when trying to use or negate poisons and herbs (not applicable if Holistic Medicine is known). **Requires:** Biology, Pathology, Basic Mathematics and Literacy.

Pathology. This branch of medicine deals with the nature of diseases, their cause, and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of biological instruments, tools and equipment. **Base Skill:** 40% +5% per level of experience. **Requires:** Biology, Chemistry and Literacy.

Psychology. This training deals with the principles, theories and evaluation of human behavior as they apply to psychology and psycho-therapy. Includes analysis, understanding and treatment of emotional, mental, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, alcoholism, drug abuse and treatment. **Base Skill:** 35% +5% per level of experience. **Requires:** Literacy.

Toxicology. This is a specialty in medicine that deals with poisons, venoms and toxins, their manufacture, composition and antidotes. This skill is useful for both doctors and assassins. A successful skill roll will help determine if poisons have been used on somebody and even the general type of poison/toxin used (a definite answer may require an autopsy and the Forensics skill). **Base Skill:** 40% +5% per level of experience. **Requires:** Biology, Chemistry, and Literacy.

Veterinary Science. A doctor who specializes in the medical care and treatment of wild and domestic animals. Areas of study are biology (specifically animal), reproduction, breeding, animal anatomy, physiology, pathology, toxicology, surgery, suturing wounds, setting bones, disease, medial care and other applications and techniques in the medical treatment of animals. **Base Skill:** 50% +4% per level of experience. **Requires:** Biology and Animal Husbandry. **Note:** A Medical Doctor can also treat an animal, but is at a -35% penalty to do so.

Military Skills

Blind Fighting. Countless hours have been spent training blindfolded and in darkness to master the technique of using sound, movement and one's own senses to identify, locate and reach and attack or avoid an opponent. **Base Skill:** 30% +5% per level of experience.

A successful skill roll means the character has a clear idea of where his opponent(s) is, how to strike and do damage, and parry or dodge incoming attacks. He is also able to use his feet to trip or kick an opponent, as well as to recognize inclines, slopes and pits, plus how to use an opponent's one weight and momentum against him, and using walking sticks and canes as weapons. While moving blind, the character's speed is reduced by half, but he has zero chance of falling in the dark. Blind combat still has its disadvantages, and the usual penalty of -10 for fighting blind is reduced to -5 to strike, parry, dodge, disarm and pull punch, but is +3 to strike with a body flip or body block/tackle, +3 to pin and incapacitate, and +3 to entangle.

A failed skill roll means the character is off balance and unsure where his opponent is; apply the usual -10 to strike, parry, dodge, disarm, entangle pull punch, and other combat maneuvers when blind.

Camouflage. The skill of concealing a fixed base position, campsite, wagon, crates, equipment, individual or trap, using natural or artificial materials. A fair amount of time is involved in the preparation of a large position. Large nets, rope, cut branches and underbrush are used most often in camouflage. **Base Skill:** 20% +5% per level of experience. Sounds or odors coming from the place of concealment will negate even the best camouflage and lead enemies right to it.

Demolitions. Demolitions provides the person with an advanced knowledge in the use and workings of explosives and organic detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes all types of explosives, such as trench foot mines, simple dynamite, bio-plastics, nitroglycerine, squigs (organic blasting caps), etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase the character's awareness of suspicious rope, string, and wire. **Base Skill:** 60% +3% per level of experience. A failed roll means a dud; no explosion.

Demolitions Disposal. This skill enables the character to safely defuse and dispose of both the organic and technological types of explosive booby traps, unexploded mines, bombs, dud artillery rounds, dud explosive charges, or any other form of explosive device. **Base Skill:** 60% +3% per level of experience.

Demolitions Underwater. Fundamentally the same basic skills and training as Demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area effect, sound wave damage, different types of explosives, as well as arming, disarming and repairing the old torpedoes and depth charges. **Base Skill:** 56% +4% per level of experience. **Note:** Any character with the Demolitions skill can use explosives underwater, but does so with a -10% penalty.

Military Etiquette. This skill grants a basic understanding of the way the military works, including basic rules of behavior (when to salute, how to address superiors/subalterns, etc.), common routines, basic military procedures, standard issue weapons, common attack and defense formations, the chain of command and how to deal with military bureaucracy, who to contact to get things done, and other useful information. **Base Skill:** 35% +5% per level of experience.

Military Fortification. This is the skill of designing and building defensive fortifications suitable for Mega-Damage combat. If provided with the time and materials the character can greatly increase the defensive value of natural terrain with murderous defenses that include obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare minefields, barbed wire, tank obstacles, tangle foot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, resin reinforced concrete or earthen walls, bunker complexes, weapon emplacements, tunnel systems and similar defensive constructions.

Even with the advent of Mega-Damage warfare the old standby fortifications listed above have useful applications. Obstacles like ditches and minefields slow the advance of robots, exposing them for longer periods to the defenders' firepower. Earthen walls and foxholes, made from S.D.C. materials, still afford soldiers some protection and can disperse energy blasts or deflect shrapnel from explosives. If these protective structures are built with M.D.C. concrete and resins they provide defenders with as much protection as any robot or vehicle. **Base Skill:** 30% +5% per level of experience.

Parachuting. The skill of parachuting includes the methods, procedures and techniques of parachuting, packing a chute, skydiving techniques, landing without injury, and practice at jumping from hot air balloons, flying War Mounts, etc. The advantage of parachuting is surprise and secrecy, since the soldier's insertion into enemy territory is silent and often goes unnoticed. Even if the jump goes off without a hitch, there is a 01-20% chance of taking 6D6 S.D.C. from an awkward landing, even if wearing full environmental armor (only 01-08% in Host Armor). Failure on the Parachuting roll indicates that there are complications somewhere along the jump. This might mean an improperly packed chute, tangling of lines, etc. On a failed jump, the character gets a second roll for their reserve chute. If the second roll also fails then the character falls to his death! Note that there is not enough time on a low altitude jump (like off a cliff face) to use a reserve chute, so a failed roll means the character's death, without a second chance roll. **Base Skill:** 40% +5% per level of experience.

Recognize Weapon Quality. The ability to determine the level of a weapon's quality, including craftsmanship, weight, balance, edge, durability, and so on. Although the character may be able to tell that a weapon is superbly crafted, with bonuses, it is impossible to determine exactly what these bonuses are until used in combat or practice. As for Bio-Weapons, he can estimate the device's power/food requirements, and if it might be possible to run the weapon off an alternate fuel source. The character will also identify any safety measures, switches or governors on any Bio-Weapon, as well as estimate the weapon's street value. **Base Skill:** 25% +5% per level of experience.

Resist Torture. The character has been trained in mind techniques to resist torture and mental probing. The character has a better defense against psionic attacks, as well as mental and physical torture. Bonuses: +1 to save vs mind control, hypnosis, all other types of psionic attacks, and Horror Factor at levels 1, 3, 7, 10, and 14. Characters interrogating this character suffer a penalty of -20%.

Surveillance. The study, operation, methods, and techniques used in surveillance and taking a strategic position, including the use of organic stealth equipment. This skill also includes the *art of tailing*, or following someone without being noticed, as well as stake-out procedures and some basic stealth practices. A failed Surveillance roll indicates that the stake-out or tail was spotted and the subject of surveillance is aware of being observed or followed. **Base Skill:** 30% +5% per level of experience. Bonuses: +5% to recognize others in Disguise and +5% to the Disguise skill.

Trap Construction. Training in the design and application of traps used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Traps can also be used as an alarm to alert the trap maker to the presence of intruders or the enemy, generally by making noise.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock/debris slides, large pits, swinging pendulum traps, netting, and other elaborate traps, but the time can be shortened with help from others since only one character needs the skill to successfully direct helpers. Even M.D.C. traps can be made with the correct supplies. Trip lines and snares, on the other hand, are quick and easy to use and may be the trigger to detonate hand grenades and other types of explosives and mines or drop-fall traps and swinging logs. Clever, well placed traps can be especially effective against the Machine's robots and drones in tunnels, urban environments and ruined cities where there is ample cover and places to establish an ambush. **Base Skill:** 20% +4% per level of experience. **Note:** For those of you would like to see actual descriptions of specific traps, they can be found in the skill descriptions in the **Rifts® Chaos Earth™ RPG** or **Rifts® Game Master Guide**. Remember that the **Splicers™** characters cannot use metal and modern technology (except for the Technojacker) in the construction of their traps because of the Nanobot Plague.

Trap & Mine Detection. Knowledge of the strategic placement of traps and mines, the telltale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspect objects, dirt mounds, trip wires and camouflaging materials that denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the Demolitions Disposal skill is required to disarm mines, explosives or complex traps. **Base Skill:** 25% +5% per level of experience on visuals alone. Add +50% when using special detection equipment to locate mines/explosives or +10% to locate other types of traps with detection equipment. **Note:** Host Armor, dogs and other animals with an acute sense of smell and who have been specially trained to detect explosives have a base skill of 90% to literally "sniff-out" explosives without benefit of special equipment!

Physical Skills

Special Note: One of the unique aspects of Palladium's RPGs is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd, and S.D.C.) by selecting Physical skills that build and develop muscles and endurance. ALL attribute and skill bonuses are accumulative. However, a specific Physical skill may only be chosen *once*, including Hand to Hand Combat skills.

There are four choices for Hand to Hand Combat skills available to the character (pick one), plus three additional *fighting techniques* which can be selected to improve one's range of fighting ability: *Boxing, Kick Boxing* and *Wrestling* (can pick any or all).

No Hand to Hand Combat Skill. Characters without combat training get one hand to hand attack at levels 1, 3, and 9, and are +1 to dodge.

Hand to Hand: Basic. Provides elementary fighting techniques and methods of attack and self-defense as taught in military basic training or in self-defense classes. See the combat section for a listing of specific abilities.

Hand to Hand: Expert. An advanced form of self-defense and unarmed combat usually taught to commandos. It costs two of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Martial Arts. This is some form of Oriental fighting skill (karate, kung-fu, etc.) that teaches advanced hand to hand combat. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Assassin. This is an advanced form of combat with an emphasis on immobilizing or killing one's opponent quickly. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Hand to Hand: Commando. This is an advanced form of military combat that includes martial arts techniques with an emphasis on immobilizing or killing one's opponent quickly. It costs three of the character's skill selections to learn. See the combat section for a listing of specific abilities.

Acrobatics. Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above ground. Other physical abilities include rolls, somersaults, leaps, and falls.

Provides all of the following:

An automatic kick attack at first level (1D8 S.D.C. damage).

Sense of balance (60% +5% per level).

Walk tightrope or high wire (60% +3% per level).

Climb rope (80% +2% per level).

Back Flip (60% +5% per level).

Basic Climb ability (40%; or adds a +15% to Climbing skill).

Basic Prowl ability (30%; or adds a +5% to Prowl skill).

Bonuses: +2 bonus to roll with punch or fall, +1 to P.S., P.P., and P.E. attributes, and +1D6 to S.D.C.

Aerobic Athletics. A type of aerobic exercise to build the body, develop reflexes and grace, and learn a few very basic self-defense moves. Bonuses: +1 to disarm, +1 to pull punch, +2D4 S.D.C. and +2 to kicking damage. Sense of balance (30% +5% per level of experience).

Athletics (general). Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance, and agility. Bonuses: +1 to parry and dodge, +1 to roll with impact/punch/fall, +1 to P.S., +1D6 to Spd and +1D8 to S.D.C.

Body Building & Weight Lifting. The building of muscle tone and body strength through weight lifting and exercise. Bonuses: +2 to P.S. and +10 on S.D.C.

Boxing. Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically knockout opponents on a roll of a natural twenty. The victim of a knockout will remain unconscious for 1D6 melees. Unlike normal knockout/stun, the player does not have to announce that he is trying to knockout his opponent before making a roll to strike. Bonuses: +1 additional attack per melee, +2 to parry and dodge, +1 to roll with punch or fall, +2 to P.S. and +3D6 to S.D.C.

Climbing. Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 feet (6 m) of a vertical climb. If the roll fails, it means he is losing

his grip, however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls (takes 1D6 damage per 10 feet of a fall). **Base Skill:** 40% +5% per level of experience.

Rappelling is a specialized, rope climbing skill used in scaling walls, towers, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in Rappelling:** 30% +5% per level of experience.

Fencing. This is the formal art of fighting with a sword and dagger. This includes not only Olympic style fencing with a foil, epee or saber, but also Kendo (the use of a samurai katana) and other blades. Swordsmanship is practiced in many places and is also all the rage, especially among the nobility, for its flashy looks and for the amount of blood it can spill. Bonuses: +1 to strike and parry with a sword or dagger, and +1D6 to damage (S.D.C. or M.D. depending on the weapon) with a sword. **Requires:** W.P. Sword (W.P. Knife is optional).

Forced March. Practiced training in uniform marching with a full field pack and weapons. This is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal physical endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches/ traveling. Maximum speed on a forced march is roughly 60% of one's speed attribute, which enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a Speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on.

Gymnastics. Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance.

Provides all of the following:

An automatic kick attack at first level (2D4 damage).

Sense of balance (50% +3% per level).

Work parallel bars & rings (60% +3% per level).

Back Flip (70% +2% per level).

Basic Prowl ability (30%; or adds a +5% to Prowl skill).

Basic Climbing ability (25%; or adds a +5% to Climb skill)

Climb Rope/Rappel (60% +2% per level).

Bonuses: +2 bonus to roll with punch or fall, +2 to P.S., +1 to P.P., +2 to P.E. and +2D6 to S.D.C.

Juggling. The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination; +1 on initiative roll. **Base Skill:** 35% +5% per level of experience.

Kick Boxing. Kick Boxing is a form of martial arts self-defense. The character who takes Kick Boxing has done maybe a few months or a year of casual training as a supplement to his usual Hand to Hand Combat skill. Bonuses: +1 to P.E., +1 to P.S. and +1D10 to S.D.C. Plus, add the following strikes to the usual list of known attacks: Roundhouse Kick (3D6 damage), Axe Kick (2D8 damage), Knee Strike (1D8) and Jump kick (4D10 damage, but must be the only kick that melee and uses up all of the character's melee attacks for that round. However the character can still parry and dodge, just not make any other attacks).

Outdoorsmanship. Being an avid outdoorsman and survivalist, this character has spent a significant portion of his/her life living off the land or in the wild. As a result, the character is hardened to the rigors of outdoor life. **Requires:** Wilderness Survival. Bonuses: Add +1 to P.E., +2D6 to S.D.C. and +5% to the Dowsing, Fasting, I.D. Plants and Fruit, and Wilderness Survival skills.

Physical Labor. Not all strength and conditioning comes from deliberate training or sports, some comes from old-fashioned hard work. This skill represents the strength and endurance gained from hard physical labor either due to a physical occupation (such as construction, ditch digging, warehouse work loading and unloading boxes, etc.) or really demanding chores at home such as chopping wood, bailing hay, etc. This skill is particularly applicable to characters from such backgrounds as vagabond, nomad, peasant farmer, slave, or similar. Bonuses: Add +2 to P.S., +1 to P.E. and +2D8 to S.D.C.

Prowl. This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, weapon positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25% +5% per level of experience.

Running. A routine of running and exercise to build speed and endurance. For game purposes, the character is considered able to run one mile (1.6 km) for every one point of P.E. without undue fatigue and two miles (3.2 km) for every one point of P.E. (minimum of 27 miles/43.5 km) before collapsing. Bonuses: +1 to P.E., +4D4 to Spd and +1D6 to S.D.C.

Swimming. The rudimentary skill of keeping afloat, dives, swimming and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/ meters per melee. This pace can be maintained for a total of minutes equal to his P.E. attribute number. **Base Skill:** 50% +5% per level of experience. Individuals also learn the methods and Bio-Equipment needed for skin diving and underwater swimming. **Note:** The maximum safe depth without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with lengthy depressurization, special diving suits, submarines and most types of Host Armor.

Wrestling. As taught in old high schools and colleges, Wrestling is more of a sport than a combat skill, but it does provide some useful combat moves.

Special Wrestling Moves:

Body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down. If knocked down the victim loses initiative and one melee attack for that round.

Pin/incapacitate on a roll of 18, 19, or 20. Victims who are pinned are held in such a way that they cannot physically attack or move.

Crush/squeeze is a bear hug style hold that does 1D4 damage per squeeze attack.

Bonuses: +1 to roll with punch or fall, +2 to P.S., +1 to P.E. and +4D6 to S.D.C.

Rogue Skills

Card Shark. A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the card shark's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as card counting and understanding the odds. A failed roll means the character has fumbled the trick 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 and add +6% if he also has the Gambling skill.

Concealment. The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches (35.5 cm) in height/length, and six inches (15.2 cm) in width. The weight must also be 10 pounds (4.5 kg) or less. The smaller and lighter the object, such as a knife, gem, key, etc., the easier it is to conceal (add a bonus of +5 %). Larger items such as a book, scroll, club, statue, or similarly large or heavy object are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Find Contraband. The character with this skill knows where to find arms dealers, the Black Market, smugglers, thieves and illegal medical treatments, as well as how to spot them. He is also familiar with their hangouts, gang or criminal ties, general practices, codes of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black Market weapons and items should cost and what these people pay for contraband items (typically only 20% of the retail market price). The character also knows the penalty for being caught with an illegal weapon or item. Note: Organic technology (except in authorized hands), as well as the old technology, M.D. weapons, concealed weapons and sidearms are forbidden inside of the Retro-Villages and in many of the large underground havens. This skill is especially appropriate in large, urban communities and should be considered separate and apart from Streetwise. **Base Skill:** 26% +4% per level of experience.

Gambling. A thorough understanding of games of chance, including the knowledge of the rules, strategies and probabilities. For a quick roll to determine the results of Gambling (without having to play the actual game), roll under the first skill percentile number. A roll under the skill percentage is a win, too high is a loss. The second percentage is used when a character wants to tell if a game is rigged against him or if one of his gambling partners is cheating. A successful roll will help him to see the palming of cards and other sleight of hand tricks, or to recognize bad dice, a fixed roulette wheel, imbalanced throwing knives or darts, and so on. **Base Skill:** 30% +5% per level of experience.

Imitate Voices & Sounds. The ability to imitate voices, accents and expressions of different vocal systems, dialects and languages. The first number indicates the character's ability to change his voice and imitate accents. inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent, and convincingly sounds like he is from another region or part of the world. Attempting to accurately imitate the voice, inflections and attitude of a specific person is much more difficult, and the character will either need to know the person being imitated very well, or have spent hours studying him/her, and even then there's a penalty of -20%.

The second number indicates the ability to duplicate various calls, screams, chirps and buzzes that are found in the wilderness. Distinctive calls are often used as signals during sneak attacks, with different calls meaning to the people who know them "all is calm/quiet," "guard on watch," "move cautiously," "danger" and "attack!" **Base Skill:** 42%/36% +4% per level of experience. Bonus: Add +5% to the Impersonation skill.

Palming. Simply the ability to pick up and seemingly make a small object, such as a coin, key, dagger, or playing card, vanish by concealing it in one's hand. Adds a bonus of +5% to the Pick Pockets skill. **Base Skill:** 20% +5% per level of experience.

Pick Locks. See Espionage skills for the complete description.

Pick Pockets. See Espionage skills for the complete description.

Prowl. See Physical skills for the complete description.

Seduction. This is the ability to make the opposite sex melt with desire. This skill is somewhat similar to the Interrogation skill in that the seducer knows how to ask the right questions to get information without being obvious. The seducer usually seems attentive, sympathetic, alluring and sexy. Men and women who are seduced tend to have loose lips and will spill secrets. They also lose track of time, spend big money to impress and please their seducer, and lavish her or him with their affection, time and attention while oblivious to everything else around them.

Anyone who has been successfully seduced is distracted, skill performance is half and takes twice as long to perform, the character doesn't notice people and events around him/her, and is easily caught off guard (no initiative and all bonuses are at half when attacked by a character other than the seducer). Worse, the victim(s) of seduction is completely vulnerable to the seducer. The seducer always gets the first attack/strike/action, and the victim has no chance at self-defense against that first attack, plus the victim loses one attack/action from surprise or horror. **Base Skill:** 20% +3% per level of experience. Skill Bonuses: +1% for every one M.A. attribute point over 20, and every two P.B. points over 17 (round up). So a character with a P.B. of 23 (+3) and M.A. of 24 (+4) would be +7% to successfully seduce. The seducer can influence more than one person at a time; one additional victim per every three levels of experience. In addition, the seducer is +5% to pick the pockets of, palm, or plant things on his/her victim of seduction, as well as adding +5% to the Card Shark, Sing, Fast Talk and Dance skills. Also, seduction victims who are intoxicated or drugged are easier to seduce (+5%).

Sleight of Hand. Another skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks or gimmicks of Sleight of Hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of Hand also includes a basic level of Escape Artistry. Techniques include hand positioning, tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and usu-

ally a hidden lock picking tool(s). Bonuses: +5% to Pick Locks, +5% to Pick Pockets, +10% to Palming, +10% to Escape Artist, and +6% to Concealment skills. All are one time skill bonuses which are applicable immediately.

Streetwise. This skill instills an understanding of the darker side of life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members and bandits by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and gang haunts. The individual will also recognize a potential brawl situation, assess a gang member's rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate fences, pawnshops, drugs and arms dealers, thieves and thieves' guilds, thugs for hire, places of ill repute, and similar criminal and illegal outfits. **Base Skill:** 20% +4% per level of experience.

Use & Recognize Poison. People with this skill are trained in the use of poisons and toxins of all types. This includes the preparation and use of poison from plants, roots, mushrooms, animal and insect venom, and other deadly substances, as well as making antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream through a cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 01-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24%/16% +4% per level of experience. Add +6% if he also knows Holistic Medicine. **Restriction:** Only characters of an evil or Anarchist alignment can use deadly poison to inflict bodily harm on others. Not all poisons kill or inflict injury, some cause sleep, paralysis, dizziness, impair the senses, etc. Also note that many poisons inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Ventriloquism. The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while making a voice or verbal noise appear to be coming from someone or something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16% +4% per level of experience.

Science Skills

Astronomy & Navigation. The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the planet and each other. This knowledge can also be used to determine direction, approximate distances, identify the seasons, and tell the time of day. Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air, and water navigation as well as piloting by the stars and instruments alone. This ability is ideal for sailors and those characters who can fly. A failed roll means the navigator is off course. To determine how many miles off course, roll 2D6 miles when traveling on foot, 1D6x10 miles when traveling by horse/cart/War Mount and 2D4x10 miles when flying or using a boat/ship. Roll once for every hour that one travels in uncharted territory or seas. **Base Skill:** 20% +5% per level of experience; +10% bonus if the character has Advanced Mathematics. **Requires:** Basic Mathematics and Literacy to use instruments, read maps and to chart a course by the stars. Also see Land Navigation described under the Wilderness skills.

Biology. Basic understanding of cells, anatomy, physiology, evolution, and basic genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. **Base Skill:** 30% +5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization and germinating, as well as growing experimental plants. **Base Skill:** 25% +5% per level of experience.

Chemistry. The basic understanding of chemical principles and formulae. Characters know enough to create gunpowder and explosives, fire and combustible materials, as well as a knowledge of gases, from toxins to practical fuels and buoyant gases for airships. It also provides a basic understanding of chemical analysis, as well as the various *organic* chemical principles and some complex formulae. **Requires:** Basic or Advanced Mathematics. **Base Skill:** 35% +5% per level of experience.

Genetics. With exhaustive study in the theory of genetics, as well as the use of gene therapy, the character has gained a good understanding of how DNA and RNA function, the basics of bio-technology and how to analyze and predict the behavior of genes and chromosomes in various living organisms. Given access to a life form's genetic database (after blood has been scanned and analyzed), characters with the genetic skill can make predictions about the creature's anatomy, biology, character and appearance, as well as whether or not the creature is sterile. This can also give the character the basic abilities and statistics of a piece of bio-technology by looking at its DNA/RNA. **Requires:** Biology. **Base Skill:** 30% +3% per level of experience.

Mathematics: Basic. Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 78% +2% per level of experience.

Mathematics: Advanced. Knowledge of all basic and advanced mathematics, including algebra, geometry, calculus, trigonometry, and techniques for advanced mathematical formulae. **Base Skill:** 68% +2% per level of experience.

Xenology. The biological and physiological study of alien species (rather than their culture or society). This skill provides general medical and physiological information about the most commonly encountered species on the planet, how their body works, any natural weapons, poisons or toxins, strengths and weaknesses, presence of psionic or other natural abilities, etc. Without Xenology, any attempts to use a medical skill on alien species are at -20% to skill rolls, -40% if nothing like humans or animals we know. **Base Skill:** 15% +5% per level of experience.

Zoology. An academic knowledge of wildlife, nature and habits, including domesticated and wild animals indigenous to

the planet, and known alien animal species. This includes knowledge of animal habitats, behavior, instincts, mating, hunting, food or favored prey, breeding, physiology and biology, flight/fight responses, natural weapons and defenses, the best way to handle the animals, and so on. This skill may be specialized by taking the skill twice. When specialized, the character receives a one time bonus of +20% to the skill when dealing with that one specific type/species of animal (e.g., apes, snakes, bovine, etc.). Bonuses: +5% to the Herding and Track & Trap Animals skills, and +10% to Veterinary Science. **Base Skill:** 30% +5% per level of experience.

Technical Skills

Art. The ability to draw, paint and/or sculpt or do craft work. A character can attain professional quality by selecting the Art skill twice. This adds a one time bonus of +10% and the work of a professional artist is always superior to a talented amateur in technique, quality and originality. If only taken once the character is a talented amateur. **Base Skill:** 35% +5% per level of experience.

Breed Dogs. The first percentile number indicates the art of raising, mating/breeding, taming and training domestic and wild canines, as well as a knowledge about canines in general. The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like sitting, tracking, retrieving, pointing, herding animals, attacking on command, and so on. A failed roll means that the dog refuses to learn that particular trick or specialty. **Note:** These are trained work animals or pets, not robots. **Base Skill:** 40%/20% +5% per level of experience.

Excavation. A mixed bag of abilities that includes finding one's direction underground, estimating one's approximate depth, "digging out" and identifying relics and evidence from debris, collapsed tunnels and the earth, as well as digging out and fording up/repairing collapsed tunnels, underground chambers and caves. The skill gives the character a good understanding of how to best perform an excavation without any major setbacks, where to dig, what is the best type of soil, how deep to go, how to pack and secure tunnel walls and ceilings, where to place support beams and what building materials to use in underground construction. **Note:** Tunnels and excavation sites that are made quickly are not permanent, and can be collapsed by gunfire, earthquakes, traffic vibrations, etc. Trying excavations without this skill is just asking for trouble and is performed on pure luck. Bonus: +5% to Dowsing skill when looking for an underground river or spring and +5% to Spelunking skill. **Base Skill:** 25% +5% per level of experience.

History. The character has learned the general history of the "modern" world, the events that led up to the rise of the Machine (N.E.X.U.S.), subsequent disasters, the Machine's campaign of human extermination and rise to global power, and the formation and history of the Human Resistance, the Great Houses, and Splicers, as well as a very sketchy overview of the history of human civilization on this world before the Machine took over. That having been said, the historian does not even know what planet he is on (Earth or a colony world?) or the true historical date. The character can attempt to identify the historical source and authenticity of any object or location, and is extremely interested in finding ancient books and records to fill in the many holes the people of the Splicers™ world have about their origins. **Base Skill:** 40% +5% per level of experience.

Language. See Communication skills for a complete description.

Leather Working. Skilled at tanning, preserving and working with animal hides, fur and leather to make leather goods such as clothing, capes, caps, bags, purses, boots, shoes, belts, and even S.D.C. leather armor (the character can repair leather armor too). A failed roll indicates that the hide is ruined and the leather is wasted. **Base Skill:** 45% +5% per level of experience.

Literacy. See Communication skills.

Machine Lore. The character has an in-depth understanding of "the Machine" (*N.E.X.U.S.*), knows something about its history (needs the History skill for a deeper knowledge of the Machine's full origin, past, and purpose), knows about the seven different personalities within the Machine, and has some idea how to exploit them. With this skill the character is also able to recognize which personality is currently active and in control, and has a good understanding of the various robots, drones and other devices the Machine uses, right down to their modes of operation, weapons, firepower, statistics, common strategies and tactics, and strengths and weaknesses. **Base Skill:** 40% +4% per level of experience.

Machine Technology. Training, understanding and knowledge of how technology is designed, operated, built, and maintained. A character with this skill can figure out how a machine works, its general purpose, how to turn it off or on, and how best to sabotage or destroy a machine. He cannot, however, operate machinery, because the Nanobot Plague will turn even a dormant or broken machine into a hostile force. **Base Skill:** 40% +5% per level of experience.

Masonry. A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry and approximate age or period of construction. The character can also mend masonry and assist in masonry construction and demolition. **Base Skill:** 30% +5% per level of experience.

Operate Bio-Equipment. Training in the operation, maintenance, feeding and purpose of all forms of organic technology, as well as being able to "read" or interpret sensory data from all types of Bio-Sensors. This skill also includes a complete understanding of the different Bio-Weapons and gear that can be incorporated into Host Amor and the various War Mounts, even though the skill does not enable the character to pilot Host Armor or War Mounts. Bonus: +1 to strike when using handheld Bio-Weapons (guns) and can use any handheld Bio-gear as well as maintain any Bio-System, including those on armor or mounts. **Note:** Characters without this skill have no idea how Bio-Tech works nor how to feed, care for, maintain, or operate even the most basic organic equipment or Bio-Weapon. **Base Skill:** 40% +5% per level of experience.

Research. Training in the use of methods, techniques, and locations for finding information, including public records, libraries, interviews, surveys, demographics, trade journals, and legal searches. This skill is helpful in locating information about people, places and things. The G.M. will ultimately regulate the

availability of accessible, known information regarding a particular subject. Any character can do research and ask questions, but the Research skill will reduce the amount of time needed by half and the character is trained to notice relevant information that an untrained character is liable to overlook. Thus, for truly secret or difficult information, you must have the character with the Research skill try to uncover it. Only roll to determine success on researching these difficult or hushed up bits of information. **Base Skill:** 50% +5% per level of experience.

Rope Works. This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% +5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Transportation Skills

Breaking Horses. To "break" a horse, first the trainer must get the horse used to being around people, then used to having a saddle on its back (this takes 3D4 days), and then you "bit" train it (gets used to having a bit in its mouth and reins). Finally, the trainer must get the horse used to having a rider on its back. Depending on the horse, this can take a couple weeks (making an attempt every day) or several weeks with moderate success. It takes a lot of skill to stay on a wild horse when it wants you off. Some horses are never completely tame, and some will allow certain people to ride them, while bucking and throwing other riders. During this initial training period the rider must hang on for dear life while the horse does everything in its power to throw him. This battle of wills can last hours and take up to 12 weeks. **Base Skill:** 20% +5% per level of experience. Also includes riding wild bulls (cannot be broken) and wild broncos, plus steer wrestling, but all are at -15%. **Requires:** Horsemanship.

Horsemanship. The Nanobot Plague has made the use of conventional vehicles impossible, making horseback (and other riding animals) a popular and necessary mode of transportation. The Horsemanship skill includes the basic principles of riding, the care and feeding of the riding animal, recognizing breed and quality, charging, and jumps. The second percentile number is used whenever the character tries to determine the breed and quality, and when performing special jumps or maneuvers.

In this case, Horsemanship includes the ability to ride unusual mounts, including alien and monstrous War Mounts.

The *Horsemanship skill* indicates a certain degree of training and expertise in riding and handling horses. The higher the skill percentage the better the skill or ability. **Note:** Tricks and stunts are performed at half the rider's normal riding skill. To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his second percentage to remain in the saddle and in control of his animal. **Base Skill:** 40%/20% +4% per level.

Riding & Care of Horses: The first percentile number indicates the character's riding ability and a fundamental knowledge of the feeding, caring, and grooming of horses.

Recognize quality/breed: The first percentile number also indicates the success ratio of recognizing the breed quality, age, strength, speed, health, and general attributes/capabilities (race horse, workhorse, warhorse, etc.) of the animal.

Breed Horses: The second percentile number indicates the knowledge in the raising, breaking, training and breeding of horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Jumping: The second percentile number also indicates the success ratio of NOT being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick. The character must roll under his percentage to remain in the saddle and in control of his animal. Damage from being thrown off a horse is typically 1D6.

Racing: The second percentile number also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. A failed roll means the horse runs quickly but 10% short of its maximum speed, but the rider can coax that little extra spirit and speed out of the animal. Once every four minutes, the rider can get the horse to kick into overdrive and run at 25% faster than its normal maximum. However, this speed can only be maintained for one minute at a time and cannot be done more than three times in a 15 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse's P.E. attribute. Pushing the horse beyond its endurance will cause it to slow down by 30% and after 4D4 minutes, collapse from exhaustion (requires at least a half hour rest and light activity for another hour).

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted. This provides the following bonuses when charging on horseback, regardless of what Horsemanship skill the character has chosen: +1 to parry and dodge, and +1D6 to damage while on horseback. *Charge attack* (running horse) with a battle axe, large sword, pole-arm or spear does an extra +1D6 damage. The attacker must roll under the second percentile number to avoid being dismounted and charge attacks count as two melee actions/attacks.

An *aimed shot* (or a "Called Shot") is impossible on a moving animal (unmodified roll to strike only). Bursts and wild shoot are possible even when the animal is moving quickly, but not at a full gallop. At full gallop, the shooter can fire only as wild. This applies to any projectile weapons/guns and the bow and arrow, all of which are the same as shooting wild when at a full gallop. **Note:** Historically, there have been expert riders like the Samurai, Cossack and Cowboy, but such characters do not exist in the world of Splicers.

Host Armor Combat (& Piloting). Splicers must learn the fundamentals of piloting their Host Armor, which is worn like a suit of power armor but is a living, second skin, though it is larger and bulkier than traditional body armor or even most power armor. Host Armor has an exoskeleton within it that augments the wearer's physical abilities and responds to the pilot's every movement with the speed of thought. The emphasis of training is on piloting and combat, hence the bonuses, but the individual is only able to operate his/her own personal Host Armor, since each specific Host Armor is bonded specifically to its pilot on a genetic level. To get additional combat bonuses and

weapons, see the creation and augmentation process presented earlier in this book. **Base Skill:** 56% +3% per level of experience. **Requirement:** Operate Bio-Equipment.

Bonuses: All bonuses are in added to the pilot's own Hand to Hand Combat training, attribute bonuses, and any additional bonuses due to the character's Host Armor's specific attributes and Biological Enhancements. These bonuses apply only when the character is inside his Host Armor, they do *not* apply to the pilot's physical abilities outside of the armor.

+1 extra attack/action per melee round, plus those of the pilot, at levels 1, 5, 10 and 15.

+1 to strike with long-ranged Bio-Weapons that are an integral part of the Host Armor.

+1 to strike and parry in hand to hand combat.

+1 to initiative, dodge and disarm.

+2 to pull punch and +1 to roll with impact, punch or fall.

Critical Strike is the same as the pilot's Hand to Hand skill.

Mega-Damage: Each Host Armor will have its own range of P.S. and Hand to Hand damage based on the Splicer P.S. table and any melee Bio-Weapons given to it during its creation or augmentation. These basics let the pilot do a *restrained punch, full strength punch, power punch* (double damage but counts as two melee attacks), a normal kick (same as the punch +1D6 M.D.), a stomp (1D6 M.D. to targets under 3 feet/0.9 m tall), leap kick (triple the damage of a normal punch, but counts as two melee attacks) and a block/tackle/ram (1D4 M.D. plus a 50% chance of knocking an opponent down, causing him to lose initiative and one melee attack/action, but counts as two melee attacks).

Kayaking & Canoes. The skilled use of most paddled-type boats, canoes, row boats and long boats, as well as the kayak. Speed in still water is usually equal to the character's P.S. attribute and can be maintained for P.E. x5 in minutes without pause. The skill also includes the basic principles behind using water currents, maintenance, balance, canoe building and even "tricks" like sculling and righting a flipped canoe. Canoes and kayaks can be made of wood and bark, animal hide or canvas. With an axe, and access to the right kind of trees and bark (birch is ideal), a character can build a small canoe (large enough for two, plus room for supplies and equipment) in two days, along with a couple of paddles, with larger canoes taking only another day or two. **Base Skill:** 50% +4% per level of experience.

Pilot Wing Packs. This is the piloting skill for the backpack-like winged units that attach to the back of a Splicer to carry him airborne. The typical Wing Pack is a one person unit capable of hovering above the ground and flying at an average altitude of 6000 feet (1829 m). **Base Skill:** 42% +4% per level of experience. Bonuses: +1 on initiative, +1 to strike, parry and dodge while hovering, +3 to dodge while in full flight, and +1D6 damage while airborne from hand to hand combat (punches and kick, or from melee weapons like a sword or club).

Seamanship. An in-depth knowledge about *sailing vessels*, large and small, as well as the terms and principles of sailing. The character knows how to sail, whether it be in belaying, hauling, dropping or trimming sail, which means he also knows the difference between a crossjack, a mizzenmast, a fore lower topgallant and a hundred other names for specific sails, ropes, masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, ropes and rigging (every sailor has to be handy with a needle and thread), and operate the pumps needed to remove the water that collects in the bilge, as well as knowing how to braid rope, and the basics of cleaning and maintaining a vessel. **Base Skill:** 35%/20% +5% per level of experience. The first number is for small sailing vessels and general sailing knowledge, the second number is for piloting large ships on the open seas. **Requires:** Must also have the Sewing and Rope Works skills.

Trick Riding. Riding bareback, standing on the animal's back, hanging from the side, or under its belly (usually for rodeo tricks or to hide from enemies), and sidesaddle, as well as quick mounts and dismounts, mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Requires:** Horsemanship. **Base Skill:** 60% +3% per level of experience. The trick riding character can attempt all tricks and stunts without penalty, plus he can also make aimed or called shots while on horseback without penalties or having to use a wild shot. This skill also applies equally to those riding a horse, War Mounts or any other type of riding animal, but must first be learned on horses. **Note:** Characters without this skill can try any of these riding tricks, but must roll against the second skill percentage number of their Horsemanship skill after reducing it by half! Roll for each attempt.

Teamster. The character can skillfully drive a wagon or other vehicles drawn by a team of animals (four or more horses, oxen, mules, and so on). Also has a rudimentary knowledge in the care of the animals. The skill also includes the ability to make simple repairs to the wagon such as replacing a thrown wheel. **Base Skill:** 35% +5% per level of experience. Horsemanship adds a +10% bonus if a horse drawn vehicle. Also having the Herding skill adds a +5% bonus if oxen pull the wagon.

Combat: The driver gets a +2 to strike when attempting to ram/sideswipe his wagon into another vehicle or animal (+4 if the target is stationary, like a parked vehicle, fence, pole, etc.). A successful sideswipe attack against an animal or individual causes 5D6 S.D.C. damage and has a 01-80% chance of knocking the victim down. Being knocked down causes the struck character to lose initiative and their next two melee actions/attacks. A successful ram attack against another vehicle means both drivers must roll a skill check vs Teamster (or piloting skill) to avoid crashing or turning over. Someone driving without the Teamster skill rolls vs Horsemanship at a penalty of -30% (if another vehicle or robot, roll under that vehicle piloting skill or a base skill of 60%). Crashing the wagon is likely to break a wheel (01-50% chance) or an axle (01-25% chance), does damage and may injure one or more of the animals drawing it and anyone riding in the vehicle. Damage: 3D6 +1D6 S.D.C. per 10 speed points to the wagon/vehicle and 1D6+1 S.D.C. per 10 speed points to each person on the wagon and animal pulling it. Additional damage and spill is left to the discretion of the Game Master.

War Mount Combat (& Piloting). Hours of training has given the character the fundamentals of riding and operating all War Mounts, such as the Behemoth, Dracos, Strider or Zephyr. These are giant, organic "vehicles with legs" (or other means of locomotion as well as arms, sensors and weapon systems). Most

War Mount are living, bipedal or quadrupedal animals and the pilot sits on their back or the shoulder/neck area the same as he would a horse or similar riding animal. The difference between War Mounts and any other animal is that they are genetically designed to be powerful, fast moving *war machines* controlled by the rider and come equipped with "built-in" defenses and heavy Bio-Weapons (also controlled by the rider). In fact, one may think of a War Mount as an *organic tank* or *biological robot* designed to look like some sort of animal. Training includes piloting, weapons operation, and combat. It is important to note that War Mounts are not genetically bonded to any specific pilot and can be used by any person with this skill. **Base Skill:** 60% +3% per level of experience. **Note:** -20% when using unfamiliar or unusual War Mounts. **Requirements:** Horsemanship.

Bonuses: Each individual War Mount has its own specific combat bonuses and special capabilities, which add to the bonuses presented below. All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses, but they only apply when the War Mount is being ridden/controlled by a rider – do *not* apply these bonuses to the pilot when he is not riding a War Mount.

+1 extra attack/action per melee round, +1 to strike with long-ranged Bio-Weapons. +1 to strike and parry, +2 on initiative, +1 dodge and roll with impact, punch or fall. Critical Strike is the same as the pilot's Hand to Hand skill.

Mega-Damage: Varies with each individual War Mount (described earlier in this book).

Wilderness Skills

Carpentry. A fundamental knowledge of working with wood. The character knows how to prepare, treat, preserve and cut wood, recognize quality craftsmanship, repair damaged wood and wood items, and build furniture and articles (chests, boxes, chairs, tables, cabinets, houses, fences, frames, staves, utensils, etc.). Bonus: Adds +5% bonus to Trap Construction and +10% to Boat Building. **Base Skill:** 25% +5% per level of experience.

Boat Building. This skill enables the character to build a variety of rafts, small rowboats, large flat-bed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat 4D4 days, large flat-bed 1D4x10 days. Time is doubled or tripled if trees must be cut down and the wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction together. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours; roll again. **Base Skill:** 25% +5% per level of experience.

Dowsing. The ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. This is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll two consecutive successful rolls to locate the water. **Base Skill:** 20% +5% per level of experience.

Fasting. The ability to go for long periods of time without food. So long as the character has sufficient water, he can easily survive having no food for two weeks without physical penalty. Every day after that, the character must roll under the Fasting skill to avoid becoming weakened or sick. A failed roll means the following attribute penalties: -1 to I.Q., P.S. and P.P., -2 to P.E., -3 to Spd and -3 to S.D.C.; all are *temporary* and will return at the same rate they were lost with rest and proper food and water on a daily basis. The character can also go for two days without water and not show any serious effects from dehydration. **Base Skill:** 40% +3% per level of experience.

Herding. The techniques and methods of leading, directing and controlling cattle, sheep or other herd animals in a contained and relatively orderly group/formation/herd. Also includes keeping animals calm, basic care and feeding, how to tend the animals, recognize disease and illness, birthing and caring for young, gathering strays, pens and corralling livestock, and how to survive a stampede and regain control of the panicked animals. **Requires:** Horsemanship. **Base Skill:** 30% +5% per level of experience.

Hunting. The skill of killing and preparing animals for food. Includes a fair knowledge of animal habits and patterns, hunting techniques for baiting, trapping, and the construction of blinds and tree stands that conceal his presence and increase the chance of getting prey. Bonuses: +2% to Prowl, +5% to Track & Trap Animals, +5% to Skin & Prepare Animal Hides, +4% to Imitate Voices & Sounds and +10% to Cook game animals (rabbit, raccoon, pheasant, deer, etc.) only.

Identify Plants & Fruits. Training in the recognition of the many different types of wild plants and vegetation, and where they grow. The emphasis is on finding and identifying *edible* berries, fruit, vegetables, mushrooms, roots, bark and plants, as well as plants that have herbal and medicinal qualities (and staying away from poisonous ones). Roll for every 15 minutes of searching to see if the character has located enough edible food for a decent meal. Roll for every 30 minutes to see if the character has located a plant that could be used as a medicine, disinfectant, or herb. **Base Skill:** 25% +5% per level of experience.

Land Navigation. This skill enables the character to stay on course while traveling over land by means of observation and memorization. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, marking a trail and other navigation tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course by 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. **Base Skill:** 36% +4% per level of experience. **Note:** A group of average men can cover about five miles (8 km) an hour at a brisk, but relaxed pace through grassland, along dirt roads or pavement. Travel through dense forest, thicket or jungle at a cautious pace is about one mile (1.6 km) an hour. Heavy rain or snow, dense fog, swamps, and other environmental conditions will also reduce speed to a mile or less an hour. Map reading is done by looking at symbols (not words) and is -20%. The use of navigational instruments is not possible. Literacy and Math are *not* required for this skill.

Preserve Food. Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting,

and pickling methods. **Base Skill:** 30% +5% per level of experience.

Skin & Prepare Animal Hides. Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the Sewing and Leather Working skills. **Base Skill:** 30% +5% per level of experience.

Spelunking. The art and practice of exploring underground caves. Spelunking is the knowledge and skill of caves and cave types and their individual characteristics. This skill enables the character to navigate a cave or underground cave network, retain a sense of direction (including up and down), have a sense of the cave's depth, know how to make subtle markings and note formations to find his way out and to better navigate the cave(s) at a later date, as well as rock climbing. The Spelunker can answer questions about a cave system, such as what it is called (if it is a named landmark), where it may lead, how deep it continues, what type of rock it leads through and so on. This skill also lends familiarity with the correct equipment needed to go spelunking, and how to apply it. It is also the lore to recognize and identify various dangers, identifying the flora and fauna of cave systems and finding and climbing the best routes and direction. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance or equipment. **Base Skill:** 40% +5% per level of experience.

Track & Trap Animals. This skill enables the character to identify an animal by its tracks, scent, spore, and habits. The individual can also follow the animal's tracks and other signs. This means he can estimate how fresh the tracks are, what direction they are heading, whether the animal is lame, hurt or sick, guess at its age, and knows animal behavior and the basic habits and habitats of animals. *The first percentile number* indicates the character's tracking abilities and the above knowledge. *The second percentile number* indicates the character's ability at trapping animals by using and setting snares, clamp traps (like the iron bear trap), pits, nets and cage traps. **Base Skill:** 20%/30% +5% per level of experience. Tracking humans with this skill is also possible, but the skill is reduced by half. Disarming any traps meant for use against humans is done at half the character's normal skill ability for using animal traps.

Wilderness Survival. See Espionage skills for the description.

Weapon Proficiencies

A note about Weapon Proficiencies (W.P.): Each W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. Bonuses that increase for that particular weapon are accumulative and are combined with the character's P.P. attribute, O.C.C., and Hand to Hand Combat skill bonuses. Each W.P. counts as one skill. The character may select several W.P.s or a few. The *Damage* stat indicates the number of damage dice rolled to inflict the appropriate amount of damage for that type of weapon. Damage will be S.D.C. or Mega-Damage (M.D.) depending on what the weapon is made of (e.g., S.D.C./Hit Point damage is done by weapons made of S.D.C. materials and M.D. is done by items made from M.D.C. materials). As a rule, the larger or better quality the weapon, the greater the damage.

Note: Characters without a W.P. can use any weapon, but without benefit of the W.P. bonuses. Remember that most weapons must be made of Bio-Tech organic or nonmetallic material (wood, stone, ceramics, plastic, etc.) due to the Nanobot Plague that infects all metal upon the touch of a human hand.

W.P. Archery. An expertise with bow weapons of all kinds. The character can use all manner of bows and arrows, including short bows, long bows, all types of modern compound bows, harpoon guns and crossbow pistols, repeating, light and heavy crossbows. **Bonuses:** +1 to strike at levels 1, 2, 4, 6, 8, 10, 12 and 14. +1 to parry with a bow weapon (effective at level one), and +1 to disarm at levels 2, 5, 10 and 15. **Rate of Fire:** Two shots per melee round at level one and an extra shot per melee round is added at levels 2, 4, 5, 8, 10, 12 and 14. **Range:** See list below, and a trained archer may try a shot at 50% greater distance but does so without benefit of any bonus to strike or disarm. **Note:** The character loses all bonuses and reduce the rate of fire by half when running and shooting, flying, riding on horseback or when shooting from a moving vehicle or while otherwise unbalanced.

Average Ranges & S.D.C. Damage per Arrow:

Short Bow – 340 feet (104 m) – 1D6 damage.

Long Bow – 640 feet (195 m) – 2D6 damage.

Compound Bow – 700 feet (213 m) – 2D6+1 damage.

Harpoon Gun – 120 feet (36.5 m) – 1D10 damage.

Light Crossbow – 340 feet (104 m) – 2D4 damage.

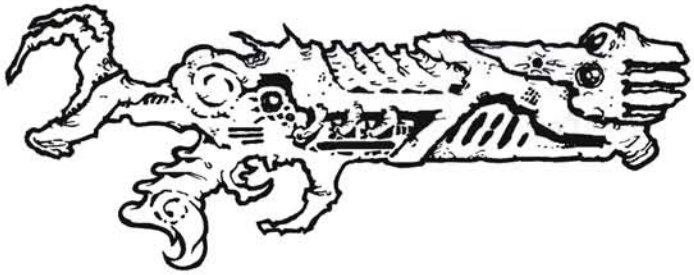
Heavy Crossbow (large) – 600 feet (182 m) – 2D8 damage.

Pistol Crossbow (small) – 120 feet (36.5 m) – 1D6 damage.

W.P. Armor. Training in jabs, thrown shoulders, arm slashes, knee attacks and bumping with all types of spikes, blades, horns and other types of weapons that are grown into or mounted on one's body armor. **Damage:** These normally do 1D6 S.D.C. or M.D. damage based on their construction. **Bonuses:** +1D6 damage (added to normal punch or Splicer P.S. damage) at levels two and eight.

W.P. Battle Axe. Training with all types of large axe weapons, including single blade and double-headed axes and picks. **Damage:** 2D6 or 2D8 damage depending on the size and style of the battle axe (small axes and hatchets do 1D6 damage). **Bonuses:** +1 to strike and parry at levels 2, 5, 8, 12, and 15. +1 to strike when thrown or to parry at levels 5, 8, and 12; not designed for throwing.

W.P. Bio-Weapons: Heavy. Heavy Bio-Weapons include all the truly large, long-ranged Bio-Weapons including the various organic heavy assault rifles, shoulder supported Bio-Cannons, Host Armor mounted weapons, and other large two-handed Bio-Weapons. The operation of Heavy Bio-Weapons is the same as Light ones, except the neural connection tendrils often take the form of a cord that hooks to the operator at the temple or the base of the neck, for a better neural connection to the weapon. **Damage:** Varies with each specific weapon. **Bonuses:** +1 to strike at levels 1, 4, 8, 12 and 15. When built into Host Armor, include bonuses from a high P.P. Attribute.



W.P. Bio-Weapons: Light. This skill covers all light, long-ranged Bio-Weapons (melee Bio-Weapons use the other W.P.s like Sword, Spear, etc.), which includes all Bio-Pistols, small Bio-Rifles and other "light" Bio-Weapons. Bio-Weapons are generally held by a hard, horn-like handle, with the weapon's neural connection tendrils forming a wrist brace or stock, but some Bio-Guns wrap around the forearm and are point and shoot. They are fired, not by pulling a trigger (although it might have one for a safety switch), but by sending a mental command to "fire" down the neural connection (the neural tendrils must touch the user's bare flesh or Host Armor to operate). Each thought fires one shot and counts as one melee attack/action. Normal strike bonuses from Hand to Hand combat skills do *NOT* apply, but bonuses from a high P.P. attribute *do* count when the weapon is built into Host Armor. **Damage:** Varies with each specific weapon. **Bonuses:** +1 to strike at levels 1, 3, 5, 8, 12, and 15.

W.P. Bola. The classic bola weapon is three rawhide thongs joined at one end and at the other, three cords tipped with metal or leather covered stones; the length of the cords varies from 3-10 feet (0.9 to 3 m). When thrown accurately, a bola can entangle the legs to bring down a running animal or to trip and knock over a human or robot. **Damage:** No damage but the victim loses initiative and will need to spend 1D4 melee actions/attacks to untangle his feet. While entangled, the victim loses initiative, is -1 to strike or parry, -6 to dodge and speed is reduced by 80%. Of course humans and robots can continue to fire a weapon while flat on their back or in a prone position. One or two weighted balls are used for hunting small prey like rabbits and birds. To launch the bola it is spun above the head first and released/thrown at the intended target. The weapon can cause 2D4 damage for ceramic or stone tipped ones or 3D6 M.D. for explosive bolas. A bola can also be used to used to knock a weapon out of an opponent's hand. **Bonuses:** +1 to strike (a one time bonus), and +1 to disarm and +1 to entangle at levels 2, 4, 8, 12, and 14.

W.P. Blunt. Training with all types of blunt weapons, including maces, hammers, cudgels, pipes, staves, and clubs. **Damage:** Typically 1D6 and 2D4, with only the largest and spiked weapons doing 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Chain. Training with all types of chain weapons, including ordinary lengths of chain, the flail, ball or mace and chain, nunchaku, and similar. While chain weapons can be used one-handed, it's only possible to parry while the weapon is being wielded in two hands. **Damage:** Typically 2D6 damage, though the largest and Goupillon Flails (three spiked balls) do 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12. This weapon cannot be used to entangle and cannot be thrown with any accuracy; -3 to strike when thrown.

W.P. Forked. Includes small weapons such as the sai and tiger fork, to large weapon such as the pitch fork, military for and trident, as well as other weapons with tines. When wielded two-handed (large weapons) or with one in each hand (small weapons, with W.P. Paired Weapons), it's possible to catch enemy swords with a successful entangle. **Damage:** Small forked weapons (like the sai or tiger fork) do 1D8 damage, while most large forked (spear-like) weapons do 2D6 damage, but the trident does 2D8. **Bonuses:** Starts with +1 to strike or entangle at levels 1, 3, 5, 8, 11, and 13. +1 to parry at levels 1, 3, 6, 10, and 13. +1 to strike when thrown at levels 4, 10, and 15; not really designed for throwing.

W.P. Grappling Hook. Trained use of a grappling hook for climbing (adds +5% to that skill when a grappling hook is used), scaling walls, boarding vessels, or snagging objects. Tripping an opponent is done by hooking the foot, ankle or leg, it does little damage, but successfully knocking an opponent to the ground causes the victim to lose their initiative and one melee attack. **Damage:** When used in hand to hand the most damage a Grappling Hook does is 1D4 damage, but when swung and then pulled back into a victim, the impaling damage is 1D6. **Bonuses:** +1 to strike or entangle when thrown/swung at levels 3, 6, 9 and 12. This weapon *cannot* be used to parry!

W.P. Knife. Training with all types of daggers and knives. **Damage:** Very small 1D4 damage, and typical 1D6. **Bonuses:** +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown, at levels 1, 3, 6, 8, 10, and 13.

W.P. Lance. Training in the large spear-like weapon known as a lance, which is normally used from horseback. **Damage:** 2D8 damage. **Bonuses:** +1 to strike at levels 1, 4, 7, 10, and 13. +1 to parry at levels 3, 7, and 12, and *cannot* be thrown. The roll of a "natural" 19 or 20 (an unmodified die roll) with a lance strike from horseback, does triple damage (not double).

W.P. Modern Weapons (guns!). Since firearms were once used on this world, before the rise of the Machine (N.E.X.U.S.), it is possible for a character to acquire a modern weapon (although uncommon), and even figure out how it works. But only a fool or a Technojacker would dare use a modern gun on this world lest the Nanobot Plague unleashed by N.E.X.U.S. turns it into an animated weapon against the human user. The other problem with such weapons, is that the character has no means of repairing it, making more ammunition, or recharging it. Missiles, rail guns and energy weapons are beyond the current technology of the Splicers.

Using a gun by the average untrained character is relatively simple: point and shoot. Each squeeze of the trigger fires one shot and counts as one melee attack/action. Normal strike bonuses from Hand to Hand Combat skills do *NOT* apply, but bonuses from a high P.P. attribute or the Sniper skill *do* count. **Note:** True Modern Weapon proficiencies can be found in any Palladium RPG with a modern or high-tech setting. **Bonuses:** +1 to strike at levels 1, 5, 10, and 15 (or 1, 3, 6, 9, 12 and 15 for the Technojacker O.C.C.).

W.P. Net. Primarily a gladiator or slaver's skill, the net is used to trip an opponent (same as grappling hook), parry or

snare/entangle. **Bonuses:** +1 to strike or entangle at levels 2, 5, 9, 12, and 15. +1 to parry at levels 2, 4, 8, and 12.

In addition to the regular entangle attack, there are two other types of attacks possible with a net:

1. Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the opponent's hand. A natural, unmodified (no bonus) roll of 18-20 will disarm an opponent in this way, unless he can roll an equally, unmodified high parry (no bonuses).

2. Snare one's opponent by throwing the net over him: The intended victim must dodge or be netted – only characters with a spear, pole arm or staff can parry a thrown net attack. If caught in the net, the victim is -8 to strike, -10 to parry and dodge, and running is impossible. It will require 1D4+1 melee rounds to cut free of the net.

If the character dodges or the net thrower misses, it is the net wielder who will suddenly find himself weaponless. Even if the net has a drawstring attached to it, the thrower will need one melee action/attack to pull it back to him or to grab a different weapon; the throwing of a net to capture an opponent requires the use of two hands. However, if the net is being used to parry, entangle or whip an opponent, it can be used with one hand, while the other wields a sword or other weapon; parry the same as usual. Using the net as a whipping weapon does 1D4 damage.

W.P. Quick Draw. A practiced move in which the character gets an initiative bonus to draw and fire or throw his weapons much faster at the first sign of danger. Note that characters with a high P.P. benefit most from this skill. **Bonuses:** +1 on initiative for characters with a P.P. of 17 or less, +2 on initiative for those with a P.P. of 18 to 23, +3 on initiative for those with a P.P. of 24 to 30 and +4 to initiative for characters with a P.P. of 31 or above.

W.P. Paired Weapons. A tactic in which a one-handed weapon is held in each hand to be used in any combination of combat moves simultaneously. For example, two short swords, or a short sword and broadsword, sword and knife, mace and shield, and so on. Two-handed weapons cannot be used as a Paired Weapon. Users of Paired Weapons can:

1. *Strike and parry simultaneously.* In other words, warriors skilled in W.P. Paired Weapons can often perform two actions for every one melee action/attack.

2. *Twin, simultaneous strikes* against the same target. Both weapons hit at once, but it considered ONE melee attack/action (roll only once to strike). The defender under attack can only try to parry one of the two weapons coming at him for his defensive parry. The other will strike unless he too is using two weapons, or a weapon and a shield, and has the W.P. Paired Weapons skill to try and block both simultaneous attacks.

3. *Strike two different targets* (or strike one and parry another incoming attack), simultaneously; both must be within reach.

4. Parry two different attackers, one with each hand.

W.P. Pole Arm. Training with all types of large, bladed spear-like weapons, including the glaive, sabre halberd, runka, scythe and voulge, among others. **Damage:** Typically 2D8, with the largest doing 3D6; only the Voulge does 4D6 damage. **Bonuses:** +2 damage at levels 2 and 8. +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 3, 8, and 12; not designed for throwing.

W.P. Reverse Stroke. A practiced combat move in which the character learns to strike an opponent behind him, without first turning around to meet his attacker, using any one-handed weapon or with the butt of a spear, pole arm or other two-handed weapon in which the character has a Weapon Proficiency. **Penalties:** When striking in this manner the character suffers a -2 to strike or parry incoming attacks from the rear, unlike a character without this skill who is at a -4 penalty to strike or parry attacks from the rear. **Note:** Also, characters with this skill and a W.P. in a two-handed weapon (e.g., large sword, large spear, pole arm, and other large weapons) can use the two-handed weapon in a similar manner to the Paired Weapons skill, striking with both the head and the butt of the weapon and it counting as one attack. The average butt of a weapon does 1D6 S.D.C. damage, unless it is spiked (2D4 S.D.C. damage) or has a second head on the opposite end of the weapon.

W.P. Rope. Trained use of a lariat and lasso for roping and securing the lasso end to a sturdy object or limb for climbing, scaling walls, boarding vessels, and swinging across openings, as well as lassoing around the shoulders or waist and snaring and tripping an opponent by lassoing the foot, ankle or leg. **Damage:** None as a rule, but knocks victim to the ground and he loses initiative and one melee attack – or the character can "rope" a target, making it impossible for the victim to run away or use their arms. The victim's throat can also be roped, preventing the victim from speaking and barely able to breathe (-1 attack per melee). Tightening the rope (one melee attack) can cut the air supply off completely and will strangle the victim unless he can cut free or his attacker releases him by loosening and/or removing the lasso around his neck. Depending on how long the victim can go without air, the character may die. For most characters, dizziness will occur within two minutes (-2 attacks per melee and -3 on all combat bonuses). Within four minutes the victim is likely to be rendered unconscious, unless he can hold his breath for an extraordinarily long time. If still on his feet reduce his attacks and combat bonuses by half. Within 5 or 6 minutes the victim will lapse into a coma and die within another 1D6 minutes. Of course, a good character would never use this tactic or would stop short of causing coma and death. The victim may be able to cut himself free, if he has a blade weapon or claws, shoot himself free with a gun (first shooting the tow line and then pulling the lasso loose) or pull free if his P.S. is 6 points greater than his attacker. **Note:** The strangling attack does NOT work on Host Armor. **Bonuses:** +1 to entangle/lasso at levels 1, 4, 8, 12 and 15. This type of weapon cannot be used to parry.

W.P. Shield. Combat skills with large and small shields used primarily for parrying and self defense. **Damage:** 1D6 as a blunt weapon. **Bonuses:** +1 to parry at levels 1, 3, 7, 10 and 13. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown.

Also, a shield cannot be used to block bullets, rail gun bursts, energy blasts, or mini-missiles, at least not easily. Any such attempt is done without any bonuses (straight die roll), with a penalty of -8 to parry! Blocking thrown knives, spears, arrows and other weapons is basically the same but is only -3 to parry on an unmodified die roll. The shield has limited S.D.C./M.D.C. and only really takes damage when used to block energy blasts or

explosions, or is specifically targeted by an opponent with the intention of destroying or chopping through the shield.

Damage to shields (optional): Subtract 10% of the damage that would normally be inflicted by a weapon when blocked/parried by a shield. When all S.D.C./M.D.C. is gone, the shield has too many holes, cracks and weaknesses to offer protection. The next strike will punch right through or shatter it and hit the user at full force and full damage.

W.P. Siege Weapons. An understanding of the tactics, use and mechanics of siege weapons, including the ballista, catapult, onager and trebuchet. On this world siege engines are often loaded with M.D. rounds. **Bonuses:** +1 to strike at first levels 2, 5, 9 and 12.

W.P. Spear. Combat skill with large and small spears and javelins (the use of a rifle equipped with a bayonet also falls into this category). **Damage:** Short spear or javelin 1D6 damage. Long Spear 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 strike when thrown at levels 3, 6, 10 and 14. Maximum Throwing Range: 150 feet (45.7 m), unless a Woomera, atlatl, or other form of primitive spear-throwing device is employed. These simple but effective tools may be used only by those who already have W.P. Spear. They are hand-held wooden sticks or rods with a channel cut into their length and often with a hook at the end. The user slides the spear into place in the groove and then holds it there with a single hand. With a throwing motion, he whips the stick up and out, giving the spear additional thrust, effectively doubling its throwing range. They are difficult to use (-1 to strike for all users) and take a lot of training, but do an extra +1D4 damage.

W.P. Staff. Combat skill with large and small staffs. **Damage:** Short Staff: 1D6, Long Staff 2D4, and Bo Staff or Quarter Staff 2D6 damage. Typically made of wood. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Sword. Combat skills with large and small swords, including fencing type training, includes rapiers, sabers, broadswords, two-handed, and short swords. **Damage:** Short Sword or Saber: 2D4, Falchion or Scimitar: 2D6, Broadsword: 1D8+1, Long Sword and other large swords: 2D6, Claymore, Flamberge and other extremely large swords 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8, and 12; swords are not designed for being thrown.

W.P. Targeting. Expertise with thrown and projectile weapons (but not bows and arrows, crossbows, or guns), such as the sling, slingshot, bolas, boomerangs, shurikens, throwing knives, throwing sticks, axes (small) and spear, even siege weapons. **Bonuses:** +1 to strike at levels 1, 3, 7 and 10. Characters who select both W.P. Targeting and another W.P. for a missile weapon (but not thrown swords, large axes, staves, etc.) get the usual bonuses for that W.P., plus the bonus from W.P. Targeting. Can also throw two small items, like knives, shurikens or throwing sticks, simultaneously at the same target. **Requires:** Any one W.P. for a missile weapon such as a spear. **Note:** The character loses all bonuses and the rate of fire is half, when running and shooting or throwing, flying, when riding on horseback or from a moving vehicle, or otherwise unbalanced.

Typical Effective Range & Damage per Weapon Type:

Bolas: 30 feet (9 m) – 2D4 damage.

Blowgun: 30 feet (9 m) – 1D4 damage.

Boomerangs: 60 feet (18 m) – 1D6 damage.

Brick or stone, thrown: 50 feet (15.2 m) – 1D6 damage.

Dart: 30 feet (9 m) – 1D4 damage.

Javelin: 300 feet (91.5 m) – 1D6 damage.

Net: 30 feet (9 m) – No damage.

Sling or Slingshot: 80 feet (24 m) – 1D6 damage.

Spear, thrown: 100 feet (30.5 m) – 1D6 or 2D6 damage.

Spear, thrown with Woomera or atlatl: 300 feet (91.5 m) – +1D4 damage.

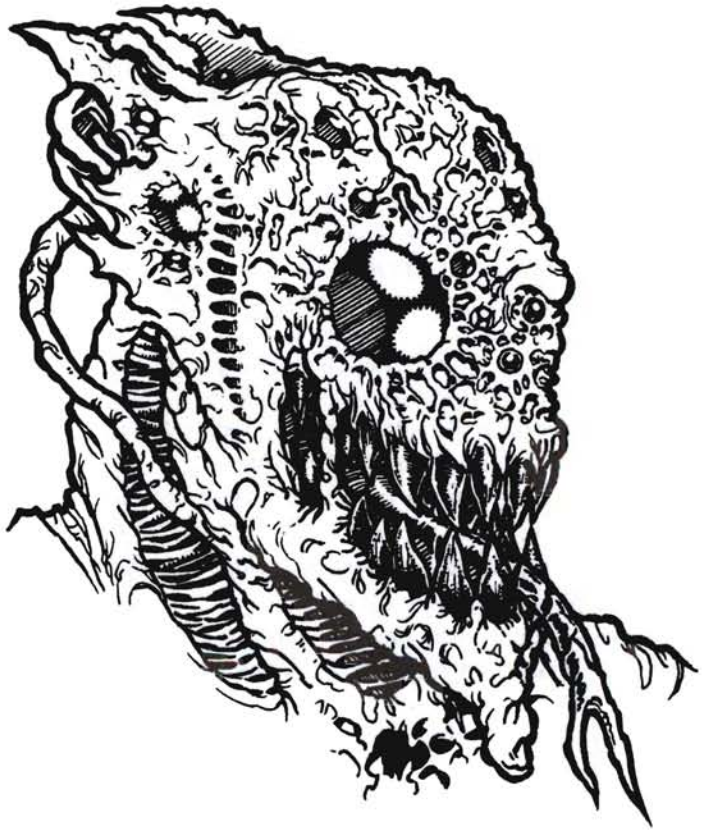
Throwing Sticks and Knives: 40 feet (12.2 m) – 1D6 damage.

Throwing Axes: 40 feet (12.2 m) – 2D4 damage.

Trident: 50 feet (15.2 m) – 2D8 damage.

Note: W.P. Targeting does a Critical Strike (double damage) on a Natural 19 or 20 (unmodified die roll to strike). Swords, large axes, chairs, frying pans, hammers, clubs, maces, pole arms and most other handheld weapons are *not* designed to be thrown. Consequently, the average throwing range is a mere 20 feet (6 m) and the character is -1 to strike. An attacker can try to throw such weapons farther, but is -3 to strike for every additional 10 feet (3 m) beyond 20 (6 m). Spears, javelins, slings, throwing knives/sticks/axes can be thrown/fired by anybody without penalty at the typical effective range listed above.

W.P. Whip. Skill at "whipping" or snapping with long, lightweight, flexible weapons, typically made of leather or reeds. **Damage:** Light Whip 1D6, or Heavy Whip, Bull Whip or Cat-o-nine-tails 2D6. **Bonuses:** +1 to strike, disarm or entangle at levels 2, 4, 7, 10, and 13. +1 to damage at levels 2, 4, 8, and 12. This weapon cannot be used to parry and cannot be thrown.



Combat Rules

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play tested and has appeared in a dozen different RPGs with great success. It is designed to be fast-moving and easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

STEP 1: Determine Initiative

Any time opponents square off for battle, the Game Master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long-Range Attacks* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, re-roll. Initiative is rolled only once per melee round. That roll will determine the pace for the entire melee.

STEP 2: Attacker Rolls Strike

The next step is for the first attacker to **roll a twenty-sided die.** If the result is a four or less (counting bonuses), the attacker misses. *Any roll above a four will hit the opponent*, unless the defender can parry or dodge the attack.

Body Armor

Mega-Damage body armor *will* absorb the damage from a successful strike. In the M.D.C. world of **Splicers™**, the armor is a character's first and last line of defense. All damage is taken off of the armor first. As it is slowly whittled away, however, the character gets closer and closer to death, because a single point of M.D. (the equivalent of 100 Hit Points/S.D.C. damage) will kill most *ordinary humans*, and two M.D. (the equivalent of 200 Hit Points/S.D.C. damage) most certainly will. When M.D.C. body armor falls bellow 20 points, the character is in serious danger. When it falls below 12 or 10, the armor is in tatters and he is flirting with death, because even an energy pistol can inflict enough damage to finish off the body armor. As a kindness and final warning to the player character, if there are at least two M.D.C. points left in the armor, I will let as much as 20 M.D. be deflected by it (21 or more points zaps the armor and the person inside), but the protection of the armor is then *completely gone* and the S.D.C. character faces an M.D.C. opponent. The next blast to strike him *will* be fatal, probably vaporizing the character.

Ultimately, combat continues back and forth until one side or the other surrenders (assuming his adversary will accept a surrender and take prisoners) or is slain. Mega-Damage combat works the same way against nonhuman creatures who are, by nature, Mega-Damage beings. When all their M.D.C. is gone, they die. However, unless the amount of damage was considerably more than their remaining M.D.C., they are not vaporized.

S.D.C. body armor and combat works a little differently. S.D.C. body armor *may* absorb the damage from a successful strike or the attack may penetrate or bypass the armor if the strike roll is high enough. This is where Armor Rating (A.R.) comes into play. To hit the physical body of one's foe inside the armor, the roll to strike must be higher than the *Armor Rating (A.R.)* of the protective armor.

For example: Studded leather armor or a light bulletproof vest has an A.R. of 13, this means the attacker must roll 14 or higher to penetrate the armor and inflict damage directly to his foe's body (deduct damage first from the physical S.D.C. of the body, and when that is reduced to zero, deduct damage from Hit Points). In this case, a roll of 5-13 would strike, unless parried, but would only inflict damage to the body armor (reduce the S.D.C. of the armor accordingly). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer provides any protection (no A.R. and no S.D.C.). Any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged. A roll of 1-4 is always a miss; that's true in hand to hand and long-range combat.

STEP 3: Defender may Parry, Dodge or Entangle

Any time an attacker rolls a successful strike to hit, the defender can choose to parry, dodge, *or* entangle.

Parrying can be done automatically by anyone trained in any form of hand to hand combat. A parry *blocks* the attacker's strike, preventing damage from being inflicted. *For example,* a punch can be blocked by the character's hands or arms. A weapon attack (sword, axe, mace, etc.) can be parried/blocked by a shield, sword, or other weapon or object held in the defender's hand. A weapon should only be parried with another object. Trying to parry a weapon with one's hand or arm is likely to result in a failed parry and the usual amount of damage being inflicted by the weapon. Parrying a weapon bare handed is dangerous and all such attempts are *without* benefit of the character's parry bonuses.

A parry can be performed without using up a melee attack/action. Characters with no hand to hand combat training lose their next melee attack every time they parry.

Energy attacks from blasters, breath attacks, eye beams and so on, *cannot* be parried, but *can* be dodged. (The ability to *parry* energy bolts or bullets is a rarity and covered further on under ranged combat.)

Defending by dodging or entangling means automatically giving up the next melee attack. **Entangle** means the character actually pins or snares an opponent's weapon(s) or arm. **A dodge** means the character physically moves out of the path of the attack. Each dodge uses up one of the character's own attacks per melee round. So constantly dodging means the defender has no opportunity to attack. Only characters (and power armor) with the ability to *automatic dodge* can attempt a dodge (roll to dodge like always) without using up one of their own attacks. An automatic dodge is like a parry in that regard – it can be performed without loss of a melee attack.

Note: The defender can only defend against attacks within his *line of vision.* Attacks from the rear or which are not seen coming cannot be parried, dodged or entangled. The defender always wins ties when parrying, entangling or dodging.

STEP 4: Attacker Rolls Damage

If a successful strike is not parried, dodged or entangled, the attacker strikes his intended target and rolls for the amount of damage inflicted. Human fisticuffs and S.D.C. weapons (an ordinary knife, club, chair, etc.) inflict S.D.C./Hit Point damage. Superhuman beings, Splicers, Host Armor, War Mounts, Gorehounds, robots and drones inflict Mega-Damage, making a fight with them unfair unless one is wearing M.D.C. armor and using M.D. weaponry. Each weapon description will indicate the type and number of dice to roll to determine damage. It will also indicate if the damage is S.D.C. or M.D.

In S.D.C. combat, in addition to the weapon damage, the attacker may also get damage bonuses from hand to hand combat skills, P.S. attribute, quality weapons, genetic enhancements or the Host Armor he's wearing. All bonuses are cumulative, so if the character has a P.S. of 20 he adds +5 to the damage he inflicts with his weapon or punch. If he is using a weapon that is also +2 to damage that is added to the damage, as well as +2 from his hand to hand combat skill. Thus the total amount of potential damage inflicted in this example is the weapon, say 2D6, +9 from cumulative bonuses (x2 if a critical strike).

Critical strikes do *double damage* whether the attack is S.D.C. or M.D. Combined critical strikes, like a natural 20 and a jump attack, do triple damage. Add the damage bonus to the roll before doubling or tripling damage. A natural, unmodified 20 is always a critical strike. A normal human punch inflicts 1D4 S.D.C. damage; a normal kick 1D6.

A pulled punch, whether with fist or weapon, inflicts as little S.D.C. damage as the attacker desires (down to one point), provided he was successful to strike and rolled an 11 or better on a 1D20. A failed attempt to pull a punch means full damage, bonus and all, has been inflicted.

Mega-Damage combatants can either roll a restrained punch doing minimal M.D. or even S.D.C. damage or a *pulled punch.* In this case, the super-powerful attacker can elect to inflict as little as one point of Mega-Damage or 2D6 S.D.C. – a Mega-Damage powerhouse cannot do less than 2D6 S.D.C. damage even if he wants to, he is just too strong and can only pull his punches so much.

STEP 5: Defender May Attempt to Roll with Impact/Punch

If the attack is a physical impact from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact/punch/fall.* In order to roll with the impact, the defender must roll a twenty-sided die and *match* or better the attacker's roll to strike. Successfully rolling with a punch/impact or fall, means the character takes *half* damage! Successfully rolling with a knockout punch means the character takes double damage, but is NOT knocked unconscious or stunned. Rolling with a death blow punch results in the loss of half of all remaining S.D.C. or Hit Point if S.D.C. is less than 12. Failing to roll with impact means the character has used up one of his melee actions/attacks and still takes full damage from his attacker. Roll with impact/punch/fall counts as one melee action/attack. **Note:** Hit Point/S.D.C. creatures can roll against S.D.C. based attacks and Mega-Damage attacks. However, unless the character is wearing M.D.C. armor or is an M.D.C. being, even the reduced Mega-Damage (half) will kill him. Characters in M.D.C. body armor, power armor, and M.D.C. robot vehicles, as well as cyborgs and robots, can usually attempt to roll with impact to reduce the Mega-Damage inflicted to their armor or to the robot or power armor.

Combat Sequence

Whether S.D.C. or Mega-Damage combat, the typical combat sequence goes like this:

Step One: Everybody rolls for initiative. The character with the highest initiative roll strikes first, the ones next in line follow in descending order.

Step Two: The one with initiative rolls to strike a particular opponent and adds in any strike bonuses he may have.

Step Three: The character under attack can attempt to roll a parry or dodge. The high roll wins. Defender always wins ties.

Step Four: If the strike successfully hits, roll for damage and deduct it from the character's M.D.C.

If S.D.C. combat, determine if the strike penetrates the armor (A.R.) and roll damage dice. Deduct damage from the armor or the physical body, depending on which is struck and damaged (must be higher than A.R. number to strike the body).

Option to parry (or dodge) in hand to hand combat. If successfully parried, no damage is inflicted and the defender readies himself to counter-strike. M.D.C. hand-held weapons and armor can parry M.D. punches, kicks and other M.D. melee weapons (M.D. weapon, a punch from a supernatural being, etc.).

In either case, the character being struck *may* opt to roll with impact, but to do so will counts as one of his melee actions/attacks.

Step Five: Now it's the defender's time to return the attack: The character who was under attack follows Steps 2-4, striking back (roll to strike), and his opponent may try to parry or dodge, them determine whether or not damage is inflicted (and how much) and repeat the process.

One on one melee combat goes back and forward like this for the entire melee round; first one strikes and one parries, then the other strikes and so forth. The melee round ends when each character has used up all of his attacks.

Next melee round: Start again by having everybody roll for initiative (step one) and repeat steps 2-5. This continues until one set of combatants is triumphant over the other. This can be when one side or the other are all slain, surrender, are captured or flee.

Note: The description always seems to make combat *sound* more complicated than it really is. In game play it is a fast, back and forth, the first guy (the one who won initiative) strikes, the defender parries or dodges, damage is rolled if struck, and then it is the defender's turn to strike. The opponent, in turn, can try to parry or dodge (or just take the damage) and then strikes back. The defender parries, dodges or stands and takes the damage, and then strikes back. Simple.

Oh, if one fighter has *more* attacks per melee than the other guy, this teeter totter combat continues until the one with more attacks has the advantage. At that point the one who is out of attacks can only try to parry the incoming attacks from his opponent. He may opt to dodge, but each dodge will take away one of his attacks from the next melee round, leaving him in an even worse situation until soon, all he may be able to do is run and dodge, which can happen. Watch a boxing match, the boxer who is faster will throw more punches (attempts to strike) than a slower or less experienced opponent. When both combatants have used up all their attacks that melee round is over and the next one begins. A melee round lasts approximately 15 seconds in fictional game time but can last several minutes in real, player time, especially if the player group is large.

Spreading out combat among several pairs of fighters

Most gaming groups have 3-6 players, all of whom are likely to be matched up against their own adversary at the same time. That's 3-6 pairs of fighters in the same melee round. Some Game Masters play out the entire melee combat between one set of fighters (i.e., one NPC villain vs one player character) and then move on to the next player. This can work out okay, especially since the initiative roll determines who goes first, second, third, and so on. However, I find this approach is often anticlimactic, dull and boring for the rest of the players waiting their turn.

Instead, I *hop* from one set of combatants to the other, trying to leave the most dramatic or decisive clash for last. This means I let the first villain and player character take a whack or two at each other (i.e., one or two melee attacks), and say something like, "okay, you guys are going at it hot and heavy," or, "you're holding your own for now." Then I turn to the next player to give him a turn, "The madman you're facing screams and charges, what do you do?" Inevitably he parries or strikes or dodges and his combat is engaged. I let two melee attacks unfold, put him on pause and turn to the next player and repeat.

This creates a sensation of *simultaneous action* for all the players. And psychologically, because each player is *waiting* for their next turn while watching the rest of the *team,* it creates a sense of anticipation, excitement and camaraderie. Likewise, if the character's teammates are doing well, it makes each individual player more anxious for his next turn to do just as well or better. If his teammates are doing poorly, it creates a sense of concern and immediacy that *he* must vanquish his foe *to help* his buddy(s). Wow, when done right, the action is pulse-pounding and even heart-stopping at pivotal intervals.

Use this pause, switch, return method along with *cliffhanger suspense* and try to build to a satisfying *climax.* For example, as one of the free player characters, having vanquished his adversary, looks on, he sees one of his teammates losing his fight. Things look bad.

The free character tells the Game Master that he is running over to help his buddy or taking aim on his buddy's opponent. The G.M. says, okay, but seems to otherwise ignore him, or says something like, "okay, you're charging over there (or taking aim), but in the meanwhile . . ."

The G.M. turns to the player whose character is under brutal attack and faring poorly. The G.M. allows another exchange between the villain and the beleaguered player character; after all, one melee attack and counterattack takes only two or three seconds.

If played out right, the *free character* is shouting, "I leap at the villain," or "I strike with my Bio-Sword," or "I shoot, I shoot!" But the G.M., still looking at the beleaguered character, says, "The villain, caught in a blood fever, doesn't see or hear the free character. All he can think about is finishing you off. He raises his Bio-Axe (or takes aim, or whatever) and . . ."

And *that's when* the G.M. turns to the free character and says, "roll to strike." Cool, huh? Very dramatic.

Of course, it should be orchestrated that the beleaguered character still has a parry or dodge option or a chance to strike should his teammate's attack miss or not finish the villain off. Likewise, give the down and out character other options. For example, "you hit," says the G.M. to the free character. "Surprised and enraged, the villain turns to face you" – or swings to fire a quick shot at the free character. Maybe the villain is staggered and ready to go down, but is so crazed with battle-rage he is fighting to the death. Or now the free character, surprised by how quickly and, perhaps, how devastating the villain's attack on him was, is the one in trouble. Ah, but here's the coup de grace, the beleaguered character has been forgotten, giving him a free shot at the bad guy! An attack that might be the last blast needed to finish the fiend off, or now facing both player characters, the two finish him off together, or the villain runs away (or tries to). However it turns out, there is a sense of *camaraderie, drama* and *triumph* that ends in a climactic and rousing way. I've actually had the rest of the group cheer when the down and out character delivers the final blow or the bad guy runs off with his tail between his legs. It's all about pacing and presenting the action in a dynamic way.

Remember, you, as the Game Master, are much more than a referee or the voice of a faceless bad guy, you *orchestrate* everything. It's your job to set up the action to deliver the most punch. Not manipulate and force the action, but to *arrange* and *orchestrate* how it all goes down.

Two against one

More often than not, two or more player characters will gang up on one superhuman opponent. Whatever the case, the "one" will find himself dividing his attacks between his multiple attackers, perhaps first striking the closest or who is doing the most damage and then the other. However, use logic, if one of the multiple attackers is doing more damage than the others, or represents the greatest threat, then the "one" may repeatedly direct all or most of his attacks at that opponent while ignoring the others.

The "one" can try to *parry* incoming attacks from as many as three adversaries, but a fourth attacker gets a free shot (no parry for the "one" on that attack). However, the "one" can only return his next attack at one of his opponents, which is why his counterattacks must, ultimately, be divided. (I'll hit the ugly demon this time – parry, parry, parry – and hit the winged monster next time.) Depending on how the battle goes, the "one's" strategy and targets may change, and at some point he may need to call for help or abandon the fight and try to run away.

Horror Factor

Most robots, Host Armor and War Mounts (and all supernatural creatures and monsters) have a Horror Factor. The Horror Factor represents either the hideous appearance or terrifying thing the robot or creature represents, or its overwhelming aura of evil and power (or any combination). Whenever a human/mortal encounters one of these terrors, the character must roll a 20-sided die to see whether or not he or she is momentarily stunned by the sheer horror of the thing before him. This Horror Factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every melee of combat.

To save vs Horror Factor (H.F) the player must roll a 20-sided die. Just like a parry, the roll must be equal to or higher than the Horror Factor. **For example:** A menacing robot, with a Horror Factor of 13, emerges from a ruin. All characters who see it must roll to save against *horror*. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A failed roll means the character is so overwhelmed that he or she is temporarily stunned. In game terms this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Key Combat Terms

Attacks per Melee: Characters with no hand to hand combat training get only *one* attack/action per melee at levels 1, 6, and 12. No automatic parry or dodge and each attempt counts as one melee action. P.P. and W.P. bonuses apply to combat moves.

Characters with any kind of formal hand to hand combat training (Hand to Hand: Basic, Expert, etc.) usually start off with four attacks/actions per melee round. Each specific Hand to Hand Combat skill will indicate how many attacks the character starts with. This number grows with experience.

Automatic Dodge: Certain characters and robots are able to *automatically dodge* an attack without using up a melee attack/action. It is purely a defensive move in which the dodger bobs, weaves, bends or twists his body out of harms way. Roll for a dodge as normal (the automatic dodge is not an "automatic" success). An automatic dodge works just like a (automatic) parry in that the act of dodging does *not* use up any attacks to perform. Bonuses to auto-dodge come from the character's P.P. attribute and any special bonus specifically for it (the bonus, skill or enhancement will say "automatic dodge"). Unless it specifically says a character has an Automatic Dodge, he does NOT.

Attribute Bonuses: Combat and saving bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (see the eight attributes).

Back Flip: The back flip involves throwing oneself backwards with the arms and shoulders, flipping the legs completely up, over, and back down on the ground into a standing position. The result is that one quickly moves backwards by a full body length. Doing a back flip counts as one melee attack/action and can be used as a dodge or for entertainment.

If used in place of a dodge, the character must roll higher than his opponent's strike roll using only the natural die roll (do not include any dodge bonuses). Failure to beat the strike means taking full damage *without a chance to Roll with Punch.* Success means avoiding the attack like a dodge.

Back Flip: Escape. If used in place of a strike (when it's the back-flipping character's turn to strike) this removes the character from combat and counts as one melee attack/action. To get within striking range, he or his opponent must close ranks (move closer) and whoever does so spends one melee action/attack doing so. A Back Flip Escape also gives the back-flipping character the initiative.

Back Flip: Attack. This is especially useful against someone attempting some kind of back strike. Once the opponent is detected in the rear, the back flip moves one back into combat range. A back flip can also be used as a combined Strike against an opponent to the rear of the character. Used with either a basic kick (1D8 damage), Karate kick (2D6 damage) or a bachand strike. If striking with a back flip use only the bonus to back flip (not strike). Cannot be used with death blow or knockout/stun. This combat maneuver used up on melee attack/action.

Blind or Being Blinded: Here are the definitive penalties and conditions for humans being blinded or fighting in absolute darkness without optical systems to see.

Penalties: Ignore all of the character's normal combat bonus (they don't count; natural rolls only, minus the penalties) and the blind character is -10 to strike, parry and dodge, disarm, pull punch and similar combat moves! Speed is reduced by 30-50% (or should be) only because the blind character is unsure of himself and running or moving quickly is likely to cause him to stumble or trip into something and fall down (lose initiative and one melee attack/action), slam into a wall (1D6 S.D.C. damage, triple that if running) or run right into the arms of his opponent or some other danger. Obviously any skills requiring *vision* are impossible to perform.

Attacks per melee round and initiative are unchanged, but the character is lashing out wildly and guessing where his opponent is. This means the blind character has a good chance of accidentally striking a friend or innocent bystander by his wild flailing about or "blind shooting."

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike against a fellow human does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage from a shoulder, elbow, or tucked head, unless his opponent dodges (no damage and no knockdown).

The victim who is hit can avoid being knocked down only by trying to maintain his balance and must roll percentile dice. A typical Body Block ram has a 01-50% chance of knocking an opponent down and characters with no special balancing ability must roll *above* that number of fall.

Knockdown Modifier: Add 5% to the roll the victim needs to exceed for every five points of P.S. above 20. So an attacker with a P.S. of 30 requires his opponent to roll 60% to save vs getting bowled over. Characters with a special balancing ability from a skill such as Acrobatics or Gymnastics is keep their balance must roll *under* their current skill level (if 45% they must roll under 45, if 80% they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage. **Note:** Characters with Robot or Splicer P.S. and/or greater bulk/weight, or size or speed have and increase likelihood of knocking an opponent down and inflicts greater damage. These special instances are noted under each character description.

Knock Down Penalties: Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet (0.3 to 1.8 m) away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Combat Bonuses: All appropriate bonuses available to the character are added to the various fighting abilities such as strike, parry or dodge, as well as initiative and saving throws. High physical attributes, certain Physical skills, Weapon Proficiencies (W.P.), the occasional O.C.C. bonus, racial bonus, and genetic enhancement *may* provide one or more combat bonuses. All applicable bonuses are combined and added to the character's dice rolls. Do not combine the strike bonus with the parry bonus, and so on; each combat maneuver is considered a separate category, so only the various bonuses to strike are added to the strike roll, bonuses to parry added to the parry roll and so forth.

Critical Strike: A powerful, special or nerve shattering strike that inflicts double the usual amount of damage. Critical Strike damage can be inflicted with bare hands or with a weapon.

Damage: The following are some of the typical damage amounts inflicted by common types of physical combat attacks. Each inflicts roughly the same equivalent S.D.C. or M.D. damage depending on whether the attacker is an S.D.C. being (like humans) or a Mega-Damage being (like Host Armor and robots). Remember to add any applicable damage bonus for P.S. attributes 16 and higher.

Hand Strikes:

Backhand Strike (average): 1D4

Backhand Strike (martial arts): 1D6

Body Flip: 1D6

Human Fist/Punch: 1D4

Karate/Martial Arts Strike/Punch: 2D4

Elbow/Forearm: 1D6

Power Punch: Does double damage, plus any other damage bonuses, but counts as two melee attacks. Applicable to all hand strikes.

Foot Strikes:

Kick Attack (basic/average): 1D8 (or 2D4)

Karate Kick Attack: 2D6

Leap Kick: 3D8, but counts as two melee attacks/actions.

Knee: 1D6

Backward Sweep: No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).

Tripping/Leg Hook: No damage, but knocks down opponent if the strike is successful (he loses one melee action and initiative).

Power Kick: Does double damage, but counts as two melee attacks and cannot be done with a Leap Kick.

Miscellaneous:

Thrown/Dropped Small Objects: 1D4 or 1D6

Thrown/Dropped Large Objects: 3D6 per 100 lbs (45 kg) +10 per 40 feet (12.2 m) Falling: 1D6 damage per 10 feet (3 m).

Collision: 2D4 per 10 mph (16 km).

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "natural" high strike number; i.e. death blow on a natural 18-20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires; however, such a devastating attack counts as two melee attacks/actions.

Human vs Human: Against humans and S.D.C. creatures, the attack does double the normal damage, plus P.S. bonuses direct to Hit Points. This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to guns and does not work through armor; the armor must be removed or penetrated.

Mega-Damage Creature vs Mega-Damage Creature: The attack does double normal damage, plus P.S. bonuses, and it is so devastating to the creature's body that it cannot bio-regenerate injury from a death blow for 1D4 hours! This attack is not applicable against M.D.C. robots, cyborgs and power armor, unless the M.D.C. attacker is making a called shot to the head or power supply, in which case double damage is inflicted to that part of the robot or armor.

Dice: A typical set for role-playing includes two four-sided, four six-sided, two eight-sided, two ten-sided, and two twenty-sided, maybe a twelve-sided as well. These can be purchased at most gaming and hobby stores and some comic book shops that also sell games and gaming supplies. Even many mainstream bookstores may carry these multi-sided, or *polyhedral* dice, or can special order them for you. Dice are also available at gaming conventions and can be ordered by mail or over the Internet.

Often we let you know how many dice to roll with an expression like, "roll 3D6." This means, roll three six-sided dice and add the results together. Dice are also available with four sides (D4), eight sides (D8), ten sides (D10), twelve sides (D12) and even twenty sides (D20). Dice with more than six sides generally are called *polyhedral* dice.

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defen-

sive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. Counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a natural 19 or 20 when used as a defensive move. Roll a disarming strike to attack as usual – high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Dodge: A character dodges by *moving* out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes up one attack per melee. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll.

Hand to Hand Combat: Fighting skills that provide the character with attacks per melee, bonuses, and techniques. Characters without combat training have only one attack per melee and have no automatic chance to parry.

Hit Points: This is the number of points of damage a character can take before dying. Characters don't lose Hit Points until their S.D.C. is down to zero. A character's base Hit Points is the P.E. attribute plus 1D6. Another 1D6 of Hit Points is gained every time the character advances an experience level. Lost Hit Points are not recovered without medical attention.

Holds: Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while the hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or attack from the rear.

Getting out of a hold requires agility. Both the victim and attacker roll twenty-sided dice and add in their P.P. attribute scores. The person doing the hold also gets to add in all his bonuses to hold and from the P.P. attribute (if any). High roll wins! If the attacker wins, then the hold continues. If the victim wins, then the hold is released and combat can continue.

Types of holds include:

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Horror Factor (H.F.): Some creatures are so alien, monstrous-looking and frightening, that they exude what is called a Horror Factor. The first melee round that such a creature is encountered, everybody who sees it must roll to *save vs Horror Factor* (a 20-sided die is rolled).

A successful save is a roll equal to or higher than the monster's H.F., and means the defender is not impressed and may attack without hesitation or penalty. He does not have to roll to save again until their next confrontation/meeting in the future.

A failed roll means the individual loses initiative and one of his melee attacks for that round. He is also the last to attack. He must roll again the next melee round. Another failed roll means the same penalties are repeated. When he finally saves, he manages to gather himself and can fight without penalty.

Initiative: Whoever gets to attack first is considered to have the initiative and is the "attacker." Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided, highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

Karate Kick Attack: A special move and type of kick attack that is designed to do more damage than an ordinary kick. A typical Karate Kick does 2D6 damage (+P.S. damage bonus if any), a knee attack 1D6. Counts as one melee attack. Anyone trained in hand to hand combat can do a basic kick or knee attack, but only characters with Hand to Hand: Commando, Expert or Martial Arts can perform a Karate Kick, Commando and Martial Arts can also perform the other Foot Strikes (see *Damage* earlier). Also see Leap Kick.

Karate Punch/Strike: A martial arts strike that does 2D4 damage.

Kick Attack: This is the simple act of using one's legs and feet to kick an opponent. A typical Kick does 2D6 damage. Any one can try to kick an opponent.

Leap Kick: A leap kick is performed by the character putting all of his energy into what is in effect a power kick by leaping completely off the ground and attempting to kick and opponent with everything he can muster. A typical Leap Kick does 3D8 damage (+P.S. damage bonus if any), but counts as two melee attacks/actions. Only characters with Hand to Hand: Commando or Martial Arts can perform a Leap Kick and other Foot Strikes (see *Damage* earlier).

Knockdown: Getting knocked down, falling or getting struck by a fast, heavy vehicle, or explosion, or falling or getting knocked back dozens of yards/meters (30 feet/9 m or more) will cause the character inside to take damage from the force of the impact. While most armors are padded, they only provide so much protection.

Damage: Inflicts 1D6 Hit Point/S.D.C. damage for every 20 feet (6 m) one falls or is knocked back. And figure 1D6 points of damage for every 20 M.D. in an explosion. Round down. If the fall/knock back is 100 feet (30.5 m) or more, there is a 01-65% chance of being temporarily knocked out for 1D6 melee rounds.

Penalties: In ALL cases, when a character is knocked down or off his feet he automatically loses initiative and one melee attack/action. This is true even if the character is knocked down right where he was standing or only a few feet/meters.

Knockout/Stun: Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed – reduce attacks per melee to one and no combat bonuses for a stunned/dazed characters for a 1D4 melee rounds.

Long-Range Attack or Ranged Attack: An attack done at a distance using a long-range weapon or power. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round from a long-range attack.

Melee or Melee Round: Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strike. Generally, playing characters have two or more attacks per melee.

Multiple Attackers: Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception).

Natural Twenty: This is the result of 20 when rolling a twenty-sided die. A strike with a natural twenty will always be a critical strike. If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 plus unnatural, bonus modification; NOT a natural twenty, and is not a critical strike. A natural twenty beats all other rolls and can only be parried or dodged by another natural twenty.

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, daisho, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action). Also see *W.P. Paired Weapons*.

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks cannot be parried!

Power Punch: A haymaker thrown with everything the character has, his every last ounce of strength. A power punch ALWAYS counts as two melee actions. A power kick can also be done. For characters with normal P.S., it does double damage in Hit Points and/or S.D.C. (normal punch damage of 1D4 times two plus any possible P.S. or Hand to Hand Combat damage bonus on top of that). Characters with extraordinary augmented P.S. or Supernatural Strength clearly indicate the damage inflicted in the listings presented at the beginning of this section.

Punch: A normal human punch does 1D4 damage. A karate style punch or chop does 1D6 damage. A power punch does double damage. In all cases, include any P.S. attribute bonus (for P.S. 16 and higher) as well as any damage bonuses from a Hand to Hand Combat skill, Host Armor or special powers.

Pull Punch: The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon. Usually used to reduce the blow to less than killing force. The character can choose to do half damage, quarter damage, a single point or no damage at all. A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

Roll with Impact/Punch or Fall: Hand to hand combat fighters can reduce the damage from blows and falls by rolling. If the defender is successful, then only half damage is taken. Roll with punch/fall does not work against energy blasts, bullets, fire, bladed weapons, psionics or radiation. Victims must roll higher than the attacker's roll. Falling characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, drugs, etc.

Disease: 14 or better.

Lethal Poison: 14 or better.

Non-Lethal Poison: 16 or better.

Harmful Drugs: 15 or better.

Acids: No save possible – dodge!

Insanity: 12 or better (sometimes higher).

Psionics: 12 for Major & Minor psionics; 10 for Master, 15 for ordinary folks.

Magic: 12 vs basic spell magic; 16 vs ritual magic. The save against magic will be higher (13, 14, 15, and even 16) if the spell caster is high level.

S.D.C.: This stands for *Structural Damage Capacity*, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the Hit Points can be affected.

Simultaneous Attack: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability, both will take damage. Exception: An opponent with paired weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

Sneak Attack: An attacker may lie in wait (ambush), attack from behind, or sneak up (prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with a twenty-sided die.

Throw: Simply, this means throwing a weapon or object. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. See Weapon Proficiency. **Note:** A character may use *any* type of weapon, but gets no combat bonuses, such as strike or parry, unless he has a Weapon Proficiency (W.P.) in that particular weapon. This applies to modern and ancient weapons.

Hand to Hand Combat

These are the standard level by level tables that present the *accumulative bonuses* offered by the common forms of hand to hand fighting currently known to be available on the world of **Splicers™**. When characters advance a level, the player can come to this section to see what new bonuses apply to the character.

Note: ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired. Certain Hand to Hand fighting styles also impart bonuses to one's physical attributes as well as perfection of the fighting form. Also see Boxing and Wrestling in the *Skill* section.

Number of attacks per melee: To simplify matters, each type of Hand to Hand Combat indicates the number of attacks the character starts with, typically four.

Characters with *No* Hand to Hand Combat Skill

Level 1: Starts with one hand to hand attack per melee round. This reflects the character's pitiful fighting skills.

HOWEVER, the character gets *TWO non-combat melee actions* at first level. A *non-combat action* involves some activity other than fighting (operating a machine, driving, locking a door, running, hiding, helping others, etc.).

Level 3: +1 attack per melee round and +1 to dodge. *+1 non-combat melee action.*

Level 6: *+2 non-combat melee actions.*

Level 9: +1 attack per melee round, for a total of three "attacks" per round (each attack counts as two melee *actions* for this character). +1 *non-combat melee action* for a total of six melee "actions." That's it.

Hand to Hand: Basic

This is an elementary form of hand to hand combat training. Though it hardly stacks up against some of the more advanced forms of fighting, one who has trained in Hand to Hand: Basic still fights with combat skill compared to the simple, everyday folk without training.

Note: Basic combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch (but not a Power Kick) and Pull Punch – but *no* special moves or martial arts attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee round; +2 to pull punch and +2 to roll with punch, fall or impact.

Level 2: +2 to parry and dodge.

Level 3: Kick attack does 1D8 of points damage.

Level 4: +1 additional attack/action per melee round.

Level 5: +1 to strike and disarm.

Level 6: Critical strike on an unmodified roll of 19 or 20.

Level 7: +2 to damage.

Level 8: Judo-style body flip/throw; does 1D6 damage, and victim loses initiative and one attack per melee.

Level 9: +1 additional attack/action per melee round.

Level 10: +2 to pull punch and +2 to roll with impact/punch/fall.

Level 11: +1 to parry and dodge.

Level 12: +1 to strike.

Level 13: Critical strike or knockout from behind.

Level 14: +2 to damage.

Level 15: +1 additional attack/action per melee round.

Hand to Hand: Expert

This fighting style is often taught to soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of the Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial artists.

Note: Expert combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even some martial arts moves (as noted below) – but unless noted below does *not* have special moves or martial arts attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee; kick attack 1D8 damage, +2 to pull punch, and +2 to roll with punch, fall or impact.

Level 2: +3 to parry and dodge, and +1 to pull punch.

Level 3: +2 to strike, +2 to disarm, and can perform a Karate Punch.

Level 4: +1 additional attack/action per melee round.

Level 5: Can perform a Karate Kick, does 2D6 damage.

Level 6: Critical strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons and backhand strike (average, does 1D4 damage).

Level 8: Body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

Level 9: +1 additional attack/action per melee and +1 to disarm.

Level 10: +3 to damage.

Level 11: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 12: +2 to parry and dodge .

Level 13: Critical strike or knockout from behind (triple damage).

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of natural 20.

Hand to Hand: Martial Arts

A form of martial arts that takes and mixes techniques from many different sources.

Note: Martial arts combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch as well as the martial arts moves noted below.

Level 1: Starts with four attacks/actions per melee to start; +3 to pull punch and +3 to roll with impact/punch/fall, and body flip/throw; does 1D6 damage, victim loses initiative and one attack.

Level 2: +3 to parry and dodge; +2 to strike, and may perform Karate and any *hand* strike/punch.

Level 3: +1 on initiative, and may perform a Karate-style kick does (2D6 damage) and any foot strike except leap kick.

Level 4: +1 additional attack/action per melee round.

Level 5: Leap kick (3D6 damage, but counts as two melee attacks), and +2 to entangle.

Level 6: Critical strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons, can perform holds and is +2 to disarm.

Level 8: Back flip and back flip escape.

Level 9: +1 additional attack/action per melee round.

Level 10: Back flip attack and +2 to disarm.

Level 11: +4 to damage and +1 on initiative.

Level 12: +2 to parry and dodge.

Level 13: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of a Natural 20.

Hand to Hand: Assassin

This style of fighting is a specialized science of killing generally taught by secret organizations such as organized crime cartels, secret government "wet working" bureaus, Military Black Ops, and so on.

Note: Assassin combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below does *not* have special martial arts moves.

Level 1: Starts with three attacks/actions per melee round. +2 to strike. W.P. Paired Weapons.

Level 2: +1 on initiative and +2 additional attacks/actions per melee round.

Level 3: Karate Punch (2D4 damage), +3 to pull punch, and +2 to roll with impact/punch/fall.

Level 4: Karate Kick (2D6 damage), +4 to damage on all physical attacks, and +1 on initiative.

Level 5: +1 additional attack/action per melee round and +1 to strike with a thrown weapon.

Level 6: +3 to parry/dodge, +2 to entangle and backhand strike (martial arts 1D6).

Level 7: Knockout/stun on an unmodified roll of 17-20 and leap kick (3D6 damage, but counts as two melee attacks).

Level 8: +1 additional attack/action per melee round, +1 to strike with guns, and +1 on initiative.

Level 9: +1 on initiative and can perform back flip.

Level 10: Critical strike on an unmodified roll of 19 or 20.

Level 11: +2 to strike in hand to hand, +1 to strike with a thrown weapon and with guns, and can perform back flip attack.

Level 12: +2 to pull punch and Death blow on a roll of a natural 20 or automatic dodge.

Level 13: +1 additional attack/action per melee round.

Level 14: +2 to damage and can perform holds.

Level 15: +2 to strike in hand to hand and +1 to strike with guns.

Hand to Hand: Commando

This style of combat is a quick and dirty form of martial arts typically available only to the organizations and military outfits, like the Human Resistance, for special operation teams such as Commando, Special Forces and Military Specialists.

Note: Commando combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below does *not* have special martial arts moves.

Level 1: Starts with four attacks/actions per melee round, W.P. Paired Weapons, body flip/throw, body block/tackle and +2 to save vs Horror Factor.

Level 2: +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, and +3 to pull punch. Backward sweep kick, used only against opponents coming up behind the character. Does no damage; it is purely a knockdown attack (same penalties as body flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).

Level 3: +1 on initiative, +1 to disarm, and Karate punch/strike (does 2D4 damage).

Level 4: +1 additional attack/action per melee and Karate kick (does 2D6). The karate-style, kick starts with bringing the knee, folded, up to chest level, then the foot is completely extended.

Level 5: +2 to automatic dodge and all foot strikes.

Level 6: +2 on initiative, +1 to strike, parry and dodge, and +1 to body flip/throw.

Level 7: +2 to damage, +1 to save vs Horror Factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.

Level 8: +1 additional attack per melee, jump kick, +2 to body flip/throw, and +1 to roll with punch/fall/impact.

Level 9: Death blow on a natural 18-20! +2 to pull punch.

Level 10: +2 to save vs Horror Factor, +1 on initiative and +1 to strike.

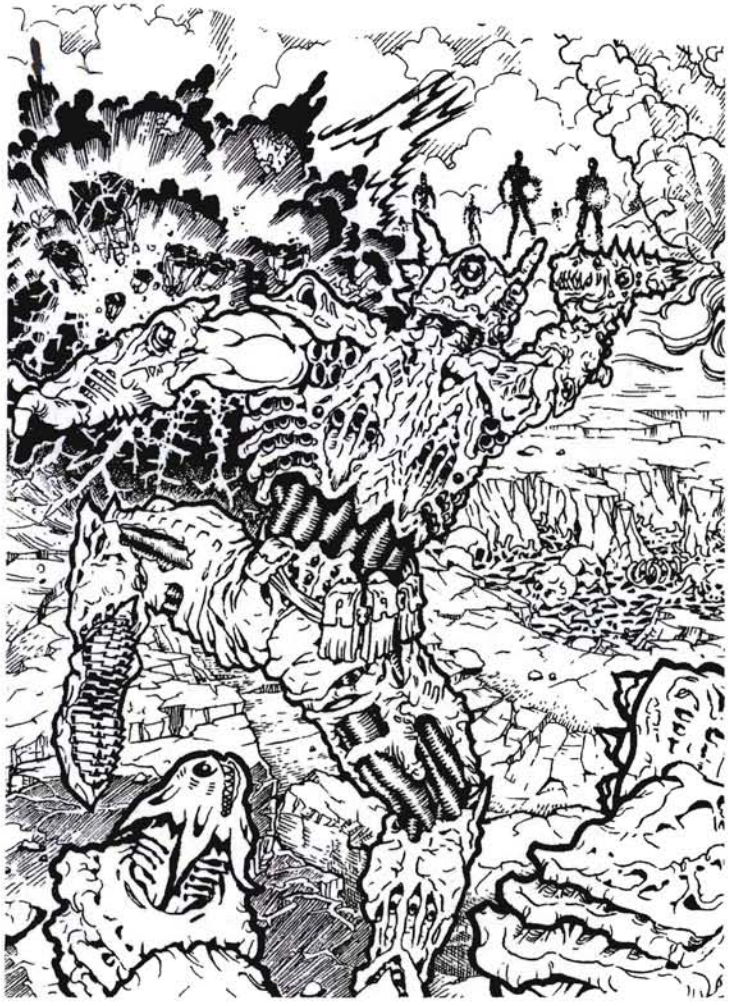
Level 11: +1 to disarm, +1 to pull punch and +2 to body flip/throw.

Level 12: +2 to damage, +1 to parry and dodge, +2 to automatic dodge.

Level 13: +1 additional attack/action per melee.

Level 14: Can perform holds and is +1 on initiative.

Level 15: Critical strike on a natural 17-20.



Ranged Combat

The following are new, simplified rules involving *guns* and other *modern weapons*, and in the case of **Splicers™**, that includes Bio-Weapons and robot energy weapons. These rules are fun, fast and easy to use while reasonably simulating gunplay.

Modern Weapon Proficiency (W.P.)

There is more to shooting a revolver, pistol, rifle and other weapons, than pointing and squeezing the trigger. Even taking careful aim requires practice with the weapon, and different categories of weapons have different applications, quirks and considerations one needs to know to get the optimum performance out of them. A Modern Weapon Proficiency in a particular type of weapon gives the character a good understanding of all of these things, at least in that particular type of weapon. The character will know how to handle the weapon safely and how to use and reload it, disassemble, unjam, clean and otherwise maintain the weapon. He also knows the basic specifications/capabilities of the weapon, such as the type of ammunition it takes, maximum effective range, approximate damage, special accessories for the weapon (gun sights, silencers, etc.), and the weapon's quirks, strengths and weaknesses.

The character has also had hours (perhaps years) of training with the weapon and continues to work out with the weapon on a regular basis. This means target practice and practical experience with it in the field and, as a result, he has a good *feel* for the weapon; its weight, its kick when fired, the sound of gunfire, and performance/exactly what it can do. A character with a Modern W.P. can make aimed and "Called Shots" (aimed at a specific location within a larger target, such as shooting a gun out of an opponent's hands, shooting the hand, shooting an antenna, or tire, or whatever). His penalties are also *less* when shooting *bursts* or *wild.*

No Weapon Proficiency (W.P.)

Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand combat bonuses do *NOT* apply to modern weapons.

Furthermore, the untrained shooter does *not* know how to reload or clean the weapon or anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger. **Note:** A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *aimed shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun or other heavy weapon, and -6 when shooting wild.

Traditional Guns in Splicers™

Most characters in **Splicers™** can't use guns because the weapons and ammunition of traditional "guns" are made of metal and handling them will evoke a deadly reaction from the Nanobot Plague. However, guns were used in the planet's past, and can still be used by the Technojacker, robots and drones. For the players of the Technojacker and Game Masters who might want a bit more detail in this area, here are the basic W.P.s for guns by type.

W.P. Handguns: A familiarity with all types of handguns including revolvers and pistols. Revolvers are the classic cylinder-based "six shooter." Pistols are "automatic" weapons which means the gun keeps firing while the trigger is depressed and doesn't stop until the trigger is released or the ammunition is spent.

Damage: Light caliber guns: 2D6 to 3D6 S.D.C. Medium caliber guns: 3D6 to 4D6 S.D.C. Heavy/large caliber handguns: 4D6 (.45 automatic) to 6D6 S.D.C. (Magnum revolvers). *Double damage* for a standard *short burst* (three rounds/bullets fired), but only pistols (not revolvers) can fire in bursts.

Average Range: 140 feet (42.7 m).

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12, and 14.

W.P. Rifles: A familiarity with the very accurate, single shot bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47.

Damage: Light caliber rifles: 5D6 per single round. Medium caliber rifles: 6D6 S.D.C. per single bullet. Heavy/large caliber rifles: 7D6 to 1D6x10+3 S.D.C. per single round. *Double damage* for a standard *short burst* (three rounds/bullets fired). *Triple damage* for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Only semi-automatic and automatic rifles can fire a three round burst. Only bolt-action and semi-automatic rifles can be used for sniping and firing a *single* bullet.

Average Range: 1300 feet (396 m), +500 feet (152 m; that's 1800 feet/548.6 m total) for precision bolt-action rifles.

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11 and 13.

W.P. Shotgun: A familiarity with the classic double-barrel shotgun and police and military versions of shotguns with ammo drums.

Damage: Buckshot: 2D6 S.D.C. (half damage for rock salt) to a 10 foot (3 m) radius; two S.D.C. (stings like the dickens) for riot control rubber bullets. Light Shot: 3D6 S.D.C. Medium Shots: 4D6 to 5D6, Heavy Shot/Large Bore: 6D6 S.D.C. **Note:** In all examples listed above damage is for a single round, double the damage if both barrels are fired simultaneously.

Average Range: Sawed-Off: 60 feet (18.3 m), Hunting: 200 feet (61 m), and Police/Military Shotgun: 300 feet (91.5 m).

Typical Payload: 2-6 in common shotguns, 20, 50 and 100 round ammo drums for police and military style (each single blast counts as one melee attack; can't fire two simultaneous blasts but has rapid-fire and larger payload).

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Submachine-Gun: A familiarity with small arms automatic weapons like the Uzi.

Damage: 4D6 S.D.C. per single round or 1D4x10 S.D.C. per three round burst.

Average Range: 500-600 feet (152 to 183 m; an Uzi is the latter range).

Typical Payload: Fires pistol rounds. A single bullet does 3D6+1 S.D.C., 6D6+3 for a three round burst, 1D6x10+4 for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Can only fire in bursts.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

W.P. Heavy Military Weapons: Familiarity with military hardware, including grenade launchers, mortars, machine-guns, and mini-guns.

Damage: *Light or Medium Caliber Machine-Gun:* 5D6 S.D.C. per single round or 1D6x10 per short burst (12 rounds/bullets fired; counts as one melee attack) or 2D6x10+20 S.D.C. per long burst (36 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts.

Heavy Caliber Machine-Guns and Mini-Guns: 7D6 S.D.C. per single bullet, or 1D8x10 S.D.C. per short burst (10 rounds/bullets fired; counts as one melee attack) or 2D8x10+20 S.D.C. per long burst (30 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts and is so large, bulky and heavy that it must be mounted on a tripod, vehicle or supported on a stone or other strong support to use.

Grenade Launcher Rifle: 1D6x10 S.D.C. per grenade to everything in a 10 foot (3 m) radius. Can only fire one at time, each shot counts as one melee attack/action. A grenade launcher may also be mounted on an assault rifle, but has a reduced range and ammo capacity; pump action.

Portable Mortar/Rocket Launcher: 2D4x10 S.D.C. per explosive round to everything in a 15 foot (4.6 m) radius, but each shot counts as two melee attacks.

Average Range: Light Machine-Guns: 3000 feet (914 m) and Heavy Machine-Guns: 5000 feet (1524 m). Grenade Launcher: 1200 feet (366 m), only 800 (244 m) when part of an over and under assault rifle. Mortar or Rocket Launcher: 4000 feet (1219 m).

Typical Payload: Machine-Guns: 100 short bursts (3000-3600 round belts). Grenade Launcher Rifles: 2 hand loaded or 24 grenade drum or six shot, pump-action on a rifle. Mortar: One hand-loaded round at a time.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Military Flamethrowers: Familiarity with different types of flame casting weapons used by the military and mercenaries.

Damage: 5D6 S.D.C. per burst of flame (counts as one melee attack) with a 01-75% likelihood of anything flammable catching fire.

Average Range: 60 feet (18.3 m).

Typical Payload: 20 fire blasts per single canister of fuel, 40 per double canisters.

W.P. Bonuses: +1 to strike at levels 2, 5, 10 and 15.

Weapon Modifiers

Bonuses & Penalties Depending on Circumstance

To shoot something the attacker must roll 1D20 and needs an 8 or higher to strike. HOWEVER, the shooter may also have *bonuses* to hit from Weapon Proficiency skills and *penalties* from conditions and circumstances.

Bonuses: The only bonuses that apply to using guns and other ranged weapons are the specific *Weapon Proficiency*, *Sniping skill bonus* if the character has that skill, any applicable bonus from the weapon itself (especially in the case of weapons built into Host Armor), and the ones that follow . . .

Aimed Shot Bonus: Only a single shot can be accurately "aimed" (no bursts or shooting wild). The skilled shooter is +2 to strike, but the attack counts as two melee attacks/actions. This applies to a single shot fired from a revolver, pistol, bolt-action rifle, semi-automatic rifle, shotgun and grenade launcher. **Note:** An "aimed shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

A "Called Shot" target specification. This is an aimed shot that homes in on a specific part of a larger target, such as a bull's-eye, an opponent's head, hand, gun, radio, radio antenna, sensor cluster, spotlight, tires, the sensor eye of a robot, etc., but counts as two melee attacks.

To make a "Called Shot," the player must "call" or "announce" his character's intention; i.e. "I'm going to shoot the gun from his hand," aim and shoot. A carefully *aimed* and *Called Shot* gets the benefit of the +2 bonus to aim but counts as *three melee attacks/actions*. On the other hand, a quickly aimed Called Shot only counts as two melee attacks, but does not count as a true aimed shot and does NOT get the +2 bonus to strike.

Penalties on a Called Shot: Furthermore, a bull's-eye or any small target is difficult to shoot, and even with an aimed and/or Called Shot, the shooter suffers a penalty of -3 or -4 to strike (sometimes more depending on the target). **Note:** A "Called Shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

Rolling a Natural Twenty to Strike *always* hits its target and does double damage (critical strike). The only way it can miss is if the defender rolls a Natural Twenty to dodge!

Single Shot: The standard, non-Aimed, non-Burst, single firing of a ranged weapon counts as one melee attack. No additional bonuses or penalties apply, beyond those gained from W.P. skills and situational modifiers below.

Penalties

Penalties are *accumulative*, so if a character with W.P. Submachine-Gun was firing a burst weapon and shooting wild, he'd be firing the burst weapon at half his usual bonuses as well as suffering a penalty of -6 to strike for shooting wild!

Shooting Blind: -10 to strike what you cannot see, including shooting into ground cover without actually seeing a specific target and around corners without looking.

Shooting Bursts: Automatic firing, or bursts, are not intended for accuracy: reduce the shooter's normal W.P. bonuses to strike by half. If the character does not have a W.P. for the weapon he is -3 to strike.

Shooting Wild: Has a penalty of -6 to strike and applies even to trained weapons experts when the character is terrified, angry/enraged, panicked, off balance, drunk, shooting from a moving vehicle/platform/horseback, spraying an area, shooting while under heavy fire himself, and while running, leaping, dodging, falling or hanging upside down.

Shooting at a Moving Target: -1 to strike someone running (under 20 mph/32 km), -1 to strike for each additional 50 mph (80 km) of speed the target is traveling, and an additional -1 to strike if the target is taking evasive action (zig-zag, leaping behind cover, etc.).

Shooting at Someone Behind Cover: If the target is completely covered/concealed there is no hope of hitting him from a distance, and the shooter will need to find a different vantage point where he can see the character or move in on the place of protection and concealment. If the target is hiding but part of him/it can be seen or if the target periodically pops its head or arm out to shoot back, curse or peek out, the shooter must make a *Called Shot* to shoot him/it and either shoot what little is seen or wait until he pops into the open for a couple of seconds.

Shooting Beyond the Effective Range: One may attempt a shot that is as much as 30% farther than the Maximum Effective Range of any given weapon, but the shooter suffers a penalty of -5 to strike.

Dodging Bullets & Energy Blasts

A character may try to dodge gunfire and energy beams on the condition he knows they are coming and he can see his attacker.

The only applicable bonuses for dodging gunfire or energy beams are the character's P.P. attribute bonus, any O.C.C. bonus to dodge and any dodge bonus from Host Armor. The defender trying must match or better the shooter's roll to strike to make a successful dodge.

Dodging Penalties:

-10 to dodge at point-blank range; within 10 feet (3 m) of the shooter.

-5 to dodge at close range, within 50 feet (15.2 m) of the shooter.

(**Designer's Note:** Yes, I have relented to the fan's outcries, the author's plea, and the fact that these characters are all supposed to be exceptional individuals, most with superhuman abilities or augmentation. – Kevin Siembieda.)

Quick Reference – Bonuses & Penalties

All Ranged Attacks: Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

Aimed Shot: +2 to strike (takes 2 attacks).

Called Shot: No bonus, but enables the character to get a bead on very small or difficult specific targets; counts as two melee attacks (possible penalties for small targets).

"Aimed" Called Shot: +2 to strike, but can target very small, specific items and areas (takes *three* attacks; possible penalties for small targets).

Shooting Blind: -10 to strike.

Shooting Bursts: Strike bonuses reduced by ½ (-3 to strike without W.P.).

Shooting Wild: -6 to strike.

Shooting 30% Beyond Normal Range: -5 to strike.

Target is Moving: -1 to strike, -1 additional per 50 mph (80 km) beyond 20 mph (32 km), and -1 for evasive action.

Target is Behind Cover: Requires Called Shot, impossible if complete cover.

Dodging gunfire, within 10 feet (3 m): -10 to dodge.

Dodging gunfire, within 50 feet (15.2 m): -5 to dodge.

Gun Terms

Attacks per Melee: Each individual blast/bullet/energy beam counts as one melee attack. Firing a short burst also counts as one melee attack, but is less accurate. Long bursts and bursts from certain weapons (will be indicated in the weapon's description) and may count as two (sometimes more) attacks/actions per melee round. Thus, if the character has five attacks per melee round, he can shoot five single blasts or short bursts, or two long bursts and one single shot or one short burst. If firing a machine-gun, only two short bursts and one attack with a different weapon or one other type of action.

For energy weapons a "pulse" is typically the equivalent of a short burst and counts as one melee attack, but suffers the usual burst penalty (reduce the bonus to strike by half).

Damage: The amount of S.D.C./Hit Point damage or Mega-Damage (M.D.) the weapon inflicts.

Main Body: The "main body" of robots, vehicles and Host Armor is typically the largest area of body mass offered by the target. On people that is the upper torso (chest and waist). The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels/hover jets, legs, arms, hands, sensor cluster, mirrors, headlights, radiator grille, weapon turrets, and so on. Each full description of robots, vehicles, Host Armor, War Mounts, and body armor indicates what is the main body and what is not. To strike something other than the main body, the attacker must make a "Called Shot," or roll a *Natural Twenty*. (A Natural 20 always hits its mark, unless an opponent attempting to dodge also rolls a Natural 20.)

Payload: How many shots the weapon has calculated by how much ammunition or what amount of energy the weapon holds before the ammo or E-Clip is empty and must be reloaded. "Unlimited" means the weapon draws from a larger power source, and an Energy-Clip and reloading are unnecessary. Most conventional and energy weapons, however, use bullets/ammo clips or Energy-Clips with a finite payload. E-Clips can be recharged, but not usually on the field of combat, they need to be taken back to base. Splicers has Heavy E-Clips which hold much more than E-Clips in other Palladium games.

Understanding High-Tech Weapons

Pulse Weapons: Many high-technology weapons, automatic weapons and the energy weapons of the future can fire multiple simultaneous rounds or bursts. Some high-tech weapons, like the *pulse rifle*, are designed to automatically release three rapid-fire energy pulses, instead of one shot, every time the trigger is pulled. The three energy pulses are so quick that they appear as one blast and only *one roll to strike* is required. Pulse weapons are *burst weapons* and the burst rule applies even to "aimed pulse" blasts (i.e. reduce the normal strike bonus by half).

Weapons capable of aimed shots are often considered to be "assassin," "sniper" or "sharpshooter" weapons. Some have a switch that allows them to fire either a single shot or a burst/pulse. The aimed shot is always a careful and deliberate act of targeting and the shooting of *one* round/bullet or a *single* energy blast. The act of carefully aiming takes a bit of extra time and provides far greater accuracy but counts as two melee attacks per each aimed shot.

Sniper rifles are multipurpose weapons for use in field combat, sniping and assassination. Some can only fire one single shot per attack, others have the dual capability of firing a single shot or squeezing off automatic burst fire or a pulse energy blast. These rifles are designed for accuracy and usually enjoy an additional bonus to strike on a "Called Shot," or an aimed, single blast. Not all rifles can fire a single shot and many of those that can do not necessarily get a special strike bonus from the weapon itself. Weapons that are expertly balanced will indicate what the strike bonus is in its description (typically +1). Even amateurs get this bonus if it is built into the weapon itself.

Reloading. Most conventional and energy automatic weapons require little time to reload. The process is a simple matter of retrieving a new, loaded ammo clip from its storage belt or compartment, removing the empty clip and slapping in the new, loaded clip. Except for extenuating combat conditions, the reloading takes a few seconds and counts as ONE melee attack/action.

Manually reloading grenade launchers, mini-missiles, shotguns, bolt-action rifles, revolvers and similar weapons requires more time because, typically, the spent cartridges must be removed and each new round must be loaded, by hand, one at a time. Even so, a revolver can be reloaded in about six to eight seconds and counts as two melee actions if the character has a W.P. in the weapon being loaded. Characters without a W.P. will need a full melee round or four melee attacks (whichever is shorter) to manually reload. Revolvers can be loaded in the time of one melee attack/action when a speed loader is used. Cost of the speed loader is 100 credits. The speed loader must be hand loaded in advance.

A Character's P.P. Bonuses do *NOT* count when shooting an automatic weapon, rail gun, shotgun, energy weapon, Bio-Tech or any modern weapon. The mechanical design and capability of the weapon makes its use and abilities quite standard.

Natural Energy Blasts. Bio-Tech weapons built into Host Armor function as if they were a natural extension of the character's own body and may have bonuses to strike when using that weapon. Each blast counts as one melee attack.

Suiting up in Body Armor by a practiced man of arms takes 1D4+4 *melee rounds* (about a minute and a half to two minutes). All others need 1D4+4 *minutes* to suit up. Both can strip down in about half that time.

Suiting up in Host Armor is about the same as body armor. The pilots who work for an army or military outfit usually have their Host Armor prepared and ready to go at a moment's notice and have a team of technicians to do prep work for them and to help them suit up. They can suit up in Host Armor in about *1D4 melees*. Body armor still takes the 1D4+4 melee rounds because there are more pieces and dressing up to do.

Missile Combat

The descriptions of war machines in this game will specifically state if they can launch missiles. It will also denote the type of missile as short-, medium-, or long-range, or mini-missiles, and some can fire two or more different types of missiles. Under each of the above range categories is a selection of specific types of warheads, such as high explosive, fragmentation, plasma and so on (see missile chart). Not all missile warheads are of a destructive nature, and some can be smoke, tear gas or chemical (i.e. fire retardant or some knockout gas).

Strikes: Guided Missiles

Missiles do not enjoy the robot's or pilot's combined bonuses to strike. Since they are all self-guided, missiles are launched as separate units with their own bonus of +3 to strike. Smart bombs are +5 to strike.

Rolls to strike are made as usual, with a twenty-sided die (1D20). Depending on the launch system, payload and number of launchers, missiles can be launched one at a time (roll to strike for each missile fired), or in *volleys* of two or more (roll once to determine whether the entire volley strikes or misses).

It is possible to dodge one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missiles. It is also possible to shoot a missile(s) down before it hits you. See Shooting Missiles and Dodging Missiles for more details about missile combat.

Damage From Missile Strike

Direct hits are when the missiles impact directly on the character (or his robot, Host Armor, War Mount, vehicle, etc.). A direct hit does full damage. A volley of missiles inflicts full damage for *each* missile in the volley.

Blast radius or near misses. Getting caught in a blast radius does half damage. Your companion standing 10 feet (3 m) away is hit by a high explosive missile with a 30 foot (9.1 m) blast radius. He takes full damage from a direct hit, but your character is also caught in the blast radius. Fortunately, distance buys your character some luck and he takes half damage since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful die roll to "roll with punch, fall or impact."

Roll with impact. Whenever a character is struck by an explosive force or impact, he can attempt to roll with the force to minimize the damage. This is where roll with punch, fall or impact comes in. A successful roll means half damage. The number that must be matched or overcome is the attacker's roll to strike – or – if a strike number is not available (say from a booby trap, mine or automated system), a 14 or higher must be made to successfully roll with impact. A successful roll with impact, whether from a direct hit or blast radius, means the character suffers half the normal damage. A failed roll means full damage.

Dodging Guided Missiles

ALL the missiles used by the Machine and its robots are self-guided missiles. Generally, most are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy.

Smart Bombs are missiles that can identify an enemy target and *chase* it down. The missile will give pursuit and keep going until it finds a target, is itself destroyed or it runs out of fuel. Smart missiles can actually dodge attacks directed at them, swerve, and turn around to follow or hit a target, turning around and giving it another go if it misses the first time or if the target dodges the first attack.

Conventional Guided Missiles: +3 to strike.

Smart Missiles: +5 to strike, +4 to dodge, and has two attacks per melee (until it hits). All missiles always strike the main body.

Dodging Missiles

Contrary to what one might think, a character can dodge one, two and even three guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of *four or more* missiles launched simultaneously. A volley of four or more missiles will strike every time (with a successful roll to strike), with each and every missile in the volley hitting and inflicting damage. The character has two options to avoid or minimize the damage of a massive missile volley: try to roll with the impact (taking half damage), or *shoot* the missiles down before they strike.

If a missile cannot be dodged and the defender is a robot or Host Armor, he can sacrifice his robot's or Host Armor's *arms* (especially if a Host Armor has extra limbs) by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens, but the main body and remaining weapon systems and locomotion are left intact. In the case of robots, if the arms are not destroyed, I strongly suggest the G.M., or player, roll on the Optional Critical Damage Tables under "arms," to determine specific damage and side effects.

Shooting Missiles

Shooting and depleting the M.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack available to him/her that melee to fire at the missile. If all the attacks for that melee round have already been used up, the character is out of luck and can't shoot at the incoming missile(s).

2. The character can only shoot at *one* missile within the volley, at a time. A volley of six missiles would require six separate attacks, which is impossible at the speed missiles travel. This means the character has only one or two melee attacks (G.M.'s discretion) to shoot at one or two missiles within the volley. However, even if only *one* missile is detonated, there is a 01-45% chance that its explosion will detonate the other missiles in the entire volley.

The character can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 01-75% likelihood of detonating the entire volley of missiles if he destroys one (100% if the character fires an equal number of missiles to match those incoming).

3. If the M.D.C. of a missile is not completely depleted, it is damaged but does not detonate and *will* still strike its target, inflicting full damage.

4. Attacks on a missile count as a normal melee attack/action.

Missile Terms

Missile Payload: Indicates the finite number of missiles contained by the launcher, robot or vehicle.

Missile Range: The maximum effective range or distance a missile can travel before running out of fuel and crashing to the ground. There is only a 01-33% chance the missile will explode on impact, which means it can be salvaged and reused. However, less than 5% fail to hit a target and detonate before running out of fuel.

Rate of Fire: This indicates how many missiles can be fired at a time. Note that most launch systems that can fire multiple missiles in a volley can also elect to fire one missile at a time. *A missile volley* counts as one melee attack and gets one roll attempt to strike. Either the entire volley hits or it misses, though if a near miss its intended target may still suffer collateral damage (half) for being caught in the *blast radius*.

Missile Notes: The terms, light, med. or medium and heavy, found in parentheses after the warhead type, refer to the destructive force of the warhead.

The speed is provided to give players an idea of how fast the missiles travel.

The maximum range is the maximum distance and effective range of the missile.

Missiles have a low M.D.C., depletion of the M.D.C. from attack will detonate the missile.

The blast radius is the full area damaged by the missile impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

All missiles are self-guided; +3 to strike.

Smart missiles are self-guided smart bombs which can be programmed to seek out and attack a specific target. They can change course, adjust speed to conserve fuel, dodge attacks aimed at them, and turn around to try to strike a target again if they miss the first time. +5 to strike (instead of + 3), + 4 to dodge; 2 attacks per melee. Radar 100 mile (160 km) range.

Multi-warhead missiles are usually a cluster of medium-range missiles housed inside the casing of a large, long-range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium-range missiles.

Plasma is a concentrated, liquid heat, ten times hotter than normal napalm.

Fragmentation missiles are missiles that send out fragments, or shards of metal, upon impact, affecting a larger area.

Fire Retardant missiles explode, releasing a chemical foam that puts out fires.

Smoke missiles release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.

A Proton Torpedo is a longer range, more powerful, explosive, energy missile.

Mini-Missiles

Many of the smaller robots and robot vehicles (even a few hand-held weapons) fire *mini-missiles*; small, powerful bazooka type rockets that inflict Mega-Damage. Range is generally one mile (1.6 km) and damage considerable for such a small rocket.

Unlike its larger predecessors, the mini-missile is not self-guided and has no special bonuses to strike. The shooter must aim, point and shoot; +3 to strike with an *aimed* or a *Called Shot*, +1 to strike with a burst/volley, no bonus for shooting wild.

Optional Robot Combat Damage Tables

Here are some optional hit location and damage tables for robots and robot vehicles. Rather than make the tables a completely random hit location and side effect table, I have opted for a table of side effects measured by the amount of damage the machine has endured. Obviously, if a robot's hand is blown off it loses the use of that hand.

Side Effects by Location

The following optional tables can be rolled on when a specific hit location has suffered major damage (a loss of 60% of the M.D.C. in that location/limb).

Hands

01-30%: Paralysis! Cannot flex fingers or pick up and carry or hold an object. The hand is in an opened position, the fingers spread slightly apart. Cannot make a fist, punch does half damage.

31-50%: Frozen in one position. The hand and fingers are locked in the configuration it was in when the damaging blast struck. This may mean locked in a fist, or clutching a weapon, etc. Punch does half damage unless in a clenched fist or karate style open fist.

51-75%: Structurally weakened. Cannot lift, carry or hold more than 200 pounds (90 kg). Punch does half damage.

76-00%: Joints lock at random times without warning. Roll every time the hand is used. 01-50% chance that the hand will suddenly lock-up/freeze and cannot perform the desired function (pick up, hold, etc.). Stays frozen for 1D4 melees.

Arms

01-20%: Paralysis! Cannot move. Just dangles uselessly at the side of the robot. Cannot strike or parry with that arm.

21-30%: Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked in a raised, outstretched or other position. Cannot make a strike or parry with that arm unless the robot moves its entire upper body to do so. Damage is half.

31-50%: Sluggish response. Penalty: -1 hand to hand attack per melee and -1 to parry.

51-60%: Structurally weakened. Cannot lift, carry or hold more than 300 pounds (135 kg). Punch does half damage.

61-80%: Joints lock at random times without warning. Roll every time the arm is used. 01-50% chance that the arm will suddenly lock-up/freeze and cannot perform the desired function (punch, move, etc.). Stays frozen for 1D4 melees.

81-00%: Any special weapon or sensor features built into the hand, arm, and shoulder do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Legs

01-20%: Frozen in one position. The leg is stiff and unmoving. Cannot bend, reducing speed by 50%, and making leaps impossible. Climbing ability is also reduced by 25% and the robot is -1 to dodge.

21-40%: Sluggish response. Penalty: -1 to dodge and reduce speed and length of leaps by 25%.

41-60%: Structurally weakened. Kick attacks do half damage. 01-50% chance that the leg will buckle each time the robot is hit by more than 20 M.D.C. (anywhere on its body), dropping to one knee and losing one melee attack.

61-80%: Joints lock at random times without warning. Roll every time the leg is used to make a kick or leap, or is running at 45 mph (72 km) or higher (roll once for every five minutes of sustained running). 01-65% chance that the leg will suddenly lock-up/freeze and cannot perform the desired function. Same penalties as frozen in one position, number 01-20. Stays locked up for 1D6 melees.

81-00%: Any special weapon or sensor features built into the foot, leg, and hip do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Main Body

The damage to the main body can be accumulative. Roll once when the main body has had 60% of its M.D.C. depleted. Roll again for every additional 40 M.D.C. points of damage.

01-10%: Dual images on radar screen showing twice as many radar blips as really exist; impossible to distinguish between real target and ghost image. Penalty: -8 to strike without visual confirmation.

11-15%: Radar and sonar are lost; requires 1D6 hours of repairs. Robot must rely on visual contact.

16-20%: Spotlights/headlights lost; must be replaced.

21-30%: Laser targeting system lost. Penalty: -2 to strike; requires 1D6 hours to repair.

31-40%: Communications damaged; reduce range by half, requires 1D4 hours to repair.

41-50%: Communications and audio system lost; effectively deaf. Requires 2D6 hours to repair.

51-60%: Electrical system damage. Secondary control panels catch on fire, knocking out vital systems; emergency back-up system engages, but it takes time to come back online. Penalty: Lose two attacks that one melee round, -4 to strike, parry and dodge until the systems are re-routed in 2D6 melee rounds.

61-70%: Severe internal damage. Reduce speed by half, -1 attack per melee, -2 on initiative, - 2 to dodge.

71-80%: Computer memory damage! Cannot remember how to perform one of the following (roll or G.M.'s choice):

01-20%: Flight if robot vehicle, one skill program if a fully automated robot.

21-40%: Life Control: Includes temperature control and air recycling and circulation. About six hours of breathable air in a very hot and stuffy compartment. Penalty: -1 on initiative, strike and parry (pilot is distracted). If a fully automated robot, the unit smells of burning rubber and rotten eggs.

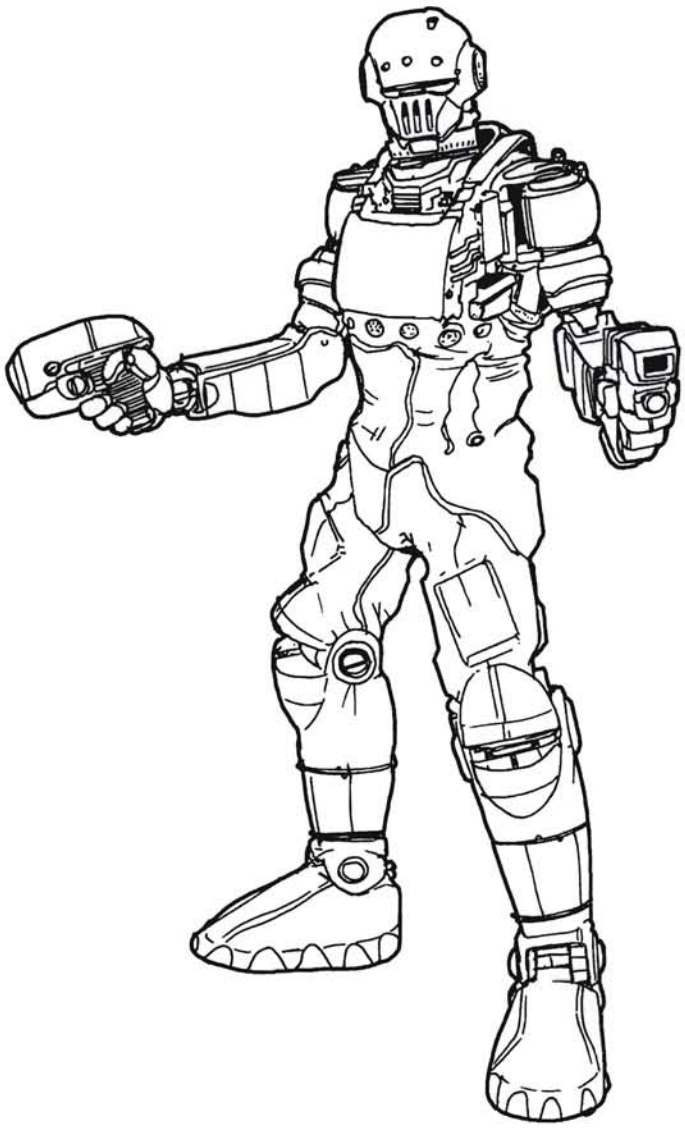
41-60%: Weapon Systems: One weapon system is completely forgotten and therefore, unusable.

61-80%: Target identification is lost. Cannot distinguish between friend and foe, weapon systems must be manually operated and are -1 to strike and -1 on initiative. If a fully automated bot it cannot decide who is friend or foe and suffers a -3 initiative roll and usually will not attack until attacked first.

81-00%: Communications, scrambling, or radio system does not recognize any codes or commands. Access hatches, locks, and command functions must be handled manually. Furthermore, it cannot remember how to turn the self-destruct system on or off. If a fully automated robot it does not recognize, acknowledge or obey its master (if any) and suffers a -10% skill penalty to all skills.

81-90%: Engine damage! Cannot engage any jet thrusters, fly or perform jet thrust leaps, and there is a minor radiation leak if nuclear powered (not yet life threatening).

91:-00%: Sensor system is down (88% dead) and all combat bonuses are lost. Requires 3D6 hours to repair.



Short Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	2D4×10	500mph (804kmph)	5 miles (8km)	10ft (3m)	5
High Explosive (medium)	2D6×10	500mph (804kmph)	5 miles (8km)	15ft (4.6m)	5
Fragmentation (light)	2D4×10	450mph (724kmph)	3 miles (4.8km)	20ft (6.1m)	5
Armor Piercing (medium)	2D6×10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Plasma/Napalm (medium)	2D6×10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
Tear Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Knock-Out Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Smoke (colors available)	None	300mph (482.7kmph)	1 mile (1.6km)	20ft (6.1m)	5
Fire Retardent	None	200mph (321kmph)	1/2 mile (.8km)	20ft (6.1m)	5

Medium Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	2D4×10	1200mph (1929kmph)	50 miles (80.4km)	20ft (6.1m)	10
High Explosive (medium)	2D6×10	1200mph (1929kmph)	40 miles (64.3km)	20ft (6.1m)	10
High Explosive (heavy)	3D6×10	1200mph (1929kmph)	40 miles (64.3m)	30ft (9.1m)	10
Fragmentation (light)	2D6×10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Armor Piercing (medium)	3D6×10	1600mph (2571kmph)	60 miles (96.5km)	20ft (6.1m)	10
Plasma/Napalm (medium)	4D6×10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Multi-Warhead*	5D6×10	1200mph (1929kmph)	80 miles (128.7km)	20ft (6.1m)	10
Smoke (colors available)	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10

Long Range Missiles

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (medium)	3D6×10	2010mph (Mach 3)	500 miles (804km)	30ft (9.1m)	20
High Explosive (heavy)	4D6×10	2010mph (Mach 3)	500 miles (804m)	40ft (12.2m)	20
Fragmentation (light)	2D6×10	1400mph (2251kmph)	400 miles (643km)	80ft (24.4m)	20
Armor Piercing (medium)	3D6×10	2010mph (Mach 3)	800 miles (1286km)	30ft (9.1m)	20
Plasma/Heat (medium)	4D6×10	1400mph (2251kmph)	500 miles (804km)	40ft (12.2m)	20
Plasma/Heat (medium)*	5D6×10	1400mph (2251kmph)	500 miles (804km)	50ft (15.2m)	20
Proton Torpedo (heavy)*	6D6×10	2010mph (Mach 3)	1200 miles (1928km)	50ft (15.2m)	25
Nuclear (medium)*	1D4×100	2010mph (Mach3)	1000 miles (1608km)	40ft (12.2m)	20
Nuclear (heavy)*	1D6×100	2010mph (Mach 3)	1000 miles (1608km)	50ft (15.2m)	20
Nuclear Multi-warhead*	2D4×100	2010mph (Mach3)	1800 miles (2893km)	50ft (15.2m)	25

Mini Missiles and Special Armaments

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive	5D6	500mph (804kmph)	1 mile (1.6km)	5ft (1.5m)	1
Fragmentation	5D6	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Armor Piercing	1D4×10	1400mph (2251kmph)	1 mile (1.6km)	3ft (0.9m)	2
Plasma/Napalm (medium)	1D6×10	1200mph (1929kmph)	1 mile (1.6km)	15ft (1.5m)	1
Smoke (colors available)	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1

*Available as smart bombs, +5 to strike.







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