13 Gene Therapy Templates

First seen in the future SRD, gene therapy templates are a way by which GMs and players can quickly represent the effects of genetic manipulation on a character's body. Unfortunately, the future SRD presents only a handful of gene therapy templates; nowhere near enough for a detailed, complex campaign setting. With that in mind, I set about creating new gene therapy templates so that a busy GM has, in his kit of campaign tools, a larger number of options that enable him to quickly and easily create new genetically-modified characters. For ease of use, the four gene therapy templates from the future SRD have been included in this PDF (making a total of 14 gene therapy templates appear in this PDF, ten new templates and the four from the future SRD). GMs may also use the gene therapy templates in this PDF as inspiration for templates of their own design.

What's Required to Use this PDF?

In order to use *Future: 13 Gene Therapy Templates* you will need both the future and modern SRDs, both of which are available free online. No other Ronin Arts products are required to use this book.

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About the Author

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit **www.philipjreed. com** and **www.roninarts.com.**

Templates

ACE (TEMPLATE)

"Ace" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The ace template heavily transforms the character's reflexes and intelligence, transforming a normal character into an elite pilot capable of out-performing almost any experienced pilot who ever lived. A character acquires the ace template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 35 successful Fortitude saving throws (DC 20).

Special Qualities: An ace retains all the special qualities of the character and gains the additional special qualities listed below.

Human Flight Computer (Ex): The ace, his brain enhanced specifically for spatial awareness and tactical thought, are able to respond and deal with all situations that can occur during flight. This increased mindpower grants the ace a +2 bonus to his Intelligence score.

Skills: Same as the character, with a +6 species bonus on Pilot checks, a +4 species bonus on Computer Use checks, and a +2 species bonus on all Pilot checks.

Feats: An ace gains Alertness, Gearhead, Lightning Reflexes, Spacer, and Vehicle Expert as bonus feats.

Advancement: By character class.

AQUAN (TEMPLATE)

"Aquan" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The aquan template allows the character to survive on both land and under water. A character acquires the aquan template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: An aquan retains all the special qualities of the character and gains the additional special qualities listed below.

Amphibious (Ex): Aquans can breathe equally well in air and water.

Blindsight (Ex): Aquans have blindsight with a range of 60 feet when under water only.

Low-Light Vision (Ex): Aquans have low-light vision with a range of 60 feet on land and in water.

Skills: Same as the character, with a +2 species bonus on Listen checks while under water, a +2 species bonus on Move Silently checks while in the water, a +2 species bonus on Navigate checks while under water, and a +4 species bonus on all Swim checks.

Feats: An aquan gains Athletic as a bonus feat.

Advancement: By character class.

CANINE (TEMPLATE)

"Canine" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The canine template melds the character's genetic structure with that of a common dog, creating a creature with its own base traits and the

sense of smell and hearing of a dog. A character acquires the canine template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 20 successful Fortitude saving throws (DC 15).

Special Qualities: A canine retains all the special qualities of the character and gains the additional special qualities listed below.

Keen Scent (Ex): Canines, their senses genetically enhanced and merged with those of a dog, can notice characters in creatures by scent in a 90-foot radius.

Skills: Same as the character, with a +6 species bonus on Survival checks, a +4 species bonus on Listen checks, and a +2 species bonus on Search checks.

Advancement: By character class.

CRUSHER (TEMPLATE)

"Crusher" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The crusher template bulks up a character, changing him into a massive, hulking menace with decreased intelligence coupled with an increase in temper and violent tendencies. A character acquires the crusher template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A crusher retains all the special qualities of the character and gains the additional special qualities listed below.

Inhuman Strength (Ex): Their genetically enhanced bodies grant crushers a +4 bonus to their Strength score.

Tough (Ex): Damage reduction 1/-, 2/-, and 3/-.

Feats: A crusher gains Combat Reflexes, Endurance, Great Fortitude, Improved Damage Threshold, and Toughness as bonus feats.

Advancement: By character class.

FLYER (TEMPLATE)

"Flyer" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The flyer template adapts the character's body, force-growing bat-like wings with which the character can glide and fly. Flyers are most frequently created by military forces and for mining and labor operations on worlds with low gravity. A character acquires the flyer template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 30 successful Fortitude saving throws (DC 20).

Special Qualities: A flyer retains all the special qualities of the character and gains the additional special qualities listed below.

Flight (Ex): Through use of their wings, flyers gain fly 40 ft. (good).

Lighter Frame (Ex): Genetically modified for lightweight, flyers suffer a -2 penalty to their Strength and Constitution scores and weigh 25% less than others of their base race.

Feats: A flyer gains Lightning Reflexes as a bonus feat.

Advancement: By character class.

GOLIATH (TEMPLATE)

"Goliath" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The goliath template increases the character's physical size and strength, creating a larger, more physically imposing specimen that is well suited to labor or unskilled combat. A character acquires the goliath template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 30 successful Fortitude saving throws (DC 20).

Special Qualities: A goliath retains all the special qualities of the character and gains the

additional special qualities listed below.

Immense (Ex): Goliaths, their bodies genetically enhanced for size and strength, increase by in size by one category and gain a +4 bonus to their Strength score.

Feats: A goliath gains Combat Reflexes as a bonus feat.

Advancement: By character class.

HEALER (TEMPLATE)

"Healer" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The healer template allows the character to heal wounds more rapidly. A character acquires the healer template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 30).

Special Qualities: A healer retains all the special qualities of the character and gains the additional special qualities listed below.

Fast Healing 3 (Ex): A healer heals 3 points of damage each round. Fast healing stops working when the healer is reduced to –10 hp or fewer.

Lowered Damage Threshold (Ex): A healer's massive damage threshold is equal to Con –3.

Skills: Same as the character, with a +2 species bonus on any Treat Injury checks made to treat himself.

Advancement: By character class.

INFILTRATOR (TEMPLATE)

"Infiltrator" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The infiltrator template was created by espionage and military agencies in order to genetically engineer Special Forces members and spies capable of blending into their surroundings.

A character acquires the infiltrator template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 15 successful Fortitude saving throws (DC 15).

Special Qualities: An infiltrator retains all the special qualities of the character and gains the additional special qualities listed below.

Camouflage (Ex): By standing completely still, an infiltrator can will his skin to change color and texture, allowing it to blend into its surroundings. A successful Spot check (DC 25) is required to notice a motionless infiltrator.

Darkvision (Ex): Infiltrators have darkvision with a range of 60 feet.

Skills: Same as the character, with a +4 species bonus on Hide and Move Silently checks and a +2 species bonus on Disguise checks.

Feats: An infiltrator gains Acrobatic, Athletic, and Low Profile as bonus feats.

Advancement: By character class.

MORPHEAN (TEMPLATE)

"Morphean" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The morphean template allows the character to go for long periods without sleep and still function normally. It also allows the character to enter into a sleeplike trance that lasts for many days without suffering the effects of dehydration or starvation. A character acquires the morphean template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A morphean retains all the special qualities of the character and gains the additional special qualities listed below.

Hibernate (Ex): A morphean can enter into a sleeplike state that lasts for an extended period. While in this state, the morphean does not suffer the effects of dehydration or starvation.

Hibernation can last up to a number of days equal to twice the character's Constitution. The morphean decides how long the hibernation will last before entering into the sleeplike state. If outside forces disturb or try to awaken the character, the morphean must succeed at a Will saving throw (DC 15) to end the hibernation prematurely.

Sleepless (Ex): The morphean does not suffer the detrimental effects of sleep deprivation. Once per day, the morphean can spend 10 minutes meditating and receive all the benefits of a full 8 hours of sleep. However, morpheans cannot go indefinitely without sleep. Once every 30 days, the character must get 2 full days of uninterrupted sleep or hibernation. Failure to do so makes the morphean fatigued.

Saving Throws: A morphean gains a +2 species bonus on all Will saving throws.

Advancement: By character class.

NAVIGATOR (TEMPLATE)

"Navigator" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The navigator template grants the character an innate, unnatural understanding of navigational sciences, allowing the character to function like an organic, intelligent navigational computer. A character acquires the navigator template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A navigator retains all the special qualities of the character and gains the additional special qualities listed below.

Super-Intelligent (Ex): Navigators, their brains genetically enhanced far beyond normal, human limits, are exceptionally intelligent and gain a +4 bonus to their Intelligence score.

Skills: Same as the character, with a +6 species bonus on Navigate checks, a +4 species bonus on Computer Use checks, and a +2 species bonus on all Pilot checks.

Feats: A navigator gains Guide and Spacer as bonus feats.

Advancement: By character class.

NOCTURNAL (TEMPLATE)

"Nocturnal" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The nocturnal template allows the character to function in darkness the way normal humans do in the light. A character acquires the nocturnal template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A nocturnal retains all the special qualities of the character and gains the additional special qualities listed below.

Darkvision (Ex): Nocturnals have darkvision with a range of 60 feet.

Light Sensitivity (Ex): Nocturnals are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark-tinted sunglasses or tinted visors.

Skills: Same as the character, with a +2 species bonus on Listen and Move Silently checks.

Feats: Nocturnals gain Blind-Fight as a bonus feat.

Advancement: By character class.

SUBTERRANEAN (TEMPLATE)

"Subterranean" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The subterranean template adapts a character's body type to better function in deep, cavernous locations. This template is commonly used to create asteroid miners, specialized colonists, or any other sort of character that needs

to function underground for extended periods of time. A character acquires the subterranean template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 20 successful Fortitude saving throws (DC 15).

Special Qualities: A subterranean retains all the special qualities of the character and gains the additional special qualities listed below.

Blindsight (Ex): Subterraneans have blindsight with a range of 60 feet.

Low-Light Vision (Ex): Subterraneans have low-light vision with a range of 60 feet.

Light Sensitivity (Ex): Subterraneans are extremely sensitive to light and suffer a –1 penalty on attack rolls in sunlight or in brightly lit areas.

Skills: Same as the character, with a +4 species bonus on Survival checks when underground.

Advancement: By character class.

TRACKER (TEMPLATE)

"Tracker" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The tracker template turns the character into a "human bloodhound," granting the character an innate understanding of the skill of tracking as well as an enhanced sense of smell. A character acquires the tracker template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A tracker retains all the special qualities of the character and gains the additional special qualities listed below.

Keen Scent (Ex): Trackers, their noses genetically enhanced, can notice characters in creatures by scent in a 180-foot radius.

Skills: Same as the character, with a +6 species bonus on Search and Survival checks.

Feats: A tracker gains Guide and Track as bonus feats.

Advancement: By character class.

ZERO-GEE (TEMPLATE)

"Zero-Gee" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The zero-gee template hardwires enhanced reflexes and artificially inserts knowledge and experience of operations in zero gravity into the character's genetic makeup. A character acquires the zero-gee template by undergoing a course of gene therapy (see "More Human than Human" in the *Scientific Engineering* section of the future SRD). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A zero-gee retains all the special qualities of the character and gains the additional special qualities listed below.

Feats: A zero-gee gains Spacer and Zero-G Training as bonus feats.

Advancement: By character class.

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