FUTURE PLAYER'S COMPANION

TOMORROWS' HERO

FUTURE PLAYER'S COMPANION: TOMORROWS' HERO

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The Game Mechanics, Inc

Introduction

"The only way to discover the limits of the possible is to go beyond them into the impossible."

—Arthur C. Clarke

If there is only one adage that can be applied to science fiction roleplaying, it is this: The future is a place of limitless possibilities. By definition, a roleplaying game is a series of opportunities and possibilities defined by the people playing it. Like fantasy, science fiction multiplies these to the point that one is no longer limited by what is plausible or what is probable; if you can imagine it, science fiction can come up with some technology to explain it.

Thus, the challenge of every science fiction roleplaying game is born. How does one create a rules system for a game that has limitless possibilities? How can one create a complete rules set to cover every conceivable story, character, or bit of technology when those ideas are literally limitless? This problem has challenged players, Gamemasters, and authors alike ever since roleplaying games were invented. The simple answer is that one cannot, ever, under any circumstances, write a complete science fiction roleplaying game. Were it possible, no one would ever publish another sourcebook or rules system.

Futuristic roleplaying in the d20 System continues this trend of placing the options before the Gamemaster and giving the GM and players everything they need to get started. Yet there is always room for more: more occupations, more feats, more pieces of technology, more aliens, more time travelers. Thus, the *Future Player's Companion* is born.

Like its spiritual predecessor, the Modern Player's Companion, this book focuses on the material used in character creation and game play designed for use by players but also valuable for Gamemasters. After all, the same material that applies to a player character can just as easily apply to an NPC. Not every item in the book will apply to your character or your campaign, but that's all right—because enough will that we know you will be pleased with the result.

Within you will find new character options and all manner of new feats, skill uses, and races for your perusal. More than that, though, you will find inspiration and imagination. A character's stat block doesn't make it interesting or exciting; the way you play him or her does. It is with this concept in mind that this book was designed, allowing you to match mechanics to your abstract concepts in a way that makes logical sense. Each page is filled with a plethora of ideas, just waiting for you to pick one out and take it for a spin.

What's in This Book?

The *Future Player's Companion* is all about building characters in a science fiction setting and providing players and Gamemasters alike with ideas to make every character unique. Chapter One contains six new alien species, new human subraces, and environment packages for enhancing your character right from the start. Additionally, the chapter presents new talent trees for each core class, new talents for existing trees, and several brand-new starting occupations for various science fiction settings. Chapter Two continues the character creation process with new uses for dozens of skills as well as feats associated with every genre and character archetype. Chapter Three covers character story arcs, which are designed to give players and Gamemasters a clear idea of how to develop a character over the course of the campaign.

How to Use This Book

First, check with your Gamemaster to be sure that he approves of the material presented here. Then take out the *Future Player's Companion* and use it whenever you use the *d20 Modern Roleplaying Game* and *d20 Future*. You can use this book when creating new characters, leveling them up, or simply in deciding what options your character will pursue as he or she gains experience. This book presents options that will expand the possibilities for your character and open up some venues not accessible through any other product.

For the Gamemaster

The big question on your lips is almost certainly: What will this material do to my campaign?

The answer is: nothing—except broaden the possibilities for your players to exercise their imaginations. The *Future Player's Companion* does not present new rules, power-ups, or optional reinterpretations of the modern and future d20 System games. It is designed with the same principles, decisions, and guidelines that the original designers used. We know this because it is written, edited, and produced by people who were involved in creating both the *d20 Modern Roleplaying Game* and *d20 Future*. This is material that might have even gone in the original products if size, cost, time, and other practical matters were not an issue.

Remember: The future is a place of limitless possibilities. Anything that's possible for a player character is possible for a GM character as well!

Chapter One: Character Creation

Creating a character for a futuristic d20 System campaign can be a bit more complicated than creating one for a contemporary game. The potential for new and exciting options, such as genetic therapy, cybernetics, and robotic heroes, means that players have new and exciting decisions to make. These options are often expensive—and, consequently, out of the reach of most starting heroes. This chapter presents several alternate rules that can bring these options into the reach of 1st-level characters.

Genetic Engineering

Gene therapy is one of many choices available to the characters of the future. Through a series of retroviral treatments, characters can alter their genetic codes to bring about traits and abilities that are normally unheard of. Such alterations allow them to achieve extraordinary results, even to the point where their humanity itself may be in question.

Players who wish for their characters to begin play with successful gene therapy already in place must purchase it as if it were any other piece of equipment. Unless a gene therapy package is being purchased, each individual quality must be purchased with a separate Wealth check. Even those qualities of the same type that affect the same ability, skill, or saving throw must be purchased separately.

Once performed, gene therapy cannot be reversed without a similar retroviral treatment (with the same Fortitude DC, required successes, and purchase DC).

Gene Therapy Options

The *d20 Future* rules provide a concrete basis for the effects of gene therapy, but they avoid the matter of cost altogether. The Purchase DC of any gene therapy procedure or reversal is equal to the DC of the required Fortitude save + one-half the required number of successes. If the treatment has a short term duration (see Chapter 5 of *d20 Future*), this cost is reduced. Templates such as the aquan, healer, morphean, and nocturnal can be purchased based on the Fortitude DC and required successes (listed in their entries in Chapter 5 of the *d20 Future* rules).

Multiple bonuses that affect a single ability, skill, or saving throw are counted separately when determining a character's ECL, and all values are cumulative. To calculate total ECL, add up the fractional ECLs of all of the special qualities and round down. For example, a character with 3 bonus feats would increase his ECL by +1 (1/2 + 1/2 + 1/2 = 1-1/2). Likewise, the same character with a +1 ability increase would have a total ECL of +2 (1/2 + 1/2+ 1/2+ 1/2 = 2).

While some of the entries on Table 1−1 are familiar to readers of the *d20 Future* rules, a few are new. Bonuses

Table 1−1: Gene Therapy Purchase DCs

Type of Special Quality	Fortitude Save DC	Number of Successes	Purchase DC (permanent)	Purchase DC (short term)	ECL Modifier
Limited Skill Bonus (+2/circumstance)	10	10	15	11	+0
Skill Bonus (+2)	12	10	17	13	+1/4
Ability Increase (+1)	15	10	20	15	+1/2
Limited Save Bonus (+1)	15	15	22	17	+0
Save Bonus (+1)	20	20	30	25	+1/4
Bonus Feat	15	20	25	21	+1/2
Extraordinary Ability	20	15	22	17	+1/4
Supernatural Ability	20	25	32	28	+1/2
Spell-like Ability	20	50	45	41	+1
Mutation	Varies	Varies	Varies	Varies	Varies
Aquan Template	20	25	32	28	+1
Healer Template	30	25	42	38	+1
Morphean Template	20	25	32	28	+0
Nocturnal Template	20	25	32	28	+0

Type of Special Quality: A brief description of the special quality.
Fortitude Save DC: The DC of the daily Fortitude save that a character must achieve during therapy. This save must be made before applying the results of the therapy.
Number of Successes: The number of successful Fortitude saves that a character must make before his gene therapy begins to provide the listed benefits.
Purchase DC (permanent): The Purchase DC for the type of therapy in question.
Purchase DC (short term): The Purchase DC for the type of therapy in question, but this DC only applies to short term treatments. Short term treatments take effect within 1d4 minutes and lasts 1d3 hours.
ECL Modifier: The modifier that is added to a character's Effective Character Level (ECL).

provided by gene therapy are always considered to be species bonuses. Descriptions and definitions of each special quality follow below.

Limited Skill Bonus (+2/circumstance): A limited skill bonus is a species bonus that applies to a single skill under a specific set of circumstances. For instance, gaining a +2 species bonus to Spot checks in dim light would be an example of a limited skill bonus. The limited skill bonus quality can be purchased multiple times, and its effects stack (up to a maximum species bonus of +4).

Skill Bonus (+2): A skill bonus applies to a single skill, but its effects are always active. Like limited skill bonuses, skill bonus therapy can be purchased multiple times, and its effects stack (up to a maximum species bonus of +4).

Ability Increase (+1): Just as in the *d20 Future* rules, abilities can be improved through the use of gene therapy.

Limited Save Bonus (+1): Gene therapy can also be used to increase a character's resistances. In the case of a limited save bonus, the saving throw bonus only applies to a single save versus a specific type of condition or effect. For example, Fortitude saves versus disease or Will saves to see through illusions are considered to be limited saves.

Save Bonus (+1): A save bonus represents a permanent +1 bonus to a single save (Fortitude, Reflex, or Will). Unlike limited save bonuses, save bonuses apply to all saves of the specified type that a character makes.

Bonus Feat: The effects of certain feats can be incorporated into a character's genetic code through gene therapy. A character who is so modified must still meet the prerequisites for the feat in question. If he does not, the feat lies dormant until such a time as he is eligible for it.

Extraordinary (Ex) Ability: Gene therapy can be used to grant characters the use of extraordinary abilities. Some extraordinary abilities have multiple grades, such as Fast Healing. Each level of such an ability counts as a single extraordinary ability when determining ECL, so a character who is engineered to have Fast Healing 3 would have his ECL modified by +1 (1/2 x 3 = 1 ½, rounded down to 1).

Supernatural (Su) Ability: Gene therapy can be used to grant characters the use of supernatural abilities.

Spell-like (Sp) Ability: Gene therapy can be used to grant characters the use of spell-like abilities.

Mutation: At your Gamemaster's option, gene therapy can be used to provide characters with beneficial mutations. Mutations are considered to be extraordinary abilities, with a base Fortitude save DC of 20 and a requirement of 15 successes. These totals are modified by the MP cost of the mutation that is to be emulated.

For example, a regimen of gene therapy to emulate the scaly armor mutation (MP cost: 3) would have a base Fortitude DC of 23, and a requirement of 18 successes. The purchase DC is equal to the DC of the Fortitude save + 1/2 the number of required successes. Using this formula, the scaly armor mutation mentioned above would have a purchase DC of 32 (23 + 9). Determining a mutation's ECL modifier is a bit trickier. Each point of a mutation's MP cost is worth a fractional ECL modifier of ¼. This means that the scaly armor mutation has an ECL modifier of + ¾.

A full list of mutations, as well as their MP costs, can be found in Chapter 12 of *d20 Future*.

Genetic Design on a Budget

Genetic therapy isn't always a perfect science. The complexities of altering the human genome are vast, and problems are bound to arise. The slightest flaw in a person's genetic code can lead to startling backlashes, some of which can result in the death of the subject. Others can lead to horrible

deformities or weaknesses which can never be overcome through medical or retroviral means.

With the price of genetic therapy being so prohibitive, it is always possible to cut corners in order to cut costs. These sorts of shortcuts are dangerous, but are all too common, especially in street-level clinics that cater to the lower echelons of society. In some settings, having your genes redesigned always poses some risk of introducing an unwanted mutation into a patient. The unwritten rule when having such work done is, "Buyer beware."

At your Gamemaster's option, it may be possible to reduce the purchase DC of genetic therapy by introducing drawbacks. These drawbacks are similar to those faced by mutants. Each point of MP value that a specific drawback has reduces the purchase DC of a special quality or gene therapy template by that same amount. The purchase DC of a template or special quality can only be reduced by up to 10 points in this manner.

For example, Adam is interested in the Aquan template, but the purchase DC of 32 is a bit too pricey. By selecting one or more drawbacks, he can reduce the purchase DC of his chosen template by up to 10 points. Adam chooses Light Sensitivity (MP value: 1) and Ultraviolet Allergy (MP value: 3) as his drawbacks, which reduces the purchase DC of the Aquan template to 28. Drawbacks also reduce the total ECL of a character's templates and/or special qualities. For each point of MP value that a drawback has, it reduced the character's total ECL by ¼, to a minimum ECL of +0.

New Drawbacks

The drawbacks presented in the d20 Future rules are merely a beginning. GMs and players should work together in order to devise new and unusual drawbacks for their characters. Included here are five additional drawbacks. They can be used to reduce the costs of gene therapy, or to offset the MP cost of mutations.

Chemical Dependency [Drawback]

In order to function normally, you must regularly ingest a chemical or drug.

MP Value: Varies.

Drawback: You take 1d4 point of Constitution damage for each 24 hour period that you are deprived of the chemical upon which you are dependent. This Constitution damage cannot be healed until the chemical is ingested again. Once you consume the chemical, all Constitution damage that you have taken as a result of your dependency is healed within 1d6 rounds.

Special: The MP value of this drawback depends on the cost and availability of the chemical in question. A dependence on a commonly-available chemical, such as nicotine, caffeine, or alcohol, has an MP value of 1. A month's worth of doses has a Purchase DC of 10.

Less-common chemicals, such as over-the-counter prescription drugs, have an MP value of 2. A month's worth of doses has a Purchase DC of 15.

A dependence on rare, expensive, or illegal substances, such as narcotics or specially-formulated chemical treatments,

has an MP value of 4. A month's worth of doses has a Purchase DC of 20.

Diminished Reflexes [Drawback]

You are slow to react to danger.

MP Value: 4.

Drawback: Due to a neurological defect, you have trouble keeping up with events when things get exciting. In combat situations, you suffer a −2 penalty to Initiative. Additionally, a −1 penalty is applied to all Reflex saves that you make, regardless of the circumstances.

Special: You cannot take this drawback if you have the Improved Initiative feat.

Mute [Drawback]

You have lost the capacity for speech, and must communicate with others in another way.

MP Value: 2

Drawback: You are unable to speak. If you have the capability, you may communicate with others via sign language, telepathy, writing, or some other way.

Photodependency [Drawback]

Light of any kind sustains you, and you grow weak when you are deprived of it.

MP Value: 5.

Drawback: You suffer a −4 penalty to both Strength and Constitution when you are deprived of light. In dim light, such as that cast by a torch, flashlight, or lamp, this penalty is reduced to −2. The only time you do not suffer this effect is when you are in complete illumination, such as a brightly-lit room, or broad daylight. You must have some skin exposed to benefit from the presence of light.

Weakened Senses [Drawback]

Your senses have been dulled, making it harder for you to detect things around you.

MP Value: 3.

Drawback: You suffer a −2 penalty to all Listen, Search, and Spot checks.

Special: You cannot take this drawback if you have the Alertness feat.

New Gene Therapy Templates

The potential for additional gene therapy templates is limitless. For convenience, several other examples of such templates are included here. Gamemasters and players should feel free to devise their own unique templates to suit their individual campaigns.

Alpha (Template)

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

The alpha template is generally applied to a character while he is still in the womb, though it may also be applied to

an unmodified subject as part of a genetic redesign regimen. Alphas are healthier, smarter, and better-looking than typical members of their species. The process used to create alphas is utilized extensively by the wealthy to enhance their own blood lines, and many alphas come from affluent families. The alpha regimen requires 30 successful Fortitude saving throws (DC 20).

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

Long-lived (Ex): Once they reach maturity, alphas age slowly, and can live to be twice as old as a typical member of their species. When determining the effects of age on an alpha, double the age range as given on Table 1–9: Aging Effects in Chapter 1 of the *d20 Modern Roleplaying Game*.

Toxin Resistance (Ex): Due to their hearty constitutions, alphas are better able to shrug off the effects of poison and disease. Alpha characters gain a +4 bonus to saves made to resist the effects of diseases and poisons.

Unstable (Ex): The alpha process is not perfect, and many alphas pay the price for their increased longevity, health, and intellect by being mentally and emotionally unstable. Because of this, alpha characters suffer a −2 penalty to all Will saves.

Ability Scores: An alpha's ability scores change as follows: Int +2.

Skills: Same as the character.

Feats: An alpha gains Great Fortitude as a bonus feat.

Advancement: By character class.

Level Adjustment: +1.

Purchase DC: 40.

Climber (Template)

"Climber" 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 qualities except as noted here.

The climber template allows a character to climb more adroitly, due in part to increased upper body strength, pedextrous feet, and improved equilibrium. Climbers are common in orbital facilities where low gravity is common. A character acquires the climber template by undergoing a course of gene therapy. The regimen requires 25 successful Fortitude saving throws (DC 20).

Speed: A climber gains a climb speed of 30 feet. Because a climber's hand-like feet are more suited to climbing than to running, his base land speed is reduced by 10 feet.

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

Pedextrous Feet (Ex): A climber's feet resemble elongated hands, much like the feet of a primate. This extra pair of hands provides a +4 species bonus to Climb skill checks. Though these feet can be used to hold objects and aid in climbing, they lack the manual dexterity to wield weapons. Any attempt to do so incurs a −4 penalty on attack rolls.

Ability Scores: A climber's ability scores change as follows: Str +2.

Skills: Same as the character, with a +2 species bonus on Balance and Tumble checks.

Advancement: By character class.

Level Adjustment: +0.

Purchase DC: 32.

Marksman (Template)

"Marksman" 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 qualities except as noted here.

Marksmen are created to be superior sharpshooters, with flawless hand-eye coordination and improved depth perception. A character acquires the marksman template by undergoing a course of gene therapy. The regimen requires 20 successful Fortitude saving throws (DC 20).

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

Farsighted (Ex): While they have excellent long-range eyesight, marksmen suffer a −2 penalty to all attack rolls, Search, and Spot checks at ranges of less than 10 feet.

Improved Depth Perception (Ex): Marksmen have a keen eye for distance. When making ranged attacks, they ignore the −2 range penalty for the second full range increment.

Ability Scores: A marksman's ability scores change as follows: Dex +2.

Skills: Same as the character.

Feats: A marksman gains Point Blank Shot as a bonus feat.

Advancement: By character class.

Level Adjustment: +1.

Purchase DC: 30.

Cybernetics

Cybernetics are mechanical and electronic systems that replace or enhance some type of biological function. There are two types of cybernetic attachments in *d20 Future*: replacements and enhancements.

Replacements take the place of some part of a character's body, generally a limb or an organ. There are various reasons for a character to opt for a cybernetic replacement, the most likely being that the limb or organ that is being replaced has been destroyed or otherwise damaged beyond repair. While it is nearly unthinkable, there are some characters who will voluntarily replace their limbs and organs with mechanical substitutes in order to benefit from their increased durability.

Conversely, cybernetic enhancements improve the performance of an individual in one or more ways. There are various types of enhancements available to the discerning cyborg. Some, such as external weapon mounts, subcutaneous body armor, or initiative implants, have their roots in military applications. Given their functions, military implants are universally restricted and illegal in many societies. Others, like identity chips, microcomputers, and subcutaneous cell phones, are more utilitarian in nature, and not likely to be as heavily controlled.

Starting Play with Cybernetics

Although cybernetics are expensive, many enhancements are within the range of a starting character's limited Wealth. Even so, the high-end cybernetic systems available after PL 7 can be well out of a 1st-level character's reach. Making such systems more accessible to beginning characters, especially in settings where cybernetics are commonplace, can be a desirable goal for many players and Gamemasters.

Going into Debt

As previously mentioned, starting characters can purchase cybernetics like any other kind of equipment by making Wealth checks. For those cybernetic systems that characters simply cannot afford, there is another option: selling out to someone that can buy them for you.

In the gritty dystopian worlds that are common to cyberpunk fiction, any one of a number of shady organizations might sponsor up-and-coming heroes. In exchange for loyalty and labor, companies will extend benefits to characters. In the case of an employee's early retirement or termination, such benefits (including equipment and cybernetic systems) would be rescinded. The fact that a former employee might require the use of a prosthetic arm doesn't matter; the device belongs to the company, and they will send people to claim what is contractually theirs.

Corporations aren't the only sponsors that heroes can tap in exchange for cybernetics. Governments, government agencies, and militaries offer similar perks to employees, and organized crime syndicates sometimes equip their agents accordingly. As with corporate sponsors, these organizations do not approve of employees who renege on their trust. Government bodies will just as soon arrest employees to get their toys back. Criminal organizations are less discerning, and will likely kill traitors as a matter of course.

These debts can haunt a hero for his entire career. Until they are paid, the mechanical devices that are grafted to his flesh are constant reminders of the balance that he owes to his benefactor. Characters must possess strong allegiances to these organizations, perhaps on a contractual basis. In exchange for a number of years of service, the implanted cybernetics become the property of the character. If these allegiances are abused or broken, the character, or those he loves, will often be forced to pay dire consequences as a result.

Cybernetic Drawbacks

Another option to reduce the cost of cybernetics is to buy equipment that is cheap, shoddy, or obsolete. This is where cybernetic drawbacks come into play. Cybernetic drawbacks reflect technical flaws in your cybernetic gear, ranging from increased vulnerability to electric shock, to the results of a partially successful installation.

Each cybernetic drawback that you take only applies to one cybernetic replacement or enhancement. You may apply multiple drawbacks to the same replacement or enhancement, but under no circumstances can you reduce the purchase DC of the enhancement by more than 10 points or to a value less than 5. Some cybernetic drawbacks stack if they are applied to
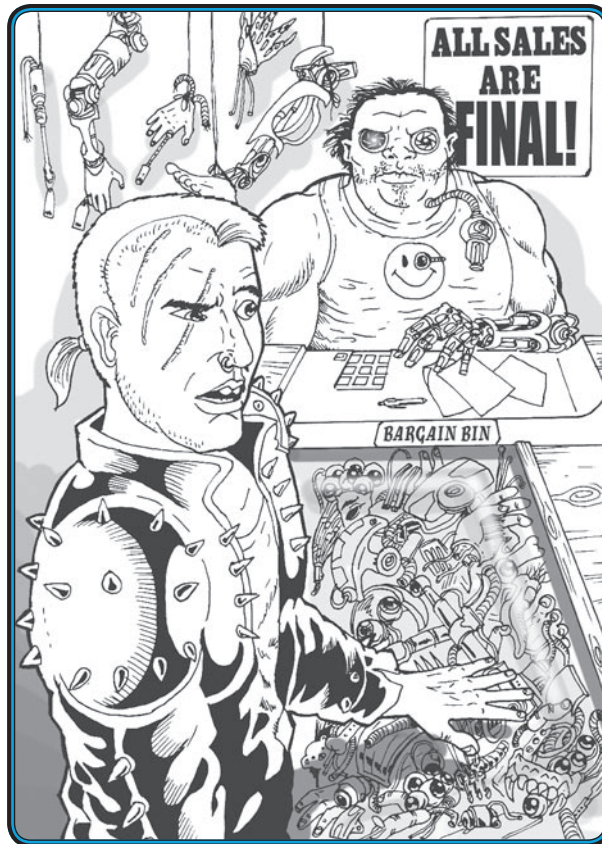
the same cybernetic system more than once, and this will be noted in the drawback's description.

In no case can a cybernetic drawback be remedied by any normal means. The only solution is complete replacement of the faulty replacement or enhancement.

Flimsy Design

One of your cybernetic replacements or enhancements is poorly-designed.

Purchase DC: The purchase DC of a Flimsy cybernetic replacement or enhancement is reduced by −2.

Drawback: When you are the subject of massive damage effects, you add +10 to any rolls you make on Table 11–2: Massive Damage Effects, in *d20 Future*.

Special: A character can apply this drawback to the same cybernetic replacement or enhancement multiple times. Its effects stack.

Increased Electricity Vulnerability

One of your cybernetic replacements or enhancements lacks even the rudimentary shielding that most others of its type employ.

Purchase DC: The purchase DC of a cybernetic replacement or enhancement with the increased electricity vulnerability flaw is reduced by −4.

Drawback: When taking damage from an attack that deals electricity damage, you suffer double damage. If you have an anti-shock implant installed, this extra damage is not negated by it.

Improper Installation

One of your cybernetic replacements or enhancements was installed in an incorrect manner.

Purchase DC: The purchase DC of a cybernetic replacement or enhancement with the improper installation flaw is reduced by −3.

Drawback: Surgical removal of the affected implant will cause permanent damage to you. If a Treat Injury check made to remove the cybernetics is successful, you will suffer a loss of 1 point of permanent Constitution drain. If the Treat Injury check is unsuccessful, the recipient permanently loses 2 points of Constitution.

Inferior Construction

One of your cybernetic replacements or enhancements is cheaply made and less durable as a result.

Purchase DC: The purchase DC of a cybernetic replacement or enhancement with the inferior construction flaw is reduced by −4.

Drawback: The hit points of the selected cybernetic replacement or enhancement are halved.

Intermittent Functionality

One of your cybernetic enhancements does not function reliably.

Purchase DC: The purchase DC of a cybernetic replacement or enhancement with the intermittent functionality flaw is reduced by −2.

Drawback: When your cybernetic enhancement is used, it fails to work 5% of the time. This failure lasts until such time as a Repair skill check (DC 20) is successfully made to correct the problem.

Special: A character can apply this drawback to the same cybernetic replacement or enhancement multiple times. Its effects stack.

Partial Rejection

Your body has never fully accepted the installation of one of your cybernetic replacements or enhancements.

Purchase DC: The purchase DC of a cybernetic replacement or enhancement with the partial rejection flaw is reduced by −5.

Drawback: Your cybernetic replacement or enhancement counts as one extra cybernetic attachment when computing how many attachments your character may have.

Robots

Robots are a staple of science fiction, and the opportunity to portray one in *d20 Future* is appealing to many players. They are ultimately more configurable than their human counterparts, and with a few attachments or modifications, this can provide a welcome distinction between different robotic player characters and their functions within the adventuring party. Aside from their versatility, robot characters possess several benefits that organic characters lack, such as increased hit dice, resilience, and the ability to be repaired

or "resurrected" by transferring the robot's processor into another frame.

The High Price of Robotics

Robotic characters have a wide variety of accessories available to them. Such accessories can be purchased and installed as they are needed, and these pieces of equipment allow robots to be configured for a number of different functions. Due to their lack of a starting occupation's Wealth bonus, robotic characters who are beginning play at 1st level may have some trouble purchasing these systems. In fact, robot characters are confronted by a somewhat unique problem: who is going to be paying for *them*?

It's A Group Thing

It is unlikely that any 1st-level robot character will be able to purchase itself, given the limited funds at its disposal. Gamemasters may wish to require or allow organic party members to pool their funds to buy their mechanical friend and his accessories. This is accomplished by using the Aid Another action to assist one character's Wealth check.

The concept of one or more player characters owning one of their companions can be a touchy subject, but it can also lead to a great many unique opportunities for roleplaying. It must be stated that such an arrangement cannot be made at the expense of one player's enjoyment of the game, and it is ultimately the robot player's option to obey or disregard the commands of his fellow player characters.

Someone Else's Property

Another option for robotic characters is that they are owned by a faction, such as a government, corporation, or organization. Such characters are assigned an arbitrary Wealth rating equal to the particular faction's requisition limit with which they must buy not only their own frame, but their own accessories as well. So long as these robots follow their orders and uphold the agenda of the faction in question, they are given a seemingly unprecedented degree of autonomy.

Such freedom comes with a price in the form of a preprogrammed allegiance to the faction in question. This allegiance cannot be broken unless the programming itself is hacked and rewritten with a Computer Use check (DC 30). No robot so programmed will willingly allow itself to be tampered with in such a fashion. In addition to loyalty programming, particularly valuable robots may be equipped with self-destruct devices, kill switches, or other accessories which are used to prevent the robot from falling into the wrong hands (and which guarantee the machine's compliance with its master's wishes).

New Robot Options

The following options may be appropriate for robotic characters who are owned, operated, or controlled by a powerful faction. Such organizations are oftentimes averse to expensive pieces of their equipment walking off by themselves, and so they will install equipment or aversion programming to prevent such events from occurring.

New Robot Accessory: Integrated Kill Switch (PL 5)

Some robots are equipped with an integrated kill switch to ensure their loyalty. Unlike a self-destruct system, which destroys the robot utterly, a kill switch merely shuts the robot down. Kill switches are activated in one of several ways, such as by a verbal command, a remote activator, or aversion programming that will shut a robot down if it attempts to perform a restricted action. The method of activation must be specified at the time of purchase. Multiple methods can be specified, but each one past the first adds +1 to the kill switch's purchase DC.

Purchase DC: 10 + one-half the robot's Intelligence score.
Restriction: Licensed (+1).

New Feat: Broken Programming

Robots can occasionally break their programming and go rogue. This allows them an increased amount of freedom, but such models are often reprogrammed or disassembled if they are discovered.

Prerequisite: Robot character with at least one predetermined allegiance, character level 3+.

Benefit: Because your loyalty programming has been broken, you need not obey the faction to which you formerly owed allegiance. You may continue to work for the faction in question, but if it is discovered that your programming has been broken, you may face reprogramming or liquidation at your owner's option.

Robotic Flaws

Robotic flaws are another way to reduce the cost of a heroic robot's frame, while simultaneously providing a bit more color for the robot's background. Each flaw provides a tangible benefit, typically in the form of a reduction of the robot's frame's base purchase DC. This cost reduction is balanced by a drawback, which may or may not immediately affect the robot character.

What follows are some examples of robotic flaws. GMs and players are encouraged to invent their own.

Obsolete Model

Different degrees of technological advancement can be pronounced, even within the confines of a single Progress Level. Minor technological advances, progressive miniaturization of components, innovative structural designs, and the increased efficiency of processors can spell the end of a specific robot's salability. Such models remain on the salesroom floor for months, often at discounted prices, before they are returned to their manufacturer for recycling.

While two robots of the same Progress Level are functionally the same, the newer model is liable to be easier to repair given that components and parts are

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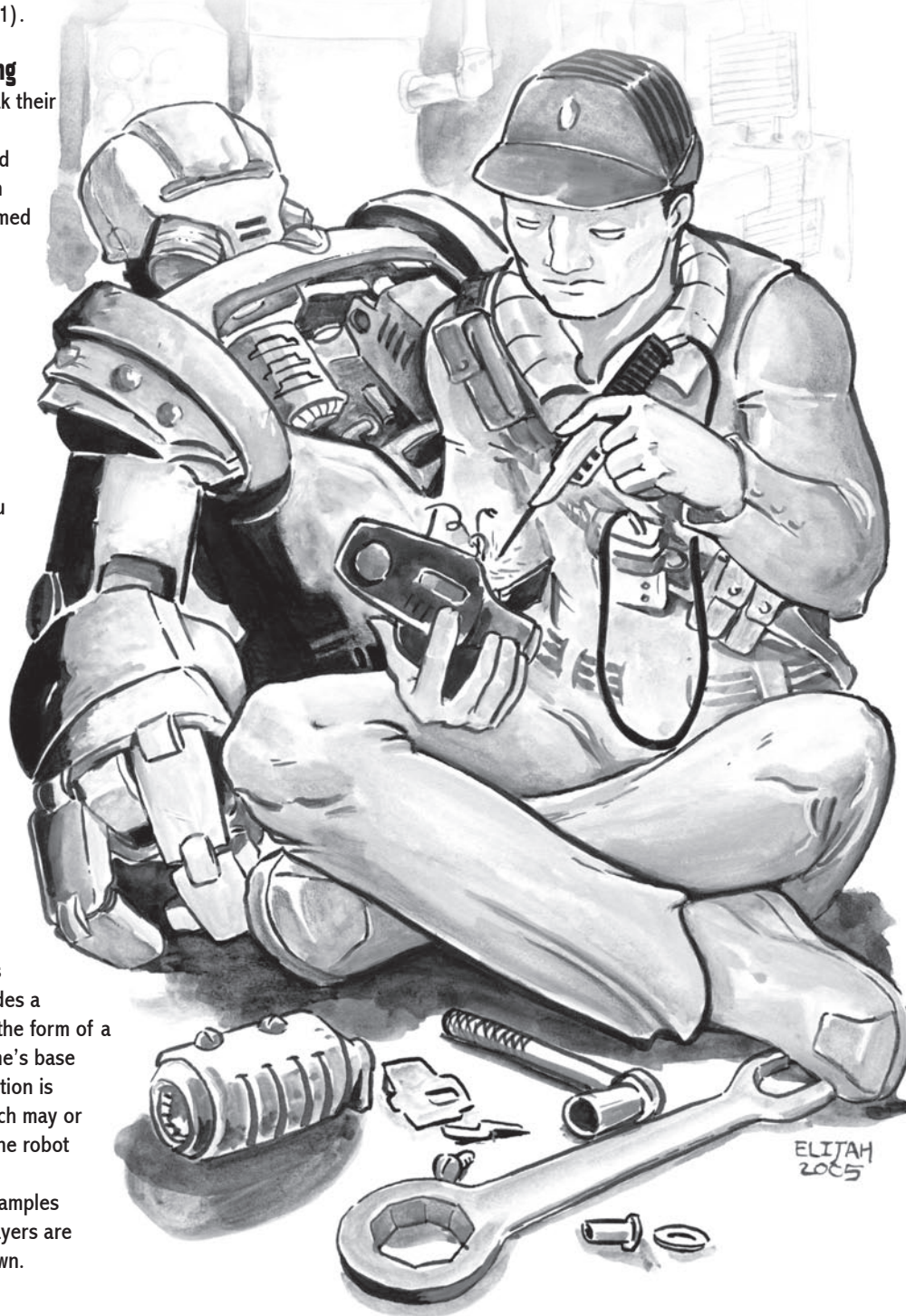
readily available. Due to the rarity of its outdated parts and mechanisms, an obsolete robot is more expensive to repair. Spare parts are, as a rule, harder to find, as most retailers will stock only what is selling well at the time.

Obsolescence doesn't affect the robot's performance, only the availability of repairs for the given model.

Purchase DC: The base purchase DC of an obsolete robot is reduced by 4. This reduction only applies to the robot at the time of purchase, and does not affect the cost of attachments and upgrades that are purchased at a later time.

Drawback: The purchase DC of accessories and repairs for this robot are increased by 2.

Previously-Owned

Often referred to as "used," robots that are previously-owned were at one time the property of someone other than their current master. Such robots may or may not have access to the memory banks that they had while in the possession of their former owner, and thus, they may not have knowledge of their past. Used robots have often seen a lot of wear and tear. Even given the benefit of a complete overhaul, their systems are no longer functioning at peak efficiency.

Purchase DC: The base purchase DC of a previously-owned robot is reduced by 1/4.

Drawback: A used robot suffers a −2 penalty to one ability score chosen by the hero's player at the time that the character is created. Though upgrades may be purchased to further improve this reduced ability score, the wear and tear can never truly be repaired.

Slow

Due to a poor design or faulty servos, the robot is slow-moving on its feet.

Purchase DC: The base purchase DC of a slow robot is reduced by 2 points.

Drawback: A slow robot's base speed is reduced by 10 feet.

Robot Attachment Packages

It is a rare robot that has no specific function. Most are designed with a narrow area of expertise in mind, from front-line combat to hyperdrive repair to etiquette and protocol. Robot attachment packages are designed to equip starting robots with the types of modifications and attachments they will need in order to fulfill a specific function. These packages may only be purchased at 1st level. Robotic characters wishing to emulate the functions of one or more of these packages later in their careers must buy the individual components piecemeal and have them installed.

These packages are designed with biodroids and bioreplicas in mind. Due to restrictions that such items place on heroic robots, none of the packages include feat or skill software. These packages are designed to speed the process of character creation for robotic characters. Each is designed with a specific robotic function in mind. While these packages do not cover every imaginable option, they do present a cross-section that should be enough to get players started right away.

Using Attachment Packages

To use the attachment packages, follow the steps below:

1. Determine the robot's starting Wealth bonus normally.
2. Select an attachment package for your character.
3. The character automatically gets the attachments listed in the basic package, regardless of starting Wealth bonus. Record these attachments on the character sheet.
4. Each packages has two or three additional entries, each listed with a minimum Wealth bonus. If your character has a starting Wealth bonus equal to or higher than the listed number, you may add those attachments to the character sheet as well. The Progress Level of the campaign must be equal to or higher than the Progress Level listed with whatever level of the package you choose.
5. When you are done, determine the highest number associated with a package you selected for your character, and subtract this number from your character's starting Wealth bonus. (For this purpose only, treat the Basic Package as though it has a value of Wealth bonus +3.) The result is your character's current Wealth bonus. If your Wealth bonus was not high enough to take anything other than the Basic Package, your character's current Wealth bonus is +0.
6. If you cannot afford to purchase the level of the attachment package that you want, you can ask other players for assistance. Your companions can contribute their own Wealth bonus to help you on a one for one basis, but any points they contribute are subtracted from their total Wealth.

Diplomatic Robot

Robots are useful tools in the course of diplomatic negotiations. As artificial beings, they rarely show bias, and their programmed neutrality is hard to deny. Since diplomatic robots are especially averse to violence, they often go to great lengths to strive for peace. At the lower Progress Levels, robots can serve as useful companions and assistants to human arbiters. At higher Progress Levels, robots of this type can practically negotiate peace treaties and trade contracts all by themselves, as well as provide on-the-spot translation of foreign languages. Their personalities continue to improve, making them less distinguishable from humans. This can be a comfort to folk with anti-robot prejudices.

Ability Modifiers: −2 Strength. Robots with diplomatic functions require increased processing power for translation and interaction with organic beings, so they are rarely built with physical power in mind.

Basic Package (Minimum PL: 6)
AV Recorder, Integrated Cell Phone, Integrated Video Phone

Wealth Bonus +4 (Minimum PL: 6)
Intelligence Upgrade +2

Wealth Bonus +6 (Minimum PL: 7)
Charisma Upgrade +2, Polyvox

Wealth Bonus +8 (Minimum PL: 7)
Charisma Upgrade +4

Emergency Services Robot

Robots that function in the emergency services have a long and distinguished history. They have been utilized for years, venturing into dangerous locations that organic beings would much rather avoid. As the firefighters, paramedics, and rescue workers of the future, such robots are indeed a valued and expendable resource. At lower Progress Levels, these robots are equipped with the bare minimum. With technological improvements, they can be built to withstand extremes of temperature, climate, and atmosphere. At their best, these robots possess insight and awareness to rival their organic counterparts, and they are programmed to truly care about the unfortunate souls that they are sent to rescue.

Ability Modifiers: −2 Dexterity. The robots used in the pursuit of emergency services trade physical power for improved processors and medical programming.

Basic Package (Minimum PL: 6)
Fire Extinguisher, Integrated Videophone, Magnetic Feet

Wealth Bonus +8 (Minimum PL: 6)
Survivor Array

Wealth Bonus +10 (Minimum PL: 7)
Class VIII Sensor System, Task Hand

Wealth Bonus +11 (Minimum PL: 8)
Class IX Sensor System, Wisdom Upgrade +2

Espionage Robot

Designed with stealth and surveillance in mind, espionage robots are mechanical spies. Often disguised as other kinds of robots, they are sent into enemy territory on reconnaissance missions. Occasionally they are required to infiltrate the opposition's ranks, perhaps in the guise of a labor robot, in the hopes that they may discover secrets that are useful to their masters. Standard equipment for an espionage robot depends a great deal on Progress Level, but nearly all of them are equipped with some manner of recorder and transmitter so that they can ensure that their masters remain informed of their progress. Those robots that are sent on particularly sensitive missions are equipped with self-destruct systems that prevent capture by the enemy. At higher Progress Levels, stealth plays an increasingly important role, as a robot that remains unseen is one that cannot be caught.

Attribute Modifiers: None. Instead of gaining 1d10 hit points per level like other robotic characters, espionage robots gain 1d8 hit points per level. Because of their precise construction and highly calibrated sensors, espionage robots are not as resilient as other mechanical beings.

Basic Package (Minimum PL: 6)
AV Recorder, AV Transmitter, Integrated Cell Phone, Dexterity Upgrade +2, Self-Destruct System

Wealth Bonus +6 (Minimum PL: 7)
Class VIII Sensor System

Wealth Bonus +10 (Minimum PL: 7)
Charisma Upgrade +2, Holo Screen

Wealth Bonus +14 (Minimum PL: 8)
Photon Screen

Laborer Robot

Robots that perform tasks that most humans might deem menial are often considered laborer robots. Such tasks include janitorial duties, construction work, and anything that might use more brawn than brains. Labor robots are often equipped with an improved chassis and servomotors, giving them a greater than average ability to lift and move heavy objects. Tool mounts are also common, and come equipped with any of a number of tools that fit the robot's function. Some robots are also equipped with magnetic feet, both for stability and versatility. At higher Progress Levels, task hands are installed to give the robot an improved capacity with hand-held items.

Attribute Modifiers: −2 Intelligence. Labor robots are not known for their sophisticated processors, and tend to be a bit on the slow side as far as their mental faculties are concerned.

Basic Package (Minimum PL: 6)
Strength Upgrade +2, 2 Tool Mounts

Wealth Bonus +4 (Minimum PL: 6)
Magnetic Feet, Strength Upgrade +4

Wealth Bonus +8 (Minimum PL: 7)
Survivor Array

Wealth Bonus +10 (Minimum PL: 7)
Strength Upgrade +6, 2 Task Hands

Law Enforcement Robot

Though they will never replace organic beings in the fields of security and law enforcement, robots play a key role in many of the future's police forces. Given their versatility, resilience, and intimidating mien, robots make effective law-enforcers. Their programming gives them an intimate familiarity with legal code and investigative procedures. When properly-equipped with armor, increased strength, and offensive weaponry, robot cops can easily rival or exceed the abilities of their human counterparts. In a society where human frailty can turn even the most virtuous officer against the ideals that he is sworn to uphold, the only honest cops on the street may very well be robots.

Ability Modifiers: −2 Charisma. Much like the criminals they seek to apprehend, the robots used in law enforcement rarely have well-defined or amicable personalities.

Basic Package (Minimum PL: 6)
AV Recorder, AV Transmitter, Loading Mechanism, Resilium Armor, Strength Upgrade +2, Weapon Mount

Wealth Bonus +5 (Minimum PL: 7)
Dexterity Upgrade +2, Neovulcanium Armor

Wealth Bonus +8 (Minimum PL: 8)
Inertial Inhibitor, Wisdom Upgrade +2

Military Robot

The military applications of robotics have long been a controversial subject. Proponents argue that employing robots on the battlefield will reduce the human cost of warfare, at least on the side that is fielding them. Opponents of such reasoning counter that only fools would seek to violate the fundamental laws of robotics by programming such constructs with the skills needed to kill. Despite such viewpoints, robots filling military roles are an inevitable result of technological advancement. Armed with state of the art weapons, protected by the best armor available, and built for strength and resilience, a single military robot can serve as effectively as an entire squad of trained men. When working together, small teams of such robots are the equivalent of modern infantry platoons or companies. Because they lack human morality, conscience, and remorse, military robots serving on the front lines of future battlefields represent the epitome of the cold-blooded killing machine.

   Ability Modifiers: −2 Intelligence, −2 Charisma. While they can be cunning, military robots are not usually bright or personable.

Basic Package (Minimum PL: 6)
Duralloy Armor, Loading Mechanism, Strength Upgrade +2, 2 Weapon Mounts

Wealth Bonus +5 (Minimum PL: 7)
Class VIII Sensor System, Crystal Carbon Armor, Dexterity Upgrade +2

Wealth Bonus +7 (Minimum PL: 7)
Inertial Inhibitor, Self-Repair Unit

Wealth Bonus +9 (Minimum PL: 8)
Class IX Sensor System, Megatanium Armor, Nerve Web, Strength Upgrade

Technician Robot

Technician robots are similar to labor robots, only their area of expertise is focused on trained labor and the more technical aspects of construction, manufacturing, and repair. They are smart, even by the standards of most other robots, and are equipped with the tools that they require to fulfill their functions. The simplest of these units work in factories on assembly lines, while advanced models rub elbows with organic engineers and assist scientists in corporate laboratories.

   Ability Modifiers: −2 Strength, −2 Charisma. Technician robots are built for function rather than strength. Because they rarely deal with organic beings in any capacity other than a professional one, robot technicians are often cool, with simple, spartan personalities.

Basic Package (Minimum PL: 6)
Intelligence Upgrade +2, Tool Mount

Wealth Bonus +3 (Minimum PL: 7)
Self-Repair Unit, 2 Task Hands

Wealth Bonus +5 (Minimum PL: 8)
Intelligence Upgrade +4, Robot Repair Unit

Tampering with the basic structure of a living being has long been the subject of science fiction, from *Dr. Jekyll and Mr. Hyde* and *The Island of Dr. Moreau* to *Resident Evil* and *Spider-Man*. In roleplaying games, genetic engineering offers a way to alter many of the basic tenets upon which a character or creature is founded. A character who dabbles in genetic engineering has the power to effect great change on the most basic levels, twisting or modifying another organism to suit his purposes. Access to genetic engineering gives players not only great power but many new character options as well; players may choose to play a genetically-enhanced version of a standard character race (human, alien, or otherwise), while other more entrepreneurial players might focus their character's natural intelligence into the field of genetic manipulation, creating new life forms or bestowing party members with beneficial mutations and subtle alterations to their genetic structure. Whether the player's interest in genetic engineering is purely selfish, benevolent and for the benefit of the party (or the galaxy), or simply a passing fancy, this chapter presents several new options for genetic enhancement in science fiction roleplaying.

Cloning

The concept of cloning is central to much of the research surrounding genetic engineering. Many of the technologies that develop in the pursuit of cloning eventually lend themselves to the study of genetic engineering and provide the basic building blocks which scientists then alter in the hopes of creating modified life forms. However, before a being can be safely and completely genetically altered, scientists must first understand the basic genetic structure of that creature. As such, the ability to replicate a life form from its basic blueprints, known as a genome, becomes the cornerstone upon which both cloning and genetic manipulation are built.

Complete Clones

In order for a character to create a clone, he or she must first possess the Craft Clone feat (see Appendix A). The process requires access to a cloning lab (Wealth DC 26)—which includes clone development tanks, high-end analysis equipment, and gene therapy technology—and a small sample of the subject's DNA (usually about 1 hp worth of tissue).

A character with these materials can create a complete clone with a series of successful DC 25 Craft (biological) checks. The character can make one such check each day, and the number of successful checks required is equal to the subject's Constitution score.

Once the appropriate number of Craft checks have been successfully made, a perfect genetic clone of the creature is created in embryonic form. From that point, the clone either develops normally as any other member of the species would,

or may be manipulated or have its growth rate accelerated by artificial means.

Organ and Limb Replacement

Creating a replacement organ or limb can be invaluable to a party that sees its share of casualties in combat. A scientist or medical technician with access to a cloning lab can create individual body parts (including cloning things like blood, bone marrow, plasma, and other vital fluids and chemicals) without the need to create an entire clone. In order to create a cloned organ or limb, the character growing the replacement part must have a genetic sample from the subject in need of the cloned body part. Once this is obtained, the character creating the artificially grown organs must make a Craft (biological) check (DC 25) in order to carry out the process. The growth of the new organ or limb requires a varying amount of time depending on the Progress Level of the setting, and once completely grown, the organ or limb must be surgically attached or inserted by trained medical professionals (requiring the Surgery feat).

Selective Heredity

Additionally, during the cloning process it is possible to subtly alter the hereditary traits passed on to a clone by its original body. For example, anything that varies from one member of the species to another (such as hair or fur color, eye color, skin pigmentation, etc.) can be altered by subtly changing genetic data when creating the new clone. All such hereditary traits of a trivial nature (i.e. that do not have any in-game effect) may be altered by increasing the Craft (biological) check by 2 for every such change being made to the clone. For example, when creating a clone of a party member, a player wishes to alter the hair, eye, and skin color of the clone in order to distinguish one clone from the other. Since each change increases the DC by 2, and there are three total changes, the new Craft check DC is 31 (base of 25 + 6 for hereditary changes).

Only certain aspects of a creature may be altered in such a manner. Height and general body type can be subtly altered, but not enough to change size categories or influence ability scores. Any coloration changes—from radically different colors, such as black skin, orange eyes, and so on—may be made in this manner, but no changes to any pigmentation may provide any bonuses to skills (such as Hide checks) under any circumstances. Such drastic changes require mutations and cannot fall under selective heredity.

Metahumans

The most basic way that players can take advantage of genetic engineering comes in the form of metahuman races. Metahumans are genetically superior human beings that

have evolved (or been forced to evolve) beyond the *homo sapiens* race. Unlike standard humans, metahumans possess sharper senses, heightened capabilities, and evolved minds that make them superior in every way to normal humans. Metahumans come in three varieties: the advanced human, the vanguard, and the paragon. Each metahuman race appears basically the same as humans but possesses subtle genetic improvements that make them superior to their standard human counterparts. Metahumans are treated as humans for all other purposes, including bonus feats and the number of skill points at each level. Any ability, attack, or special effect that would normally target a human will also target a metahuman, and any diseases or afflictions that can affect a human can also affect a metahuman (except where noted in the metahuman's statistics).

Advanced Human (homo provectus)

The advanced human is the first step up the evolutionary ladder from humanity until PL 6. Advanced humans possess heartier immune systems, mildly heightened senses, and increased mental capacity. Though advanced humans are only slightly superior to regular humans, they are treated with fear and distrust when encountered by those below them on the evolutionary ladder. Advanced humans are only subtly different and one could not tell an advanced human from a regular *homo sapiens* without the benefit of genetic analysis technology.

Ability Modifiers: +2 Intelligence; the mental capacity of an advanced human is expanded to allow for new types of thinking.
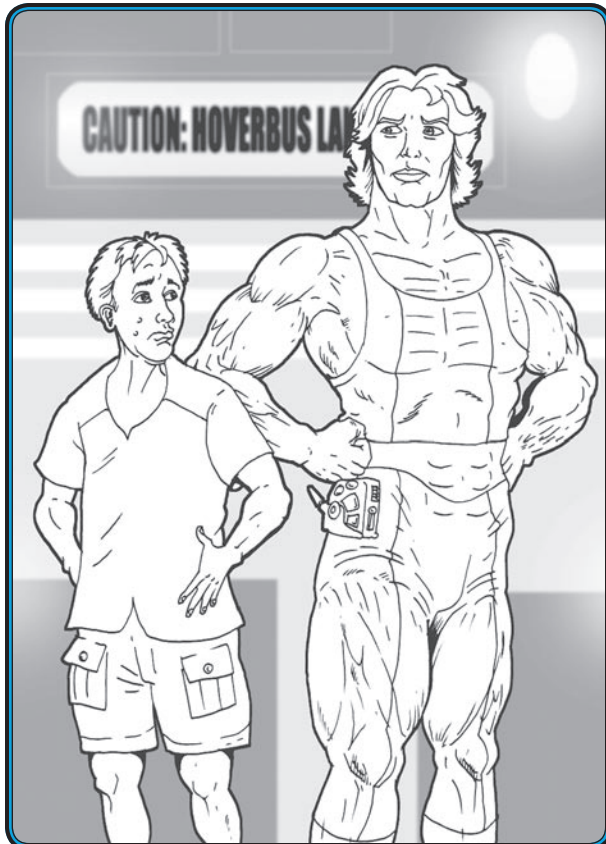
Base Speed: Advanced human base speed is 30 feet.

Low-Light Vision: Advanced humans possess low-light vision as per the extraordinary ability.

Improved Immune System: Advanced humans gain a +2 racial bonus to Fortitude saves against all forms of disease.

Level Adjustment: +1

Vanguard (homo ulterius)

Vanguards represent the first major leap up the evolutionary ladder from *homo sapiens*. A vanguard possesses many enhancements that a normal human simply cannot achieve except through genetic manipulation. Vanguards are slightly more intelligent than humans but possess expanded psionic capacity, allowing them to do amazing things using the powers of their minds. Vanguards tend to grow taller than normal humans and have an average lifespan of nearly 130 years, causing them to stand out from among a crowd of lesser beings. Vanguards typically avoid societies that shun them, and tend to put up emotional walls between themselves and others, a result of the constant psychic bombardment they experience in the presence of other kinds of humans.

Ability Modifiers: +2 Intelligence; like *homo provectus*, vanguards possess expanded mental capacities.

Base Speed: Vanguard base speed is 30 feet.

Low-Light Vision: Vanguards possess low-light vision as per the extraordinary ability.

Psionic Prowess: Vanguards may make use of any of the following psionic powers: at will—*missive*; 3/day—*detect thoughts*, *lesser mindlink*.

Level Adjustment: +2

Paragon (homo supernus)

Paragons stand out as something almost inhuman, yet they're based in the very gene pool that produces all members of humanity. Unlike the vanguard or the advanced human, there are significant physical differences between *homo sapiens* and *homo supernus* which are immediately visible. For one, paragons are, on average, almost a foot taller than most humans. They are stronger and more durable, with the physiology of a seasoned and well-trained athlete. Almost all paragons are in peak physical condition; their bodies process food and liquids more efficiently. Paragons also possess a more pronounced bone structures, giving them a somewhat more angular look than most humans.

Ability Modifiers: +2 Strength, +2 Constitution.

Base Speed: Paragon base speed is 40 feet.

Immunity to Poison and Disease: Paragons are immune to all forms of poison and natural diseases. Diseases specifically engineered to target the paragon may still be effective, however.

Resilient: Paragons gain a +2 racial bonus to all Fortitude saves due to their superior physiology.

Level Adjustment: +3

Genetic Manipulation

One of the most common methods of genetic engineering is the slow process of gradually altering a living being's genetic structure. Gene therapy combines many different forms of genetic alteration, usually requiring an extensive amount of time and effort. Unlike cloning or selective breeding, gene therapy can alter the genetic structure of an existing character or creature, making it possible to make changes without having to wait for a generation of offspring to grow and come of age.

Every creature possesses a unique genetic blueprint, known as a genome, that provides the instructions on the reproduction and growth of members of the species. This genome is essential to the process of reproduction but, more importantly to this topic, is a vital collection of data required to genetically manipulate any creature.

Before a character can genetically alter another character or creature, that character must first possess accurate and complete knowledge of that species' genome. Researching the genome is just like performing other types of scientific experimentation, with the exception that mapping a genome takes far longer than performing a simple experiment. The character must gather organic samples from the creature to be altered and then analyze that data over a period of 3d10 days before genome mapping can begin.

Mapping a genome requires a high-end computer (Wealth DC 30) capable of analyzing and storing the vast amounts of genetic data present in the genome. The computer must then spend a certain amount of time processing data in order to accurately map the genome. The length of time necessary depends on the complexity of the organism, and the Progress Level of the technology used to map the genome.

Genome Mapping Times

Table 2–1: Mapping Genomes lists a set of realistic genome mapping times based on the current understanding of genetics and the process of genetic analysis. The times are based on the time taken to map a human genome from 1990-2000, and other times are extrapolated based on the number of base pairs in the typical genomes for certain types of animals. However, at lower Progress Levels this time restriction could hinder a player's ability to "tamper in God's domain." As such, the Gamemaster may wish to decrease the amount of time needed to map a genome in the following ways:

- **The Genome is Already Mapped:** In some cases, other scientists and researchers may have already mapped the genome and have published their findings. In this case, the player need only spend the time needed to do standard scientific experimentation and make appropriate Research checks to familiarize himself with the genome.
- **Genome Mapping is Advanced:** Perhaps the process of mapping a genome far exceeds all other technology in the setting. Use the mapping times from a higher PL in the place of the current PL's times.
- **Partial Mapping Is Enough:** A geneticist does not necessarily have to have to genome of a creature completely mapped in order to genetically manipulate it. In these cases, the player spends the appropriate amount of time performing experiments and makes the required Research checks before beginning. However, because the results of genetic manipulation based on partial mapping are unpredictable, mutation drawbacks provide only half their usual Mutation Points (round down).

DNA Splicing

DNA splicing allows a genetic engineer to combine specific genetic material with the genome of an existing character. This process allows a character to gain the benefits of certain natural attributes found in these creatures. Essentially, the geneticist removes the DNA segments that provide the unique ability or physiology from the animal and then insert that information into the DNA strands of the subject whose genome is being spliced. Like other forms of gene therapy, this is a

Table 2–1: Mapping Genomes

| Genome Type	PL 5	PL 6	PL 7	PL 8	PL 9+
Virus, Simple	30 minutes	10 minutes	1 minute	1 round	1 round
Virus, Complex	2 hours	40 minutes	3 minutes	15 seconds	2 rounds
Bacterium	5 days	38 hours	3 hours	15 minutes	1 minute
Ooze	2 weeks	1.5 days	12 hours	1 hour	2.5 minutes
Fungus	1 month	3 days	1 day	2 hours	5 minutes
Insect	9 months	3 weeks	5 days	18 hours	45 minutes
Elemental	1 year	1 month	1 week	1 day	1 hour
Animal	5 years	6 months	1 month	4 days	4 hours
Magical Beast	8 years	10 months	6 weeks	6 days	6 hours
Humanoid	10 years	1 year	2 months	1 week	8 hours
Fey	20 years	2 years	4 months	2 weeks	16 hours
Aberration	50 years	5 years	10 months	5 weeks	1.5 days
Dragon	100 years	10 years	20 months	10 weeks	3 days
Outsider	250 years	25 years	4 years	6 months	8 days
Plant	430 years	43 years	7 years	1 year	2 weeks

slow process that requires several days' worth of manipulation and experimentation, a process that can wound or even kill the subject being enhanced.

The process of long-term DNA splicing requires several days' worth of treatments, during which time the subject is bombarded with radiation, infused with animal DNA, and injected with retroviruses in order to permanently alter the character's genetic structure. This process always takes either a number of days equal to the number of successful treatments required by the splicing process.

Each day, the subject of the splicing must make a Fortitude save (see below); failure causes the subject to suffer 2 points of Constitution damage, while success counts as a single successful day of treatment. Each DNA splicing procedure requires a certain number of successes before the process is complete. After enough successful days of treatment, the character permanently gains the chosen attribute being spliced into his or her genetic code.

Alternately, temporary DNA splicing may become possible at Progress Level 7 or higher, allowing short-term infusions of animal abilities. A short-term treatment automatically takes effect in 1d4 minutes and lasts for 1d3 hours.
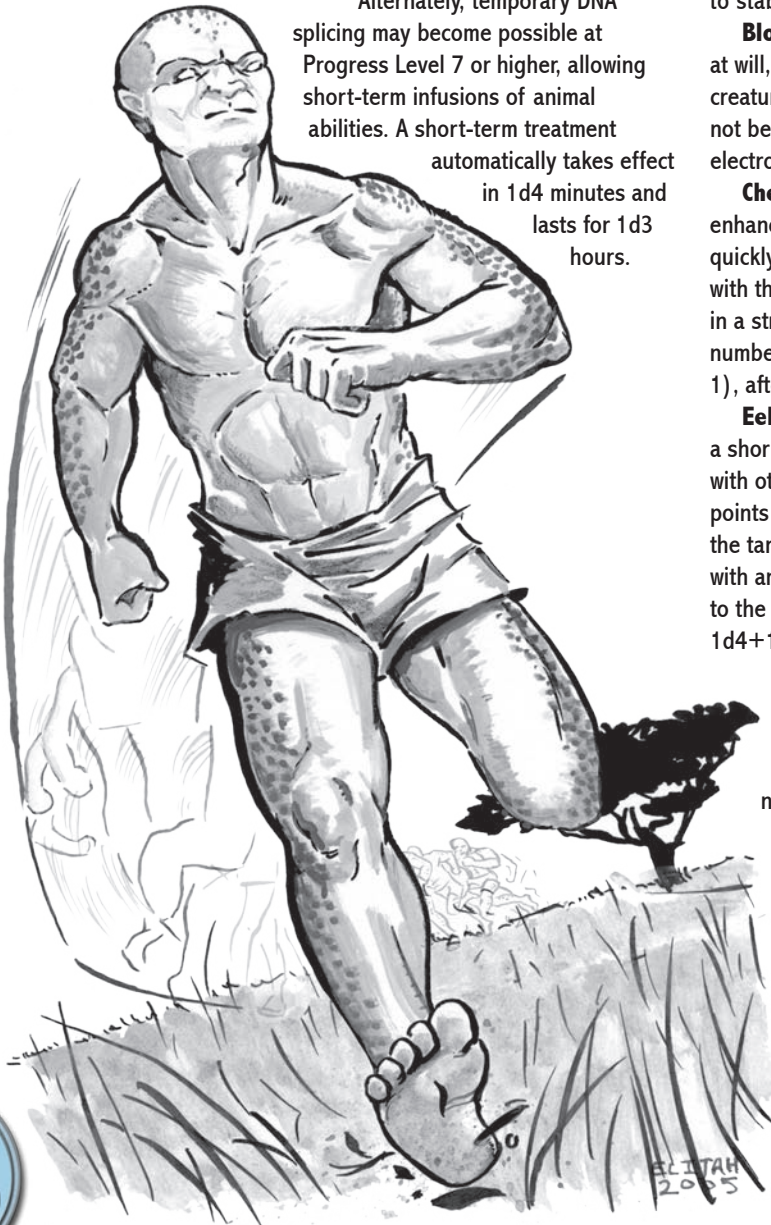
At the end of that time, the character reverts to his normal state, is fatigued, and suffers 4 points of Constitution damage. A successful Fortitude saving throw (see below) reduces Constitution damage to only 2 points (though the fatigue remains). Such short-term splicing requires access to a genetics lab (Purchase DC 31) and requires a Craft (biological) check DC 10 + the Fortitude save of the spliced attribute.

Available Splices

Below are some sample animal attributes that can serve as a basic list for both long-term and short-term DNA splicing.

Bat's Echolocation: The character becomes able to use sound as a means of detecting nearby enemies. A character with this spliced attribute may use the Blindsight special quality at a range of 30 feet.

Bear's Blood: The character's blood becomes unusually thick and clots easily. Any character with this spliced attribute gains +4 equipment bonus to Fortitude saving throws made to stabilize.

Blood of the Reptile: The character may cool his blood at will, allowing him to bypass heat-sensing equipment and creatures with ease. A character with this special ability may not be detected by the heat given off by his body, either electronically or through means that rely on body heat.

Cheetah Speed: A character with this attribute possesses enhanced legs and muscles that allow him to propel himself quickly over short distances. As a full-round action, a character with this spliced attribute may move up to 530 feet this round in a straight line. The character can use this ability for a number of rounds equal to his Constitution modifier (minimum 1), after which the character becomes fatigued for 1d4 rounds.

Eel Charge: Characters with this spliced ability may give off a short electric discharge when coming into physical contact with others. Any character possessing this ability may deal 1d6 points of electrical damage by making a touch attack against the target; similarly, this ability may be used in conjunction with an unarmed melee attack to add this electrical damage to the attack's normal damage. The character must then wait 1d4+1 rounds before the ability can be used again.

Eyes of the Eagle: The character's sense of sight has been improved by strengthening his eyes to the level of the eagle's. This character gains a +4 bonus on all Spot checks and may see up to twice as far as normal under clear conditions.

Feline Leap: A character with this spliced attribute may bend her spine like a cat's to add spring to any leap. By making any Jump check as a full-round action, the character gains a +4 mutation bonus on that Jump check.

Fish Oil: The character with this spliced attribute secretes a thin, odorless oil that allows him to pass through the water with the grace and agility of a fish. This spliced attribute grants the character a +4 mutation bonus to all Swim checks.

Grip of the Gecko: The character possessing this spliced ability secretes a sticky substance at will that grants him extraordinary grip on even the smoothest of surfaces. This spliced attribute provides a +6

mutation bonus to all Climb checks and an additional +4 mutation bonuses to rolls made to resist disarm attempts.

Lizard's Regeneration: The character with this genetic alteration can regenerate lost limbs at a slow pace. Any time this character loses an arm, leg, or other appendage, it regenerates slowly over the course of 3d8 days. The short-term version of this genetic alteration fast healing 3 for a number of rounds equal to his Constitution score (minimum 0).

Mockingbird's Song: A character with this spliced attribute has an enhanced voice box that can mimic the sounds created by other creatures and characters. This character gains a +4 mutation bonus on all Bluff checks made while mimicking sounds or voices.

Ox's Strength: The character possessing this spliced attribute is gifted with stronger than normal muscles. The character gains a +4 mutation bonus to his or her Strength score.

Rhinoceros Hide: This character's skin becomes thick and leathery, providing protection against many more damaging attacks. The character with this spliced attribute gains DR 2/—.

Scent of the Canine: With this spliced attribute, the character's scent of smell is enhanced to the point where it rivals that of a bloodhound or German shepherd. The character gains the Scent special quality. See the description of the Scent special quality for more details on how this ability works.

Snakeskin: A character with this spliced attribute gains extraordinarily smooth skin and is able to slip out of bindings with ease. This ability grants a +4 mutation bonus to Escape Artist checks and a +4 mutation bonus to all attempts to break a grapple or a pin.

Sonar of the Whale: This character gains the ability to make use of sonar to determine the location of other creatures and objects while underwater. The character gains Blindsight up to a range of 200 feet while underwater.

Spider's Reflexes: A character with this spliced attribute gains the preternatural ability to react to danger before it strikes. On any round where this character would normally not be able to act on the surprise round, he may spend one action point to gain a normal action that surprise round.

Stealth of the Fox: Any character possessing this DNA splicing gains the ability to move as silently as a fox on winter snow. The character gains a +4 mutation bonus to all Move Silently checks.

Inducing Mutation

Genetic manipulation can also be used to induce common mutations over the course of several weeks of gene therapy and genetic alteration. Inducing a mutation is just like performing any other sort of gene therapy or experimentation, requiring several days' worth of work and Fortitude saves on behalf of the recipient to successfully accept the mutation. Additionally, in order to induce a mutation through experimentation and genetic manipulation the character must have the Craft Mutation feat (see Appendix A) and access to a laboratory with sufficient materials (Purchase DC 26). Only once these prerequisites are met can the mutation be bestowed upon a subject.

The process of inducing a mutation is almost exactly like genetic manipulation or DNA splicing. The process requires 3d10 days of work (or however many days it takes to achieve the required number of successful Fortitude saves for the mutation to become permanent, whichever is longer). Before work can begin, all raw materials must be purchased (these include things like mutagenic compounds, radioactive materials, and the costs of researching the genetic blueprints for the mutation) and a Craft (biological) check must be made (DC determined by the Mutation Point cost of the mutation). If the Craft check fails, the character fails to create the appropriate biological material and all raw materials are ruined, requiring that the process begin anew. If successful, the character may then begin the treatments necessary to induce the mutation.

Table 2-2: DNA Splicing Effects

Splicing Effect	Fortitude Save	Number of Successes[1]
Bat's Echolocation	20	25 +1d4
Bear's Blood	15	20 +1d8
Blood of the Reptile	15	20 +1d6
Cheetah Speed	20	20 +1d4
Eel Charge	20	20 +1d8
Eyes of the Eagle	15	15 +1d4
Feline Leap	20	20 +1d4
Fish Oil	15	15 +1d4
Grip of the Gecko	15	15+1d6
Lizard's Regeneration	15	20 +1d8
Mockingbird's Song	15	25 +1d4
Ox's Strength	20	15 +1d8
Rhinoceros Hide	20	20 +1d8
Scent of the Canine	15	20 +1d6
Snakeskin	15	15 +1d6
Sonar of the Whale	15	20 +1d6
Spider's Reflexes	15	20 +1d8
Stealth of the Fox	15	15 +1d6

1 Long-term alterations only.

Table 2-3: Inducing Mutation

MP Cost	Craft DC	Raw Materials Purchase DC	Fortitude Save DC	Number of Successes
0	15	20	15	15
1	20	22	15	16
2	20	24	15	17
3	25	26	20	18
4	25	28	20	19
5	25	30	20	20
6	30	32	20	21
7	30	34	25	22
8	30	36	25	23
9	35	38	25	24
10	40	40	25	25

Every day, the subject being altered must make a Fortitude save (DC varies) in order to see if his body rejects the treatment; failure causes the subject to suffer 2 points of Constitution damage, while success counts as a single successful day of treatment. Each mutation induction requires a certain number of successes before the process is complete; after enough successful days of treatment, the character permanently gains the chosen mutation. Additionally, this mutation becomes a permanent part of the genetic code, meaning that any offspring or clones of the subject will also possess that mutation.

Biotech

The concept of biotech encompasses many different types of technology and science. For the purposes of this book, we define biotech as any physical changes to a creature using technology or outside organic material as a basis. Thus, if the total sum of a creature's parts is the equivalent of a working computer, biotech represents any hardware changes to the creature. Technically, biotech encompasses not only the technologies found in this section, but also changes wrought by mutations. However, since mutations play such a large role in science fiction roleplaying games, they have been given their own section. See Chapter 3: Mutations for more information on this particular aspect of biotech.

Adaptive Organ Replacement

One of the most interesting and useful developments in the field of biotech is the concept of adaptive organ replacement. Often used on battlefields and in situations where time is of the essence, adaptive organ replacement provides a quick and versatile solution to cloned organs and limbs. Adaptive organs are actually formless blobs of organic matter infused with nanocolonies and a variety of chemicals that can serve as a stopgap measure to keep a person or creature alive until they can be given a sufficiently cloned organ. The formless organic matter is injected or otherwise inserted into an injured creature or character. Using control computers, medics and scientists can form the blob into a fully-functioning organ, essentially creating a replacement part on the fly from a generic and versatile goo. Unfortunately, each dose of adaptive organ serum (also called organiform serum) is relatively expensive and must be controlled and directed by external means; however, at later Progress Levels internal nanocolonies will communicate with organiform serum to direct the formation of much-needed organs, without requiring an outside control computer.

Intelligent Medicines

One of the most beneficial advances in medical technology comes in the development of so-called "intelligent" medicines. These medicines are similar to the various chemicals and drugs found in modern times, but are subtly altered to make them more efficient. Every pill or injection carries with it not only the appropriate medicines but also nanocolonies and dormant chemicals that help fight diseases and conditions in smarter and more efficient ways. Intelligent medicines blend nanotechnology, cutting-edge pharmaceuticals, and the latest advances in chemistry and biomedical engineering to create medicines that are far beyond what the simple medicines would do on their own. Below are several examples of intelligent medicines that players can craft and use in the course of an adventure. Crafting any of the following intelligent medicines requires the Craft Bioware feat (see Appendix A).

Active Antibiotics: Active antibiotics are one of the first and most useful pieces of biotech at any Progress Level. Essentially, an active antibiotic acts as a standard medicinal dose but has intelligent and proactive mechanisms that allow it to search out and eradicate bacteria and diseases. An active antibiotic works exactly as any standard medicinal dose, but provides a +2 equipment bonus to Treat Injury checks for a patient being treated with the antibiotics.

Advanced Antitoxin: Advanced antitoxins are to poisons what active antibiotics are to diseases. However, instead of acting as a treatment, these antitoxins act as an immunization. An advanced antitoxin is always created keyed to one single type of poison; a single injection of advanced antitoxin makes the character immune to that type of poison for the antitoxin's duration (1d4+1 days).

Focused Irradiators: Created to counter one of the most dangerous forms of treatment for the deadliest of diseases, focused irradiators are medicinal doses of radiation therapy that target cancerous cells and other diseases that simple pharmaceuticals cannot cure. Focused irradiators actually contain minute amounts of radioactive chemicals that are carried to the target cells directly rather than irradiating the patient's entire body. Focused irradiators have the same effect as radiation therapy, only without any negative side effects. Additionally, a character injected with focused irradiators before undergoing gene therapy receives a +4 bonus to all Fortitude save checks for that day's gene therapy session.

Narcotic Blocker: Narcotic blockers consist of specialized chemicals that block the effects of drugs on the human body. Many drug addicts in rehabilitation make use of narcotic blockers to help prevent relapses into self-destructive behaviors. Unlike advanced antitoxins, a single dose of narcotic blocker is able to intelligently impede the use of all drugs. One dose lasts for 1d4+1 days and makes the character immune to the effects of all narcotics.

Proactive Antidepressants: Originally developed to assist people with psychological disorders and to treat depression, proactive antidepressants immediately sense a drop in serotonin levels and counteract this loss with artificial chemicals designed to increase serotonin levels rapidly. However, once tested on people not suffering from depression, scientists discovered that the same chemicals could be used on soldiers, police officers, and others in high-danger professions to bolster resolve and eliminate indecision. A single dose of proactive antidepressants grants a +4 morale bonus to all saves against fear effects; this dose has no duration, and remains dormant until the character is faced with a fear effect, at which point the chemical is triggered and provides the bonus to saves for 1d6 rounds. After this time, the antidepressants

are flushed out of the character's bloodstream, and provide no further benefits (even if an additional fear effect later occurs).

Multiple doses of proactive antidepressants serve no purpose. The morale bonus is not increased, and the chemicals do not remain in the bloodstream (to be released in the event of another save against fear effects, for example).

Reactive Cure-All: Similar in effect to proactive antidepressants, reactive cure-all is a dormant chemical that contains common cures for over 2,000 known diseases. Once tiny nanocolonies embedded in the medicine detect the presence of a disease or other malady, these chemicals are selectively released and carried to the problem areas. A single dose of reactive cure-all grants a +4 equipment bonus to all saves against diseases; this dose has no duration, and remains dormant until the character is faced with a disease or infection, at which point the chemical is triggered and provides the bonus to saves against that illness. Afterwards, the chemicals are flushed from the character's bloodstream, and provide no further effects.

Targeted Radiation Treatment: Created to counter the effects of radiation sickness, targeted radiation treatment is a miracle medicine that can intelligently target and heal irradiated cells. Put simply, targeted radiation treatment seeks out irradiated cells and uses a combination of regenerative stimuli and chemical treatments to quickly produce radiation-free cells. Targeted radiation treatment provides a +4 equipment bonus to all Treat Injury checks made to treat radiation exposure.

Nanocolonies

One of the most common forms of biotech is the nanocolony, a cluster of microscopic machines programmed to interact with the other chemicals and organic materials within the body. Most nanocolonies used in genetic manipulation are called nanoviruses and have specific functions within the body. The following nanoviruses are but a few examples of the kinds of nanocolonies that can be used to enhance and alter the body. Note that creating these nanocolonies requires the Craft Nanotech feat (see Appendix A), and they are created exactly as any other nanocolony.

Kneejerk: This nanocolony latches on to the nerves and the brain, and serves to speed up the process by which electrical impulses travel through the central nervous system. This nanovirus increases reaction time, providing a +4 equipment bonus to all Reflex saves.

Sixth Sense: A combination nanovirus and sensor system, Sixth Sense detects the presence of possible dangers and transmits this information directly to the brain. When the character is surprised, he may make a Wisdom check (DC 15) to act during the surprise round.

SpeedStitch: SpeedStitch consists of a set of nanites capable of rapidly repairing damage to the human body. A single SpeedStitch nanocolony heals 3d6 points of damage instantly upon injection, though once this healing is complete the nanovirus becomes inert and is absorbed into the bloodstream, to be disposed of normally.

Regulators and Inhibitors

One of the more intrusive methods of biotech enhancement comes in the form of regulators and inhibitors. Essentially tiny machines that are fitted into the human body, regulators and inhibitors are based on the same basic principles as pacemakers and cybernetics. However, since these regulators often contain chemicals or finely-focused medical applications, they do not count as cybernetics and are instead simple electronic implants. Each of these items must be inserted into the body by a character with the Surgery feat, and are crafted using the Craft (electronics) skill.

Focus Regulator: Inserted into the brain to provide aid in focusing and discipline, this regulator has much the same effect as drugs used to treat Attention Deficit Disorder (though much more severe in its application). A focus regulator provides a +1 equipment bonus to all skill checks when installed, and a +2 equipment bonus to Will saves. However, use of this item imposes a −2 penalty to Charisma as the device erodes the character's emotions and force of will.

Kill Switch: A deadly inhibitor used by extremist governments and top-secret agencies, a kill switch is exactly what it sounds like: a device implanted in the body to kill the character. A kill switch is usually implanted in the heart or brain of the subject and can be triggered by a remote at a distance of up to 100 miles. When the kill switch is triggered, the character must make a Massive Damage save (DC 25) or immediately die. If the save is made, the character is simply reduced to -1 hit points and immediately goes unconscious and begins dying.

Table 2–4: Biotech

Biotech Item	Purchase DC	Craft DC	Craft Time
Biotech Item			
Focus Regulator	16	25	50 hours
Kill Switch	18	23	20 hours
Organiform Serum	20	30	80 hours
Paralytic Inhibitor	18	25	50 hours
Psionic Dampener	18	25	40 hours
Remote Injector	13	20	10 hours
Medicines			
Active Antibiotics	10	20	12 hours
Advanced Antitoxin	10	20	8 hours
Focused Irradiators	12	25	20 hours
Narcotic Blocker	11	23	18 hours
Proactive Antidepressants	11	23	18 hours
Reactive Cure-All	11	25	20 hours
Targeted Radiation Treatment	12	25	30 hours
Nanocolonies			
Kneejerk	25	30	80 hours
Sixth Sense	30	35	60 hours
SpeedStich	18	25	40 hours

Table 2-5: Gene Therapy Viruses

Virus Type	Craft DC	Materials Purchase DC	Craft Time	Effect Time
Modify Ability Score	22	20	1 day	1d8 hours
Induce Mutation	20	24	1d4 days	1d4 hours
Genetic Manipulation	30	22	1d4 days	1d8 hours
Create Hybrid	40	25	1d8 days	1d4 days
Reverse Previous Virus	20	15	1d8 hours	1d4 hours

Paralytic Inhibitor: A less severe form of inhibitor than the kill switch, a paralytic inhibitor immediately ceases all of a character's motor functions. When triggered, the paralytic inhibitor causes the character to be both immobile and helpless until the inhibitor is removed. The range of the remote control for a paralytic inhibitor is only 1 mile.

Psionic Dampener: A psionic dampener is an inhibitor that some people find both beneficial and harmful. Originally, psionic dampeners were designed to suppress a person's inherent psionic ability in order to quell the overwhelming amounts of intruding thoughts that often flood a newly opened mind. A psionic dampener suppresses all of a character's psionic ability when active, making it impossible to use any psionic powers. However, it also provides the character with a +4 equipment bonus to all saves made to resist the effects of psionic powers.

Remote Injector: A simple device based on PL 5 medical technology, the remote injector is a regulator implant filled with a particular chemical and inserted into the heart. When triggered remotely (at a range of up to 100 miles), that chemical is immediately released into the character's bloodstream as though they had taken a dose of that chemical or medicine.

Bioware

If biotech is the hardware side of genetic engineering, then bioware is the software side. Though the body's organs all function based on their physical makeup, all of the body's functions are controlled by genetic programming that tells different body parts what to do, when, and how much. Essentially, all bodily functions are controlled by electrical impulses and chemical reactions, which combine to form incredibly complex events that border on being miraculous. However, just as the hardware that runs the body can be altered by installing new parts or additional mechanisms, so too can the genetic programming of a creature be changed to function differently. All of the control mechanisms that direct a body's functions can be tampered with, in varying ways, for both benevolent and malevolent purposes.

Creating bioware requires the Craft Bioware feat as well as ranks in the Craft (biological) skill. Each piece of genetic programming requires a Craft check and a certain amount of time to create, though each item also comes with a Purchase DC for simply buying the item rather than trying to make it.

Retroviruses

Among the more complicated types of bioware in existence, retroviruses are designer viruses that enter the character or creature's body and begin rewriting the target's DNA sequences to effect major genetic changes. Though the process by which they do so is complicated, retroviruses can be used to effect genetic change in a host; essentially, the virus invades the cells of the host, inserts the new genes, and the altered gene acts accordingly.

A retrovirus may have one of the following effects:
- **Increase/Decrease Physical Ability Score:** The virus infects the host cells, alters the genetic structure, and influences massive physical changes in the infected character. The Strength, Dexterity, or Constitution score of a character can be increased or decreased by 2 points by a single gene therapy virus.
- **Induce a Mutation:** The altered DNA in a gene therapy virus effects a major change in the creature's genetic structure. Each gene therapy virus may produce 2 Mutation Points worth of mutations; multiple gene therapy viruses can be combined to pool these Mutation Points in order to produce more complex mutations.
- **Substitute for Genetic Manipulation:** One of the original uses for retroviruses and adenoviruses, the virus induces a single genetic manipulation session. Some examples of the types of genetic manipulation that can be induced by a gene therapy virus include DNA splicing or adding an extraordinary, supernatural, or spell-like ability.
- **Create Hybrid:** The retrovirus can create a human/creature hybrid, mutating the subject into a whole new species of anthropomorphic creature.
- **Reverse Previous Gene Therapy Virus:** The virus simply reverses the effects of a previous gene therapy virus, returning the subject to its original genetic state.

Once a retrovirus is introduced into the subject's system, the process begins working on its own and requires no further attention from the creator.

The Craft DC, crafting time, materials cost, and the time taken for the virus to take effect are listed on the table below.

Adenoviruses

Retroviruses and adenoviruses are virtually identical. The difference between a retrovirus and an adenovirus is that a retrovirus passes on the altered genetic material to its cellular offspring, while adenoviruses do not; thus, adenoviruses are temporary and require repeated infections to continue functioning. The materials for adenoviruses are consequently less costly, granting a −2 discount to the Materials Purchase DC.

After 2d6 days, the subject reverts back to its original genetic form within 2d4 hours unless another adenovirus is administered. Creating a gene therapy virus requires the Craft Bioware feat, sufficient ranks in the Craft (biological) skill to create the virus, and access to a genetics lab (Wealth DC 31).

Chapter Three: Mutations

A staple of post-apocalyptic science fiction and a subject near and dear to any science fiction dealing with genetics, mutations represent special powers and abilities that most normal creatures and characters do not possess. Mutants can be either freakish or unremarkable to the eye, though their powers and abilities make them something other than human.

This chapter covers new methods for adjudicating the acquisition of mutations, including rules for accidental mutation as well as forced evolution. Additionally, many new mutations, both benevolent and malicious, are presented for use in any science fiction roleplaying game. Each mutation is broken down into cosmetic, major, and minor mutation categories and has with it an accompanied Mutation Point cost. Finally, this chapter also presents several new mutation drawbacks to provide the character with more Mutation Points to spend on positive mutations.

Inducing Mutation

Though Chapter 2: Genetic Engineering presented several methods for inducing mutations (such as genetic manipulation and gene therapy viruses), there are several other and more haphazard methods of causing a character or creature to mutate. Typically, these options are not available to geneticist characters due to their random nature, though certainly a devious genetic engineer might try to orchestrate such circumstances in order to lure unsuspecting or unwilling subjects into a mutation-inducing situation.

Grafting

Though mostly covered in the Genetic Engineering chapter, one form of inducing mutations calls for grafting foreign DNA onto a creature for the purposes of mutating it. This is sloppy and far less reliable than gene therapy, and typically calls for simply introducing foreign cells into a host body and hoping the DNA changes take root. This method often produces the most freakish early mutations, causing test subjects to be horribly deformed or otherwise visibly marked as a result of the process. Grafting often takes place in less than top-of-the-line laboratories and can be quite dangerous to the creature or character being mutated.

Grafting requires the use of at least a rudimentary genetics lab (Wealth DC 20) for the duration of the process. The character performing the grafting must have the Craft Mutation feat, and must possess enough ranks in Craft (biological) to make a sufficient Craft check during the process. The Craft check DC for grafting a mutation is 20 + the number of Mutation Points in the mutation, and requires a number of days of work equal to the MP cost of the mutation. Once complete, the mutation is grafted onto the character, and the character acquires enough drawbacks to cover the MP cost of

the mutation, as well as the Hideous Visage drawback (which provides no MP).

So, for example, an illegal genetic engineer running a biological chop-shop frequented by street gangs is approached by a gang member seeking the Wall Crawler mutation (MP cost 2). The genetic engineer must make a Craft (biological) check at DC 22, and must spend 2 days performing the task. Once complete, the gang member gains the Wall Crawler mutation, as well as the Hideous Visage drawback. Additionally, the geneticist selects the Festering Sores mutation drawback, which provides 2 MP, to counteract the MP cost of the Wall Crawler mutation.

Mutagenic Compounds

Another common method of inducing mutations is to bring a character into contact with a mutagenic compound. These compounds are often highly radioactive and frequently are designed specifically to force cellular and genetic mutation. Using a mutagenic compound to induce mutation can be effective and yet it remains unpredictable; though at least one form of mutagenic compound can be geared to trigger specific mutations, several others cause mutation at random. The process of inducing a mutation through gene therapy often involves a combination of introducing the subject to mutagenic compounds and bombarding the subject with radiation, as well as other complicated chemical infusions. The mutagenic compounds themselves, however, are almost as effective as controlled genetic manipulation—if more dangerous.

Evolutrex Injection

The only truly stable and predictable mutagenic compound, Evolutrex is a one-use injected compound that generated a temporary and rapid mutation. Once the compound enters the blood stream, it forces mutation for a short duration and then releases a retrovirus coded with standard human genetic strands. The result is that a character or creature gains a temporary mutation within seconds, a mutation that will dissipate within a matter of minutes. Evolutrex was originally developed for military use, though commercial applications quickly became available once the retrovirus counteracting the effects of the mutation was proven to work.

When a character or creature receives the Evolutrex injection, the mutation emerges and becomes active in 1d4 rounds. The mutation stays active for a number of rounds equal to the result of the Craft (biological) check used in the injection's creation, after which the mutation disappears. An Evolutrex injection has a market purchase DC of 20 + the MP value of the mutation and is typically classified as Restricted (+2).

Genetic engineers can create individual Evolutrex injections in a laboratory using the Craft (biological) skill. The genetic

engineer must possess the Craft Mutation feat, and access to a decent genetics lab (Wealth DC 24). The Craft DC for the injection is 15 + the MP cost of the mutation being injected, a process that requires 1d4 + the MP cost of the mutation in hours. In the case of mutation drawback injections, the MP value of the drawback is used instead of the MP cost for the purposes of determining the Craft DC and time to create.

New Mutations

Presented below are several new mutations for possible inclusion in your game.

Bioweapons

Unlike other mutations, bioweapon mutations expand on the concept of natural weapons to produce some frightening and deadly results. These unusual mutations cause affected creatures and characters to develop natural weapons that are far more powerful and complex than simple claws, fangs, or tails. Each of the following bioweapons counts as a natural weapon and can be used exactly as any other natural weapon could.

Chitin Darts [Major]

You develop a rifled tube of bone that can project small chitin darts at a target. Furthermore, your body develops the ability to convert calcium and bone into more of these darts, providing you with a replenishing supply.

MP Cost: 4

Benefit: You gain a natural ranged weapon in the form of chitin darts. The tube through which the dart is delivered must be placed on an arm or other appendage that can be aimed with ease. Chitin darts deal 1d6 points of piercing damage, have a critical range of 20, have a range increment of 20 feet, a single rate of fire, and can store up to 10 chitin darts at a time. You regenerate a number of chitin darts equal to your Constitution bonus (minimum of 1) per day, though you may never have more than 10 chitin darts in reserve.

Chitin Rocks [Major]

Your body produces a rifled tube of bone that can project large, bullet-like balls of chitin at a target. Additionally, your body develops the ability to convert calcium and bone into more chitin rocks, providing you with regenerative ammunition.

MP Cost: 6

Benefit: You gain a natural ranged weapon in the form of chitin rocks. The tube through which the rocks are delivered must be placed on an arm or other appendage that can be aimed with ease. Chitin rocks deal 2d6 points of ballistic damage, have a critical range of 20, have a range increment of 30 feet, a single rate of fire, and can store up to 20 chitin rocks at a time. You regenerate a number of chitin rocks equal to your Constitution bonus (minimum of 1) per day, though you may never have more than 20 chitin rocks in reserve.

Flamethrower [Major]

You develop gas sacs and a delivery tube that allows you to project a cone of flame as though you were using a flamethrower.

MP Cost: 4

Benefit: You gain a natural ranged weapon in the form of a flamethrower. The tube through which the flame is delivered must be placed on an arm or other appendage that can be aimed with ease. The flamethrower projects a gout of flame in a 30-foot long line, dealing 3d6 points of fire damage to all creatures, characters, and objects within that line. A Reflex save (DC 17) halves the damage. You may use this bioweapon a number of times per day equal to your Constitution bonus (minimum of 1).

Gravity Burst [Major]

Your body can bend and shape balls of concentrated gravity, allowing you to fire concussive bursts at nearby opponents as part of a natural attack.

MP Cost: 5

Benefit: You gain a natural ranged weapon in the form of a gravity burst. This gravity burst is projected from the palm of the hand, and that hand must be empty in order to effectively use this bioweapon. The gravity burst deals 2d6 points of sonic/concussive damage, has a critical range of 20, has a range increment of 20 feet, and a single rate of fire. You may use this bioweapon a number of times per day equal to your Constitution bonus (minimum of 1).

Slimeshooter [Major]

You develop the ability to produce acidic balls of slime and spit them at nearby targets.

MP Cost: 4

Benefit: You gain a natural ranged weapon in the form of a slimeshooter. The slime is projected from your mouth, so you must be capable of speaking (or at least opening your mouth) in order to use this bioweapon. The slimeshooter deals 2d6 points of acid damage, has a critical range of 20, has a range increment of 10 feet, and a single rate of fire. You may use this bioweapon a number of times per day equal to your Constitution bonus (minimum of 1).

Spines [Major]

You develop sharp spikes that you can project outward from your body at high velocity, harming anyone in the vicinity
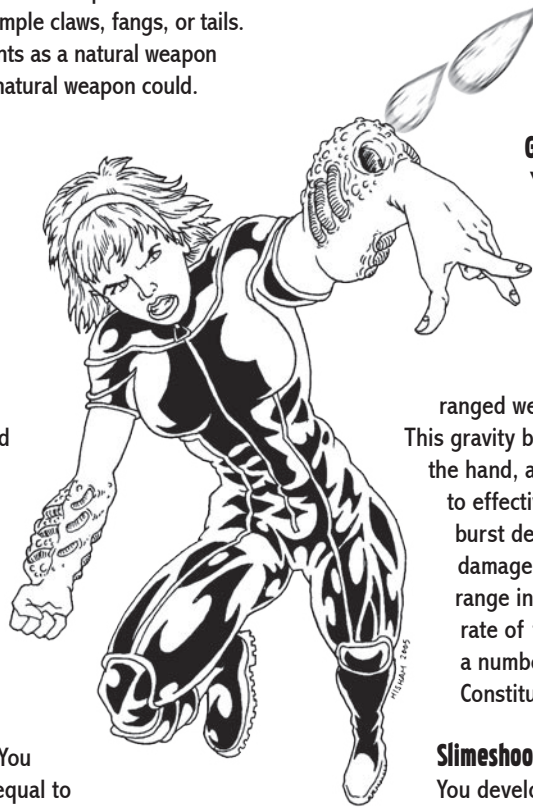
foolish enough to get too close to you. These spines emerge from your skin at all angles, pointing in every direction, ensuring wide dispersal.

MP Cost: 4

Benefit: You gain a natural ranged weapon in the form of spines. These spines burst outward in a cloud, damaging all adjacent characters, creatures, and objects. The spines deal 1d8 points of piercing damage, have no critical range (since no attack roll is necessary), and only affect adjacent targets. Each time you use this ability, you must rest for 8 hours before using it again.

Standard Mutations

The following mutations follow standard mutation rules.

Adhesive Secretions [Minor]

Your hands secrete a sticky liquid that allows you to firmly grasp and hold onto any object.

MP Cost: 2

Benefit: You gain a +2 mutation bonus to all Climb checks. Furthermore, you gain a +4 mutation bonus to resist any attempts to disarm you, as well as a +2 bonus to all grapple checks made to initiate or maintain a grapple, though this bonus does not apply to your attempts to resist or escape a grapple. Wearing gloves or other hand coverings negates these bonuses.

Armor Plates [Minor]

Your body develops thick armor plates just below the surface, blunting incoming damage and preventing serious harm from coming to your internal organs.

MP Cost: 3

Benefit: You gain DR 2/- due to your armor plates. Note that this mutation can be combined with the exoskeleton mutation and other mutations that grant natural armor. Furthermore, this DR stacks with any other form of DR you might already possess, including those provided by talents, armor, or feats.

Choking Pollution [Major]

You gain the ability to emit a noxious fog around you, causing all those without breathing filters or gas masks in your vicinity to choke and become ill.

MP Cost: 4

Benefit: Once per day, as a free action, you can produce a 20-foot-radius cloud of smoke centered on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Additionally, any creatures or characters in this cloud must make a Fortitude save (DC 15) or suffer 1d4 points of temporary Constitution damage. This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

Disease Carrier [Minor]

You are able to carry and transmit a particular disease without suffering the negative effects of that ailment yourself.

MP Cost: 3

Benefit: When selecting this mutation, also select a single disease that can be transmitted by injury. Whenever you make a successful attack while unarmed (or while using a natural weapon, if any), you gain the ability to transmit the selected disease to the target. If the target makes the appropriate save to avoid contracting the disease, that target may not be affected by your disease transmission for 24 hours. Additionally, you are completely immune to the disease you carry.

Elastic Limbs [Major]

You gain the ability to stretch your arms out for short, quick bursts by taking advantage of a natural elasticity in your limbs.

MP Cost: 4

Benefit: You gain a reach of 10 feet, allowing you to strike targets two squares away. Additionally, this causes you to threaten a larger area, and enemies provoke attacks of opportunity exactly as though you were using a reach weapon. Note that if you already have reach, either from size or from use of a reach weapon, that reach distance is increased by 5 feet.

Expanded Lungs [Minor]

Your lungs expand to hold a much larger amount of air, granting your increased capacity to hold your breath in situations where you could not normally breathe.

MP Cost: 1

Benefit: Whenever you attempt to hold your breath (such as while swimming or attempting to avoid breathing noxious fumes), double the amount of time you are able to hold your breath.

Filtered Lungs [Minor]

Your body develops certain discriminating filters that prevent toxins and harmful chemicals from entering your body through airborne means.

MP Cost: 2

Benefit: Airborne poisons, toxins, chemicals, or any other threat that must be inhaled cannot harm you. Furthermore, you are immune to all forms of disease transmitted by inhalation. This allows you to breathe normally in polluted or poisoned environments, without a need for air filtration systems.
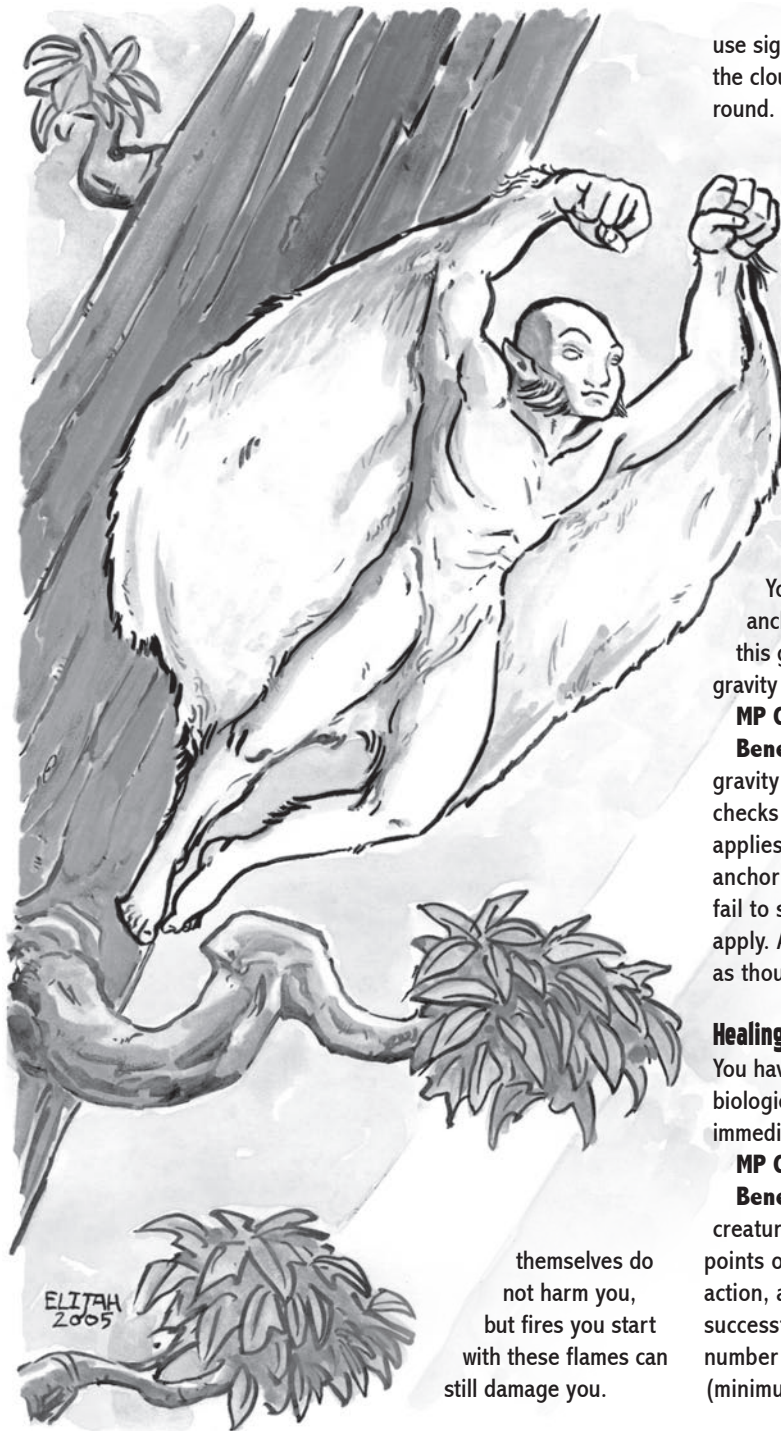
Fire Handler [Major]

You develop the ability to produce flames from your hands and feet, allowing you to deal fire damage to enemies and set flammable objects ablaze.

MP Cost: 4

Benefit: Whenever you make a successful unarmed melee attack against an opponent, you may add +1d6 points of fire damage to your attack. Any flammable objects you come into contact with during such an attack immediately catch fire and burn. Additionally, you may create flames from your hands at will, which clearly illuminate a 20-foot radius area. The flames

use sight to locate the target). A moderate wind disperses the cloud in 4 rounds. A strong wind disperses the cloud in 1 round.

Glider [Minor]

You develop fleshy flaps below your arms that allow you to glide on wind currents like a flying squirrel.

MP Cost: 3

Benefit: You may glide through the air as though flying, but only while descending in altitude. For every 5 feet in altitude that you descend, you may move 20 feet horizontally. Thus, if you leap off of a 100-foot tall building, you may glide horizontally for 400 feet. This counts as flight movement, with poor maneuverability.

Gravity Anchor [Major]

You develop the ability to create a strong gravitational anchor that holds you down in one direction. Additionally, this gravity anchor allows you to function better in low-gravity environments.

MP Cost: 4

Benefit: By spending a move action generating the gravity anchor, you gain a +10 mutation bonus to any checks made to resist bull rush attempts. This bonus only applies in rounds where you focus on maintaining the gravity anchor (also a move action), and in any round in which you fail to spend an action maintaining it this bonus does not apply. Additionally, in low gravity environments, you may act as though it were normal gravity.

Healing Touch [Major]

You have developed the ability to stimulate the natural biological healing process such that your touch heals damage immediately.

MP Cost: 6

Benefit: By successfully touching another character or creature, you may immediately heal the target for 1d12 points of damage. Using this ability counts as an attack action, and any unwilling recipients of this ability require a successful touch attack to heal. You may use this ability a number of times per day equal to your Constitution bonus (minimum of 1).

Heat Drain [Minor]

You develop the ability to suck the heat out of an object, causing it to become cold and brittle.

MP Cost: 3

Benefit: Whenever you make a successful unarmed melee attack against an opponent, you may add +1d6 points of cold damage to your attack.

Lifedrinker [Major]

You gain the ability to drain the life forces of your foes, sucking their energy to replenish your own health.

MP Cost: 6

Benefit: Whenever you make a successful unarmed melee

themselves do not harm you, but fires you start with these flames can still damage you.

Fog Cloud [Minor]

You gain the ability to create a slow-moving fog bank by converting water into vapor using specialized gills and mutated lungs.

MP Cost: 2

Benefit: Once per day you can create a bank of fog by producing water vapor from your lungs. The fog spreads out from your position at a radius of 10 feet per round you spend concentrating on this ability, to a maximum radius of 200 feet. The gray fog smoke obscures all sight, but not darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot

attack, you may elect to forego your normal unarmed damage and instead drain your target's energy. If you elect to do so, your target suffers 3d6 points of damage. Your target may make a Fortitude save (DC 15 + your Constitution modifier) to negate the damage. If you successfully damage your target in this way, you gain temporary hit points equal to half the damage you dealt.

Luminous Eyes [Cosmetic]
You eyes glow faintly, generating an eerie colored light at your discretion.

MP Cost: 0

Benefit: You eyes glow, but do not provide any illumination. At will, you may deactivate this mutation so as not to interfere with Hide checks in dark areas.

Massive Claw [Major]
One of your arms transforms into a massive, crustacean-like claw, capable of dealing damage to foes and pinning them in your grasp.

MP Cost: 4

Benefit: One of your arms becomes a massive claw, replacing the existing arm. The claw counts as a natural weapon that deals 2d6 points of slashing and bludgeoning damage. Furthermore, you gain a +4 bonus to all grapple checks made to grapple, pin, or prevent an opponent from breaking a grapple when using this massive claw. The claw can still be used to hold things, but is incapable of fine manipulation (such as using a keyboard or pulling the trigger on a weapon).

Pervasive Hearing [Minor]
Your hearing becomes sensitive enough that you can pick out conversations and noises several rooms away, despite walls or floors.

MP Cost: 3

Benefit: You gain a +4 mutation bonus to Listen checks. Furthermore, you may make Listen checks against characters in other rooms, on other floors of a building, or in areas otherwise separated by walls, stone, or other obstructions as though the barriers were not present. You suffer no penalties to Listen checks against targets in separate, enclosed spaces.

Pheromone, Energizing [Minor]
You develop the ability to emit a pheromone that causes other people to become motivated and encouraged, giving your allies a boost of confidence.

MP Cost: 2

Benefit: You can emit a pheromone that grants a +2 morale bonus to attacks, saves, and skill checks to every living creature within a 30-foot radius. Once activated, this ability lasts for a number of rounds equal to 1d6 + your Constitution modifier; you cannot choose to deactivate it prematurely. You may use this ability once per day.

Pheromone, Enraging [Minor]
You gain the ability to secrete a pheromone that provokes and otherwise enrages others, causing them to act more hostile and aggressive.

MP Cost: 2

Benefit: You can emit a pheromone that increases the melee damage of all living creatures within a 30-foot radius. The affected creatures deal +2 damage with melee attacks. Diplomacy checks against creatures affected by this ability receive a −2 penalty; attempts to change an affected creature's attitude automatically fail.

Once activated, this ability lasts for a number of rounds equal to 1d6 + your Constitution modifier; you cannot choose to deactivate it prematurely. You may use this ability once per day.

Pheromone, Soothing [Minor]
You develop the ability to secrete a pheromone that soothes and calms all those around you, easing tensions and making it easier to negotiate peace.

MP Cost: 2

Benefit: You can emit a pheromone that automatically shifts the attitude of all characters within 30 feet of you one step toward Helpful. If this causes a character's attitude toward you to become Friendly or Helpful, you gain a +4 mutation bonus to all Bluff and Diplomacy checks against that character.

Once activated, this ability lasts for a number of rounds equal to 1d6 + your Constitution modifier; you cannot choose to deactivate it prematurely. You may use this ability once per day.

Photosynthetic [Major]
You have developed the ability to absorb energy from sunlight, water, and minerals and no longer have need for traditional foods.

MP Cost: 4

Benefit: As long as you have a daily source of water, sunshine, and basic mineral nutrients (even sand and barren dirt have enough nutrients for the purposes of this ability), you do not need to eat and can survive indefinitely. However, if for some reason you cannot take in one of the above required elements, you begin to suffer the effects of hunger as normal.

Piercing Howl [Minor]
You can alter your voice to emit a high-pitched, piercing scream that can deafen nearby enemies and allies.

MP Cost: 2

Benefit: Once per day you can emit a piercing howl, which can be heard at a range of up to 10 miles. All characters and creatures with the ability to hear must make a Reflex save (DC 15) or be deafened for 1d10 minutes. Furthermore, any crystal or glass objects within 100 feet automatically shatter as a result of the intense sonic vibrations caused by the piercing howl.

Power Drain [Major]
You gain the ability to suck stored energy out of batteries, computers, and other items that store energy.

MP Cost: 5

Benefit: By making physical contact with a battery or other power supply, you can spend a full-round action to

drain the battery of all its power. This ability allows you to pull the power from everything ranging from a small flashlight battery to the batteries used in cars, jets, and space ships. Additionally, you may drain the energy from power packs used as ammunition for laser and other energy weapons. Note that complex energy generators, like nuclear or fusion reactors or even backup mechanical generators, cannot be drained in this manner since they generate energy, rather than merely store it.

Power Source [Major]
You generate an electric current that can power small devices, vehicles, and even energy weapons.

MP Cost: 5

Benefit: As a full-round action, you can provide a single battery or power cell with a full charge simply by making physical contact with it. This allows you to fully recharge a car battery, refill an energy weapon's ammunition to full capacity, or restore life to a starship's drained energy cell. This ability may only be used a number of times per day equal to the character's Constitution bonus (minimum of 1).

Psionic Shield [Major]
Your mind evolves to reject phychic intrusion, giving you a distinct advantage over telepaths and other psionic opponents.

MP Cost: 6

Benefit: You gain a +4 mutation bonus to all saves made resist any mind-affecting psionic powers. Furthermore, you can extend this psionic shield to all characters or creatures immediately adjacent to you by spending a full-round action concentrating on maintaining the psionic shield. If in any round you do not take the full-round action to maintain the shield, the save bonus applies only to you and not to your adjacent allies.

Radio Receiver [Minor]
The electronic impulses in your brain transform to allow your mind to pick up radio signals in your vicinity.

MP Cost: 1

Benefit: You mind acts as a portable radio, allowing you to pick up radio broadcasts of all kinds. Additionally, by tuning your mind to the correct frequency, you can pick up walkie-talkie and other portable radio signals, allowing you to do everything from eavesdrop on police radio bands to picking up the radio communications from fellow party members.

Radio Transmitter [Minor]
The electronic impulses in your brain transform to allow your mind to broadcast speech and sounds generated by your mind across common radio frequencies.

MP Cost: 2

Benefit: You mind acts as a portable radio broadcaster, allowing you to send out words and sounds directly from your mind across radio frequencies. You spend a full-round action attuning your mind to a particular radio frequency, after which you may broadcast your thoughts and any sounds across that frequency as a free action (though this counts as speech for

the purposes of your free actions this round). At any time, you may will the transmission to cease (as a free action), but you must spend another full-round action attuning your mind again if you wish to resume broadcasting.

Rapid Dash [Major]
You are capable of moving very quickly across short distances, allowing you to build up incredible speeds in small bursts.

MP Cost: 4

Benefit: When you take a move action, you may activate this ability to move at up to four times your normal ground movement rate. Note that you may not use fly, burrow, or climb speeds with this mutation. You may use this ability a number of times per day equal to your Constitution bonus (minimum of 1).

Reinforced Legs [Major]
Your legs are capable of propelling you at greater speeds, granting you extra tactical movement as well as increasing your overall land speed.

MP Cost: 4

Benefit: You gain an additional 10 feet of movement per round. This stacks with any other increases to your base speed provided by race, class, talents, feats, or equipment.

Shatter [Minor]
You develop the ability to direct a high-frequency sonic assault on a single, solid object, destroying it with your mutation.

MP Cost: 3

Benefit: As a full-round action, you may deal 2d6 points of damage to any object within 30 feet, provided the object weighs no more than 2 pounds per point of your Constitution bonus (minimum 2 pounds). A held or attended object gets a Fortitude saving throw (DC 20) to negate this damage. You may use this ability a number of times per day equal to your Constitution bonus (minimum of 1).

Shock Absorber [Minor]
You are capable of surviving amazing falls by reducing the impact of the ground on your body.

MP Cost: 1

Benefit: When falling, you ignore falling damage from falls less than 100 feet × your Constitution score. For example, a character with a Constitution score of 12 ignores the first 120 feet of any fall, though falls higher than 120 feet still cause damage as per normal.

Shocking Discharge [Major]
Your body can store a minor electrical charge, sending it into any character or creature you come into contact with.

MP Cost: 6

Benefit: You gain the ability to deal 2d6 points of electricity damage to any character or creature you damage with an unarmed attack or natural weapon. Furthermore, if any character damages you with a melee attack, you may discharge 2d6 points of electricity damage into your attacker. You may use this ability a number of times per day equal to your Constitution bonus (minimum of 1).

Sonic Vibrations [Minor]

You develop the ability to fool sensors and animals capable of tracking you by vibrations.

MP Cost: 1

Benefit: Your body emits a constant and wildly changing vibration, causing objects near you to tremble slightly. Additionally, you may not be tracked by creatures using the Tremorsense special quality, and any sensors or detection equipment that track based on vibration return nonsensical results, making it impossible to track you using such devices (though simple detectors will still register your presence).

Sticky Ichor [Minor]

You develop the ability to spit a thick, sticky liquid, similar to other adhesive chemicals, at a target.

MP Cost: 2

Benefit: Once per day, you may make a natural ranged touch attack to spit your ichor on a target. If the touch attack is successful, the targeted character suffers a -2 penalty to Dexterity. This ichor dissolves naturally after 8 hours, or may be removed with the solvaway chemical. The effects of this ichor stack with the effects of tangler guns and tangler grenades.

Suppress Mutation [Major]

You develop the ability to temporarily restore another mutated character or creature to its natural state, suppressing visible mutations and returning them to a state of normalcy.

MP Cost: 6

Benefit: By touching a target and spending a full-round action concentrating on this ability, you may suppress one mutation possessed by that target. Willing targets of this ability make no saving throw, but unwilling targets get a Will save (DC 17) to negate the use of this power. If the power is successfully suppressed, it remains dormant and its effects vanish completely for 1d4 hours. You may not use this mutation to suppress your own mutations, and you may only suppress mutations that you are aware of.

System Shock [Minor]

Your body develops the ability to function even when sustaining massive damage, dulling the effects of shock and pain.

MP Cost: 1

Benefit: You gain a +4 mutation bonus to all Massive Damage saves.

Thunder Fist [Major]

You gain the ability to project a massive concussive force in addition to your normal damage when attacking a target unarmed.

MP Cost: 4

Benefit: Whenever you make a successful unarmed attack, you may focus kinetic and gravity energy into your attack for greater effect. Your unarmed attack deals an additional 1d6 points of concussion damage, and acts as an automatically successful bull rush attempt; the target still makes a Strength check opposed by your damage roll to determine how far back you push your target.

Uncanny Equilibrium [Minor]

You develop an amazing sense of equilibrium as your body evolves more sophisticated motor control and senses.

MP Cost: 1

Benefit: You gain a +4 mutation bonus to all Balance checks. Furthermore, in low-gravity conditions you may make all physical skill checks (those with Strength, Dexterity, or Constitution as their requisite ability score) as though you were in normal gravity.

Wormhole Jumper [Major]

You develop the ability to use gravity to warp time and space, creating a portal between your location and another location nearby.

MP Cost: 8

Benefit: Once per day you may instantly transfer yourself from your current location to any other spot within 500 feet of your current location. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating a direction. After using this mutation, you can't take any other actions until your next turn.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per point of Constitution bonus (minimum of 0). A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the mutation simply fails.

Zero-G Equilibrium [Minor]

You develop the ability to operate in a zero gravity environment as though it were your natural environment.

MP Cost: 2

Benefit: You may ignore the effects of zero gravity on all attack rolls, saves, and skill checks. Additionally, you gain a +4 mutation bonus to all Balance checks made in zero-gravity environments.

New Drawbacks

The following new mutation drawbacks are designed to work under the existing mutations rules, and can be used in substitution (or as a supplement to) the existing available mutation drawbacks.

Hideous Visage [Drawback]

Your body has become so scarred and deformed by mutation that you are absolutely hideous to behold.

MP Value: 2

Effect: You suffer a -4 penalty on all opposed Bluff and Diplomacy checks against targets that can see you. If an opponent cannot see you, such as is the case over radio transmission or telephone, this penalty does not apply.

Nightmares [Drawback]

Your mind is wracked by horrible nightmares, making it impossible for you to sleep without confronting the demons of your own mutation.

MP Value: 4

Effect: Each day you must make a Will save (DC 15) or suffer the effects of horrible nightmares caused by your mutation. On any day that you fail this Will save, you suffer a -1 morale penalty to attack rolls, saves, and skill checks due to your inability to get a good night's sleep.

Psychic Vulnerability [Drawback]

You mind has mutated in such a way that it is particularly vulnerable to psychic tampering.

MP Value: 2

Effect: You suffer a -2 penalty to all saves made to resist mind-affecting psionic powers.

Space Sickness [Drawback]

Your body reacts negatively to space travel, mimicking an allergic reaction while aboard starships and space stations.

MP Value: 1

Effect: While aboard a space station or starship, you suffer a -2 penalty to Fortitude saves and Constitution-based skill checks.

Uncontrollable Rage [Drawback]

Your body produces far too much testosterone and adrenaline, making it impossible to keep your anger from getting the better of you.

MP Value: 4

Effect: Whenever you encounter a character whose attitude toward you is not Helpful, you must make a Will save or attack that character. The DC of the Will save is based on the character's attitude.

Character's Attitude	Will Save DC
Friendly	5
Indifferent	10
Unfriendly	15
Hostile	20

Chapter Four: Robots

Heroes of the future come in all shapes and sizes—none more so than robots. Only an inventor's creativity and available resources can limit the variety of these machines. As such, this chapter provides players with new choices for robot heroes, including more PC templates, new robot accessories and systems, as well as an assortment of mechanical companions that any hero can acquire.

New Robot Frames

Among many scientific theories regarding robots, a commonly held belief states that people become increasingly uncomfortable with realistic, yet still-imperfect replicas. This occurs because viewers tend to focus on the shortcomings of such machines as if they were "flawed" people. Meanwhile, the eye proves more tolerant of obviously mechanical robots, because people perceive them as "elevated" machines instead.

With this theory in mind, future robot designs continue to look for ways to avoid making people uncomfortable. Therefore, armatures and biomorphs stick around well into PL6 and PL7, reaching new design plateaus with neural networks and artificial intelligence. These advances make them more playable as robot heroes and give rise to the new mechanoid and animorph templates, below. Except where otherwise indicated, mechanoids and animorphs share the exact same traits as biodroids and bioreplicas. A list of these common traits follows their individual descriptions.

Mechanoid (PL 6)

Mechanoid robots appear during PL6, around the same time as biodroids. They use an identical design approach as armatures of the previous age, but draw upon advances in neural networking to make them much smarter. A mechanoid's value as a utility robot vastly increases without the limitations of a biodroid's anthropomorphic design. With customized terrain locomotion, manipulators, tools, and accessories, they excel at a number of specialized tasks, but often struggle when challenged by situations outside their narrowly-focused expertise. Mechanoids fulfill many of the same roles as biodroids, making capable guards, soldiers, messengers, technicians, pilots, laborers, and assistants.

Mechanoid Traits

Size: Only Small or Medium-size mechanoids may be selected as player characters.

Speed: A heroic mechanoid may select one of the following primary means of locomotion: casters, forced air, legs (multiple), rolling-chassis, treads, or wheels.

Ability Scores: A heroic mechanoid has no Constitution score and a starting Charisma score of 5.

Armor: A mechanoid hero receives a +3 natural armor bonus to defense due to its hardened chassis. Mechanoids can also integrate certain types of armor into their frames, but such protection is not cumulative, superceding the natural armor bonus instead. Due to their irregular shape, most mechanoids cannot wear removable suits of armor.

Manipulators: As Medium-size or smaller robots, heroic mechanoids may select up to two (one for each appendage) of the following manipulators: claw, pincer, probe, special-use gripper, or tentacle. Alternatively, one appendage may be designated as a tool mount or weapon mount instead. Mechanoids without a manipulating appendage cannot interact with objects.

Sensors: A mechanoid hero begins play with a Class IV sensor system.

Height and Weight: A mechanoid generally has a variable height and weight corresponding to its Size (see Table 8-1: Creature Sizes in the *d20 Modern Roleplaying Game*).

Level Adjustment: +0

Table 4-1: Mechanoid Robot Frames (PL6)

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points	Base Ability Scores						Maximum Hit Dice / Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	46	32d10	120	47	6	-	10	10	5	64d10/+3 per HD
Gargantuan	38	16d10	80	39	6	-	10	10	5	31d10/+3 per HD
Huge	30	8d10	40	31	6	-	10	10	5	15d10/+2 per HD
Large	26	2d10	20	23	8	-	10	10	5	7d10/+1 per HD
Medium	22	1d10	10	15	10	-	10	10	5	-
Small	18	1/2d10	5	11	12	-	10	10	5	-
Tiny	14	1/4d10	-	7	14	-	10	10	5	-
Diminutive	10	1/8d10	-	5	16	-	10	10	5	-
Fine	6	1/16d10	-	1	18	-	10	10	5	-
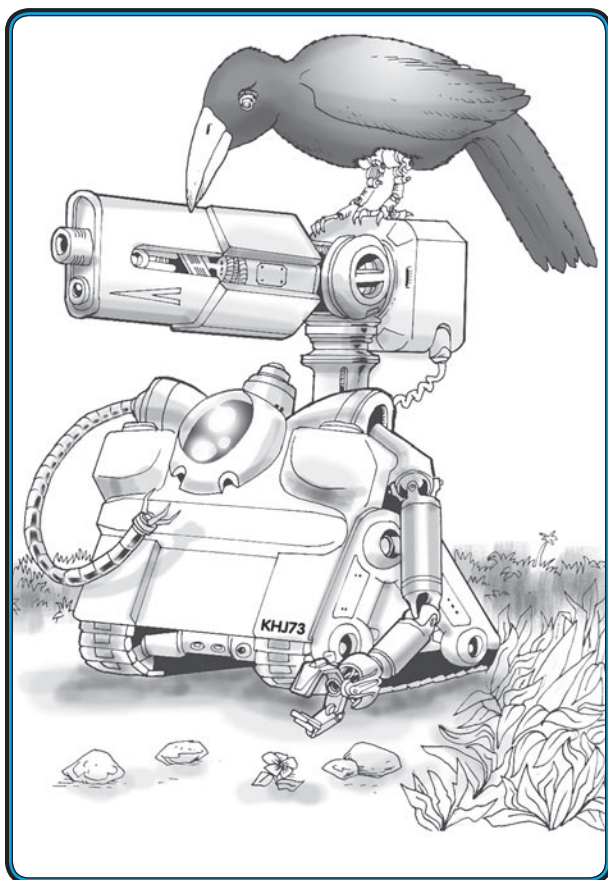
Animorph ("Synth-animal") (PL 7)

The animorph develops during PL7 as a natural extension of the technologies used to design bioreplicas. Instead of emulating the species of their creators, however, animorphs mimic living animals in much more detail than early-age biomorphs. Most animorphs provide an unobtrusive, low-maintenance alternative to pets and other companions. As spies, they also provide a greater degree of intelligence, problem analysis, and infiltration capabilities than the typical biomorph robot. Some animorphs even make for surprisingly effective guards.

Animorph Traits

Size: Only Small or Medium-size animorphs may be selected as player characters. Animorphs generally have the same size as their emulated species.

Speed: A heroic animorph has the same means of locomotion and speed as its emulated species, choosing from one of the following: fins, legs (multiple), legs (pair), slither, or wings.

Ability Scores: A heroic animorph has no Constitution score and a starting Charisma score of 5.

Armor: Animorph heroes patterned after creatures with natural armor do not gain the creature's natural armor bonus. However, they can have certain types of integrated armor attached to their frames (see pg. 183 in the *d20 Future* sourcebook).

Lifelike Appearance: Distinguishing an animorph from members of its emulated species requires a successful Spot check (DC 20).

Manipulators: A heroic animorph has manipulators that resemble the manipulating digits of its emulated species (a cat-like animorph has a cat's forepaws and claws, a crab-like animorph has pincers like a crab, and so on). Possible manipulators for animorphs include the following: claws, feelers, jaws, hands, pincers, or tentacles. These manipulators function identically to their organic counterparts.

Sensors: An animorph hero begins play with a Class VII sensor system. At the GM's discretion, some animorphs may select a Class VIII sensor instead, granting them the Scent ability (see page 228 of the *d20 Modern Roleplaying Game*).

Height and Weight: An animorph generally duplicates the same height as its emulated species. Its weight equals 1.5 × the normal weight of its biological counterpart, but animorphs duplicating birds do not face that requirement. They weigh the same as the emulated species instead.

Level Adjustment: +0

Common Traits of Mechanoids and Animorphs

Ability Scores: Determination of ability scores and the improvement of mental abilities (Intelligence, Wisdom, and Charisma) follow the same rules as biodroids and bioreplicas in *d20 Future*.

Starting Occupation: Mechanoids and animorphs never receive starting occupations. They have no life experiences

Table 4-2: Animorph Robot Frames (PL6)

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points	Base Ability Scores						Maximum Hit Dice / Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	50	32d10	120	46	6	-	10	10	5	64d10/+3 per HD
Gargantuan	42	16d10	80	38	6	-	10	10	5	31d10/+3 per HD
Huge	34	8d10	40	30	6	-	10	10	5	15d10/+2 per HD
Large	30	2d10	20	22	8	-	10	10	5	7d10/+1 per HD
Medium	26	1d10	10	14	10	-	10	10	5	-
Small	22	1/2d10	5	10	12	-	10	10	5	-
Tiny	18	1/4d10	-	6	14	-	10	10	5	-
Diminutive	14	1/8d10	-	4	16	-	10	10	5	-
Fine	10	1/16d10	-	1	18	-	10	10	5	-

from which to develop such knowledge. Mechanoids can, however, take advantage of core programming affinities, detailed later in this chapter.

Hit Points: Mechanoids and animorphs gain the same 1d10 hit points per level as biodroids and bioreplicas. At character creation, a 1st-level mechanoid or animorph gets maximum hit points. It does not apply a Constitution modifier to its hit points, but gains additional hit points at 1st level based on its size: Small 5, Medium-size 10.

Critical Systems: Despite being constructs, mechanoids and animorphs have vital areas and critical systems. Consequently, they are subject to critical hits.

Cybernetic Incompatibility: Mechanoids and animorphs cannot accommodate cybernetic attachments.

Immunities: Mechanoids and animorphs receive the same immunities as biodroids and bioreplicas.

Rejuvenation Cycle: Mechanoids and animorphs follow the same rejuvenation cycle as biodroids and bioreplicas.

Repairable: Mechanoids and animorphs heal damage via use of the Repair skill in the same manner as biodroids and bioreplicas.

Skills: Mechanoids and animorphs gain and assign skill points as other nonhuman characters do. They use their Charisma modifier on Constitution-based skill checks (including Concentration checks).

Free Language Skills: Mechanoids and animorphs can read and speak one language. If they possess sufficient manipulators, they may also write the same language.

Feats: Mechanoids and animorphs receive no feats at 1st level. However, they gain feats normally as they advance in level.

Action Points: Mechanoid and animorph heroes gain action points just as organic heroes do.

Construction: Building mechanoids or animorphs from scratch calls for both a Craft (mechanical) check (DC 30) and a Craft (electronic) check (DC 30). These checks require an investment in construction time of 48 hours for Large or smaller frames and 72 hours for Huge or larger frames. A character performing such work without a mechanical tool kit or electrical tool kit takes a -4 penalty on the skill checks (-8 if the character has neither). The character must also make a Wealth check against the frame's purchase DC.

New Robot Systems

When building a robot character, a player may choose from a wide variety of systems to add to its frame. To include such options, a character must succeed at a Wealth check against the indicated purchase DC.

Locomotion

Robots use many different forms of locomotion. Most only have a single system to help them move around, but others include backups for faster travel across more challenging terrain. The base speed can be improved by raising the purchase DC by +1 for every 5-foot increase. The total speed can never rise above twice the listed amount, however.

Hydrojet (PL 5)
The robot has one or more submersed hydrojets for travel under or upon the water. It must have another mode of locomotion to travel on land.

Base Speed: Swim 30 feet

Purchase DC: One-quarter the base purchase DC of the robot's frame.

Fins (PL 6)
The robot emulates the underwater movement of sea creatures with an array of fins for guidance and thrust. It must have another means of locomotion to travel on land.

Base Speed: 20 feet

Purchase DC: One-quarter the base purchase DC of the robot's frame.

Roll-Chassis (PL 6)
The robot can collapse its frame into a sphere with inertial pendulums that allow it to roll in any direction. While in travel-mode, the robot cannot take any action requiring the deployment of another system or appendage, but receives a +2 equipment bonus to Defense. Collapsing into travel-mode or rising from the roll-chassis is a move-equivalent action.

Base Speed: 30 feet

Purchase DC: One-half the base purchase DC of the robot's frame.

Slither (PL 6)
The robot uses scale-like plates in its undercarriage to mimic the undulating movement of a snake. These plates also include miniature grips to allow for a +4 bonus to Climb checks.

Base Speed: 20 feet

Purchase DC: One-quarter the base purchase DC of the robot's frame.

Wings (PL 7)
The robot includes both a lightweight design and realistic wings to emulate birds. Without another mode of locomotion it cannot travel on land. If the robot's speed ever drops below its base speed for any reason during a given round, it starts to descend, gliding 15 additional feet for every 10 feet of reduced elevation.

Base Speed: 30 feet (average)

Purchase DC: One-half the base purchase DC of the robot's frame.

Manipulators

Manipulators represent how robots interact with their environment. Many units include multiple kinds of manipulators to maximize their usefulness in the field. As Medium-size or smaller constructs, heroic robots may have no more than two manipulators.

Feelers (PL 5)
Feelers resemble the manipulative forelegs and mobile antennae of an insect. They allow a robot to lift objects and interact with them, but items made specifically for humanoid hands (like most

firearms) are usually beyond their ability to operate. Robots with feelers suffer a -4 penalty on tasks involving manual dexterity.

Damage: Nonlethal bludgeoning only.

Purchase DC: 5 + one-tenth the base purchase DC of the robot's frame (rounded down).

Mandibles (PL 5)

Only robots modeled after creatures with bite attacks have mandibles. They work slightly different from jaws as they have no teeth and generally just assist with moving or carrying objects from one location to another.

Damage: Lethal piercing.

Purchase DC: 10 + one-quarter the base purchase DC of the robot's frame.

Tentacle (PL 6)

Tentacles are much more complex manipulators, able to wrap around and lift objects with ease. Using items meant for humanoid hands (like most firearms) prove much more difficult, however. Robots with tentacles usually suffer a -4 penalty on tasks involving manual dexterity. In exchange, tentacles possess a much higher tensile strength than most manipulators, granting a +4 bonus on grapple checks.

Damage: Nonlethal bludgeoning only.

Purchase DC: 10 + one-quarter the base purchase DC of the robot's frame.

Gravitic Projector (PL 7)

With the advent of the Gravity Age come new unique methods of manipulating the environment. A gravitic projector exerts an unseen force on objects without physically touching them. It doesn't grant fine control, however, and any task requiring manual dexterity suffers a -2 penalty.

Damage: Nonlethal bludgeoning only.

Purchase DC: 15 + one-half the base purchase DC of the robot's frame.

Integrated Armor

New types of integrated armor are presented below.

Durasteel Armor (PL 5)

One of the earliest armors developed during PL5, durasteel provides slightly better protection than alumisteel or duraplastic, but at a higher cost and weight factor. By PL6, duralloy quickly replaces durasteel on the open market as a much cheaper alternative. Bioreplica robots and liquid-state robots cannot have integrated durasteel armor.

Equipment Bonus: +7

Weight: One-half the weight of the robot's frame (rounded down)

Speed Penalty: -10 feet

Purchase DC: 15 + one-half the base purchase DC of the robot's frame

Restriction: Licensed (+1)

Ceraplast Armor (PL 5)

Ceraplast armor combines polymer technologies with hardened ceramic overlays. It provides decent protection beyond the more common duraplastic and a cheaper alternative to alumisteel. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated ceraplast armor.

Equipment Bonus: +4

Weight: One-quarter the weight of the robot's frame (rounded down)

Speed Penalty: -5 feet

Purchase DC: 5 + one-half the base purchase DC of the robot's frame

Restriction: None

Vulcanium Armor (PL 6)

As the precursor to neovulcanium, this armor design uses fusion techniques to transform duralloy into a lighter, more pliable material. Bioreplica robots and liquid-state robots cannot have integrated vulcanium armor.

Equipment Bonus: +6

Weight: One-quarter the weight of the robot's frame (rounded down)

Speed Penalty: -5 feet

Purchase DC: 10 + one-half the base purchase DC of the robot's frame

Restriction: Licensed (+1)

Cerametal Armor (PL 7)

Sandwiched layers of hardened ceramic plating and resilium provide a low-cost alternative to the crystal carbon and neovulcanium armors of PL7. Bioreplica robots of Medium-size or smaller and liquid-state robots cannot have integrated cerametal armor.

Equipment Bonus: +5

Weight: One-eighth the weight of the robot's frame (rounded down)

Speed Penalty: None

Purchase DC: One-half the base purchase DC of the robot's frame

Restriction: None

Table 4-3: Manipulator Damage

Manipulator Type	Fine	Diminutive	Tiny	Small	Medium-size	Large	Huge	Gargantuan	Colossal
Feelers	-	-	-	1	1d2	1d3	1d4	1d6	1d8
Gravitic Projector	-	-	1	1d2	1d3	1d4	1d6	1d8	2d6
Mandibles	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Tentacle	-	-	1	1d2	1d3	1d4	1d6	1d8	2d6

Core Programming Affinity

Most robots don't have professions, careers, or the accumulated life experiences of other heroes. This is why they don't receive the benefits of a starting occupation. Even so, a robot's creator may bestow special programming within its artificial intelligence to incorporate a primary purpose. The robot's operating system then gains a core programming affinity for certain skills and feats, allowing the machine to more efficiently fulfill its defined role.

Creating a core programming affinity from scratch requires a Computer Use check (DC 30) and 60 hours of work. A heroic robot may never have more than one affinity. If the robot is eventually destroyed, its core programming affinity may be salvaged like any other skill software per the Robot Resurrection rules of *d20 Future*.

Class Skills: Any skills selected as part of a programmed affinity become permanent class skills. If a selected skill is already a class skill, the robot gains a +1 competence bonus on checks using that skill as a result of the software.

Purchase DC: 10 + one-half the base purchase DC of the robot's frame.

Engineering Affinity (PL 5)

Engineering robots work with all types of technology, acting as maintenance drones, technicians, and mechanics.

Skills: Choose two of the following skill affinities: Computer Use (Int), Craft (chemical, electronic, mechanical, structural) (Int), Disable Device (Int), Knowledge (earth and life sciences, physical sciences, technology) (Int), Repair (Int).

Bonus Feat: Select Builder, Gearhead, or Salvage.

Exploration Affinity (PL 5)

As one of the earliest roles assigned to robots, exploration-oriented machines find service as reconnaissance drones, search-and-rescue units, guides, and trailblazers.

Skills: Choose two of the following skill affinities: Climb (Str), Drive (Dex), Handle Animal (Cha), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (earth and life sciences, physical sciences, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Search (Int), Spot (Wis), Survival (Wis).

Bonus Feat: Select Alertness, Guide, Track, or Zero-G Training.

Labor Affinity (PL 5)

With tireless precision, robots with a labor affinity carry out the most menial tasks in construction assembly, transportation, agriculture, sanitation, and industry.

Skills: Choose three of the following skill affinities: Climb (Str), Craft (electronic, mechanical, or structural) (Int), Drive (Dex), Handle Animal (Cha), Jump (Str), Navigate (Int), Pilot (Dex).

Bonus Feat: Select Builder, Spacer, or Vehicle Expert.

Military Affinity (PL 5)

As smart weapons, robots serve in every possible branch of the military, embracing roles as common footsoldiers, artillery specialists, sappers, and special operations units.

Skills: Choose one of the following skill affinities: Balance (Dex), Demolitions (Int), Drive (Dex), Intimidate (Cha), Knowledge (tactics) (Int), Pilot (Dex), Survival (Wis), Treat Injury (Wis).
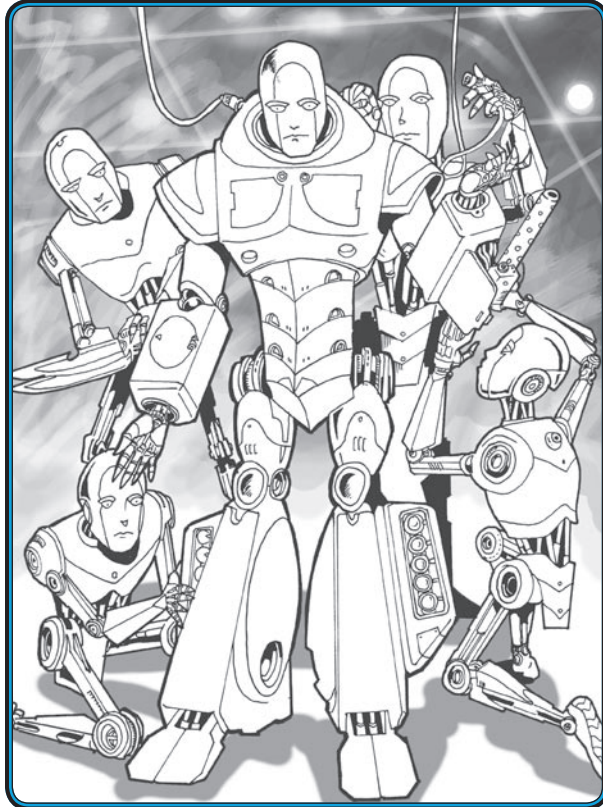
Bonus Feat: Select Light Armor Proficiency, Personal Firearms Proficiency, or Simple Weapons Proficiency.

Science Affinity (PL 5)

Robots focused upon scientific pursuits take up assistant positions as researchers, lab technicians, and inventors.

Skills: Choose three of the following skill affinities: Computer Use (Int), Concentration (Con), Decipher Script (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Research (Int), Search (Int).

Bonus Feat: Select either Educated or Studious.

Business Affinity (PL 6)

Robots in the business world serve as managers, administrators, or salesmen.

Skills: Choose three of the following skill affinities: Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (behavioral sciences, business, current events, popular culture, technology) (Int), Profession (Wis), Research (Int), Sense Motive (Wis).

Bonus Feat: Select Deceptive, Iron Will, or Meticulous.

Caretaker Affinity (PL 6)

Robots with a caretaker affinity typically find roles as medical practitioners, tutors, nannies, chauffeurs, or other domestic and service-related roles.

Skills: Choose two of the following skill affinities: Computer Use (Int), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, technology) (Int), Search (Int), Treat Injury (Wis).

Bonus Feat: Select Medical Expert, Meticulous, or Trustworthy.

Entertainment Affinity (PL 7)

Some robots are given a flair for the creative talents, performing as musicians, artists, comedians, and a variety of other entertainers.

Skills: Choose three of the following skill affinities: Bluff (Cha), Climb (Str), Craft (visual art, writing) (Cha), Disguise (Cha), Jump (Str), Knowledge (art, behavioral sciences, current events, history, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Sleight of Hand (Dex), Swim (Str), Tumble (Dex).

Bonus Feat: Select Creative or Deceptive.

Protocol Affinity (PL 7)

By PL7, robots become sophisticated enough to handle even the most delicate of social situations, adopting roles as diplomats, messengers, and negotiators.

Skills: Choose three of the following skill affinities: Bluff (Cha), Craft (writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, civics, current events, history, popular culture, streetwise, theology and philosophy) (Int), Read/Write Language, Sense Motive (Cha), Speak Language.

Bonus Feat: Select Attentive, Deceptive, or Trustworthy.

Robot Accessories

Accessories provide the true variety in robot designs. The following section describes new tools and systems that help maximize the usefulness of such machines.

Hidden System (PL 5)

One of the robot's systems, weapons, or tools is hidden within its frame. The robot may deploy the system as a move action. Any attempt to scan the robot suffers a -10 penalty to detect the hidden system.

Purchase DC: 5 + the purchase DC of the hidden weapon, tool, or system

Restriction: Restricted (+2)

Redundant Systems (PL 5)

The robot contains a limited backup power source and redundant relays allowing it to recover from disabled conditions more quickly. When a robot would normally be destroyed (reduced to 0 or fewer hit points), redundant systems attempt to reroute power and repair the damage. This automatically restores 1d10 points of damage (no Repair check necessary).

Purchase DC: 28

Restriction: Military (+3)

Detachable System (PL 6)

One of the robot's sensors, manipulators, weapons, or tools may be detached and controlled remotely. The Gamemaster must approve the detachable system and the robot must have a remote control unit to direct the device.

Purchase DC: 10 + the purchase DC of the sensor, manipulator, weapon, or tool

Restriction: Licensed (+1)

Extenders (PL 6)

The robot's manipulating appendages include telescoping extenders to increase their reach by one size category upon command.

Purchase DC: 10 + the purchase DC of the manipulator

Restriction: None

Chameleonic Chassis (PL 7)

The robot's external casing includes a chameleonic surface designed to blend in with background surroundings. This provides a +8 bonus to Hide checks.

Purchase DC: 25

Restriction: Restricted (+2)

Universal Complink (PL 7)

The robot carries a specialized adapter for linking to virtually any computer system. The system also provides a +4 bonus to Computer Use checks.

Purchase DC: 20

Restriction: None

Equipment Packages

One of the most difficult aspects of character creation involving robots is the selection of add-ons and accessories. Equipment packages attempt to speed up character creation by offering pre-selected items according to an assumed Wealth level possessed by the robot. To use the equipment packages presented below, follow these guidelines:

1. Determine your robot's starting wealth bonus by rolling 2d4. Without a starting occupation, there are no other adjustments to this amount.
2. Select an equipment package for your robot.
3. Your robot automatically gains the Basic Package, regardless of starting Wealth bonus.
4. Consult the three remaining entries in the equipment package. If your robot meets the minimum Wealth bonus for the additional items, the robot also gains the additional equipment listed.
5. Subtract the Wealth bonus number of the highest package you selected for your robot from your starting Wealth bonus. If you selected only the Basic Package, your starting Wealth bonus should equal +0.
6. You may add any additional equipment purchases to your robot with a purchase DC of 12 or lower.
7. You may also exchange any item from a package for any other non-restricted gear with an equal or lower purchase DC.

Astrotech Package

Astrotechs comprise the majority of engineering robots. This package includes items that should help with repairing or maintaining other machines and electronics.

Basic Package

Fire Extinguisher, Magnetic Feet, Task Hand (×2), Power Backpack, Tool Mount (Multipurpose Tool Kit), Vocalizer

Wealth +4
Tool Mount (Mechanicomp Sensor), Tool Mount (Electricomp Sensor)

Wealth +6
Engineering Affinity, Universal Complink

Wealth +8
Dexterity Upgrade (+2)

Battle Package
Battle robots come loaded for combat. Even the basic package for such robots includes armor, a weapon mount and a loading mechanism to keep it full of ammo. Select this package if you intend to wage war with your robot.

Basic Package
Resilium Armor, Loading Mechanism, Self-Destruct System, Weapon Mount

Wealth +4
Chameleonic Chassis

Wealth +6
Military Affinity, Strength Upgrade (+2)

Wealth +8
Self-Repair Unit

Espionage Package
Spybots master the ability to blend in with organic creatures by either emulating them or escaping their notice as common servants. Choose this package if you want access to surveillance equipment, hidden gadgets, and interaction software.

Basic Package
AV Recorder, Integrated Videophone, Internal Storage Unit, Polyvox, Self-Destruct System, Vocalizer

Wealth +4
Hidden System (Weapon Mount)

Wealth +6
Protocol Affinity

Wealth +8
Charisma Upgrade (+4)

Environmental Explorer Package
Explorer robots travel in a variety of environments, most of them quite inhospitable. Select this package to design a robot that can go anywhere and survive in the most extreme conditions.

Basic Package
AV Transmitter, Probe, Propeller (water), Tool Mount (GalPos Device), Tool Mount (Portable Glowlamp), Tool Mount (Soother Pulse)

Wealth +4
Thrusters

Wealth +6
Class VIII Sensor, Exploration Affinity

Wealth +8
Survivor Array

Med-Tech Package
Med-tech robots are expected to provide emergency medical treatment as well as extended long-term care. As such, this package provides an array of life-saving devices assured to make your robot a welcome traveling companion in any party.

Basic Package
Biocort (5), Fire Extinguisher, Task Hands (2), Tool Mount (Advanced Medkit), Vocalizer

Wealth +4
Tool Mount (Medicomp Sensor)

Wealth +6
Caretaker Affinity

Wealth +8
Wisdom Upgrade (+4)

Robot Followers

One of the earliest staples of science fiction is the robotic sidekick, faithfully safeguarding its owner through every challenge. All kinds of heroes find these machines invaluable, sometimes bonding with them as pets or trusted friends. Others depend upon their loyalty as servants and assistants throughout their professional careers. In every instance, however, robot followers are only as good as the maintenance and upkeep provided by their masters.

This section presents two new types of robotic followers available for any hero to purchase. Robot companions act as allies and servants similar to henchmen, but prove infinitely more dependable. Robot familiars, however, represent a new level of interface between man and machine, made possible by real-time robolinks and advanced cybernetics.

Robotic Companions
Designers always build robot companions around biomorph or armature frames. With their simplistic, straightforward programming, this helps ensure they only take commands from their owners. In addition, robot companions are always Small or Tiny in size. Initially, they include only one form of locomotion, up to two manipulators, a Class III sensor, and either alumisteel or duraplastic armor. They may also have as many as three skill chips (with 3 ranks each), a single feat progit, and one robot accessory from PL5 or PL6.

A robot companion's owner may improve these systems over time by investing resources in additional upgrades, but as non-heroic robots, companions never gain additional levels. If

a robot companion is destroyed, its owner may only save the robot's brain if he or she has the Robot Companion feat. All other companions have their Charisma score reduced to 0 by such trauma and are permanently destroyed.

ASP-Serpentine Personal Defense Robot (PL 6)

The ASP-Serpentine provides a shocking surprise for any would-be attackers who assault its master. The unit resembles a small mechanical serpent about two feet in length, whose fangs serve as a miniature stun gun fully capable of incapacitating its victims.

    Frame: Biomorph
    Locomotion: Slither
    Manipulators: Jaws
    Armor: Alumisteel armor
    Sensors: Class III sensor
    Skill Software: Climb skill chip (3 ranks), Hide skill chip (3 ranks), Move Silently skill chip (3 ranks)
    Feat Software: Simple Weapons Proficiency feat progit
    Accessory: Weapon Mount (Stun gun)
    Purchase DC: 24

ASP-Serpentine Personal Defense Robot: CR 1/3; Tiny construct; HD 1/4 d10; hp 3; Mas —; Init +2; Spd 20 ft; Defense 19 (+2 size, +2 Dex, +5 equipment), touch 14, flat-footed 17; BAB +0; Grp -10; Atk +0 melee (1d3 electrical plus paralysis, stun gun jaws); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 6, Dex 14, Con —, Int —, Wis 10, Cha 1.
    Skills: Climb +5, Hide +13, Move Silently +5.
    Feats: Simple Weapons Proficiency

Hoverdisc Laborbot (PL 6)

Hoverdiscs see widespread use as transporters and baggage handlers in many commercial settings. They also prove useful to adventurers in need of a little more carrying capacity. With a remote control unit, the disc's robolink provides an extra set of hands for the isolated examination of hazardous materials. In addition, some owners use the disc's 200-pound weight limit to turn it into an emergency platform for their own transportation.

    Frame: Armature
    Locomotion: Forced Air
    Manipulators: Claws
    Armor: Duraplastic armor
    Sensors: Class III sensor
    Skill Software: Navigate skill chip (3 ranks), Search skill chip (3 ranks), Spot skill chip (3 ranks)
    Feat Software: Well-Equipped feat progit
    Accessory: Robolink
    Purchase DC: 24

Hoverdisc Laborbot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd fly 30 ft (clumsy); Defense 14 (+1 Dex, +3 equipment), touch 11, flat-footed 13; BAB +0; Grp -4; Atk +0 melee (1d3, claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

    Skills: Navigate +3, Search +3, Spot +3.
    Feats: Well-Equipped

Mobile-Dispatch Mechanical Robot (PL 6)

Mechanical robots make the world go round, fixing and adjusting vehicles, equipment, and even other robots. The Mobile-Dispatch model is somewhat limited when its wheels attempt to navigate poor surface conditions, but once it arrives on the job the unit seems to have every tool at hand.

    Frame: Armature
    Locomotion: Wheels
    Manipulators: Special-use Gripper (Repair, Disable Device)
    Armor: Alumisteel armor
    Sensors: Class III sensor
    Skill Software: Computer Use skill chip (3 ranks), Disable Device skill chip (3 ranks), Repair skill chip (3 ranks)
    Feat Software: Gearhead feat progit
    Accessory: Tool Mount (Mechanical tool kit)
    Purchase DC: 24

Mobile-Dispatch Mechanical Robot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd 30 ft; Defense 16 (+1 Dex, +5 equipment), touch 11, flat-footed 15; BAB +0; Grp -4; Atk +0 melee (1d2 nonlethal, special-use grippers); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.
    Skills: Computer Use +5, Disable Device +3, Repair +5
    Feats: Gearhead

Rover-9 Retriever Robot (PL 6)

As one of the more protective robot companions, the Rover-9 will fight on its owner's behalf and contains the necessary skills to help him survive in harsh environments. It resembles a small, four-legged dog and includes sophisticated tracking software with a simple vocalizer to simulate a dog's bark.

    Frame: Biomorph
    Locomotion: Multiple legs (4)
    Manipulators: Jaws
    Armor: Alumisteel armor
    Sensors: Class III sensor
    Skill Software: Listen skill chip (3 ranks), Search skill chip (3 ranks), Survival skill chip (3 ranks)
    Feat Software: Track feat progit
    Accessory: Vocalizer
    Purchase DC: 25

Rover-9 Retriever Robot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd 30 ft; Defense 16 (+1 Dex, +5 equipment), touch 11, flat-footed 15; BAB +0; Grp -4; Atk +0 melee (1d3, jaws) or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.
    Skills: Listen +3, Search +3, Survival +3.
    Feats: Track

Tangler Security Robot (PL 6)

Though Tanglers are designed around an armature frame, many of them resemble biomorph spiders or other crawling insects. Tanglers usually serve as mobile security forces designed to apprehend interlopers with their onboard weaponry. Some models receive upgrades to include magnetic feet for true wall-crawling and AV transmitters to send back surveillance data to their owners.

Frame: Armature
Locomotion: Multiple legs (6)
Manipulators: Feelers
Armor: Alumisteel armor
Sensors: Class III sensor
Skill Software: Balance skill chip (3 ranks), Climb skill chip (3 ranks), Jump skill chip (3 ranks)
Feat Software: Personal Firearms Proficiency feat progit
Accessory: Weapon Mount (Tangler gun)
Purchase DC: 24

Tangler Security Robot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd 30 ft; Defense 16 (+1 Dex, +5 equipment), touch 11, flat-footed 15; BAB +0; Grp -4; Atk +0 melee (1 nonlethal, feelers) or +1 ranged (special, tangler gun); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: Balance +4, Climb +3, Jump +3
Feats: Personal Firearms Proficiency

Think-Tank Explorer Robot (PL 6)

The Think-Tank uses tread locomotion to explore virtually any environment. With an onboard probe sensor, knowledge database, and ability to record key findings, most heroes view Think-Tanks as invaluable tools for information-gathering and consultation. Many owners also upgrade the baseline models with more advanced archives, sensors, and computer links.

Frame: Armature
Locomotion: Treads
Manipulators: Probe, Claw
Armor: Duraplastic armor
Sensors: Class III sensor
Skill Software: Knowledge (earth and life sciences) skill chip (3 ranks), Knowledge (physical sciences) skill chip (3 ranks), Navigate skill chip (3 ranks)
Feat Software: Educated feat progit
Accessory: AV Recorder
Purchase DC: 23

Think-Tank Explorer Robot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd 20 ft; Defense 14 (+1 Dex, +3 equipment), touch 11, flat-footed 13; BAB +0; Grp -4; Atk +0 melee (1d3, claw) or +0 melee (1, probe); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: Knowledge (earth and life sciences) +5, Knowledge (physical sciences) +5, Navigate +3.
Feats: Educated
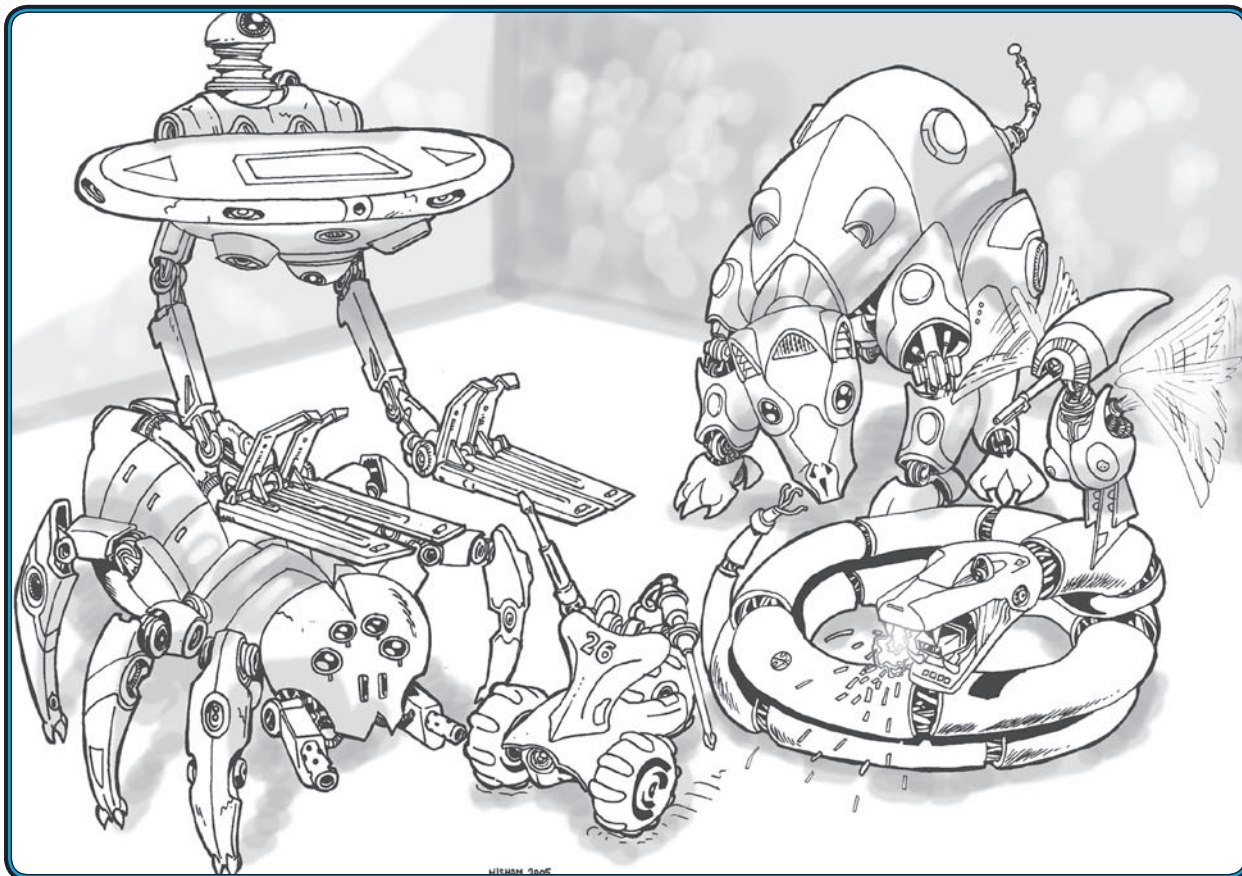
1stRespond-R Medical Robot (PL 7)

"First Responders" find use as emergency medical technicians, using their thrusters to carry them into any environment. These medical robots possess a humanoid torso and hands, but no legs. Their medicomp sensor allows them to quickly diagnose a patient's condition and most units carry several portable medikits to treat injuries in the field.

Frame: Armature
Locomotion: Thrusters
Manipulators: Hands
Armor: Alumisteel armor
Sensors: Class III sensor
Skill Software: Craft (pharmaceutical) skill chip (3 ranks), Survival skill chip (3 ranks), Treat Injury skill chip (3 ranks)
Feat Software: Medical Expert feat progit
Accessory: Tool Mount (Medicomp Sensor)
Purchase DC: 25

1stRespond-R Medical Robot: CR 1/2; Small construct; HD 1/2 d10+5; hp 10; Mas —; Init +1; Spd fly 30 ft (poor); Defense 16 (+1 Dex, +5 equipment), touch 11, flat-footed 15; BAB +0; Grp -4; Atk +0 melee (1d2 nonlethal, hand); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +1, Will +0; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: Craft (pharmaceutical) +5, Survival +3, Treat Injury +9.
Feats: Medical Expert

Hummingbird-88 Reconnaissance Robot (PL 7)

Hummingbirds appear slightly larger than their real-life namesakes, but have the same constant-motion wings and a single manipulator probe that looks like a beak. Designed for speed, maneuverability, and reconnaissance, hummingbirds can transmit an image of their surroundings with accompanying audio up to 1,000 feet away.

Frame: Biomorph
Locomotion: Wings
Manipulators: Probe
Armor: Duraplastic armor
Sensors: Class III sensor
Skill Software: Hide skill chip (3 ranks), Move Silently skill chip (3 ranks), Spot skill chip (3 ranks)
Feat Software: Dodge feat progit
Accessory: AV Transmitter
Purchase DC: 24

Hummingbird-88 Reconnaissance Robot: CR 1/4; Tiny construct; HD 1/4 d10; hp 3; Mas —; Init +2; Spd fly 30 ft (average); Defense 17 (+2 size, +2 Dex, +3 equipment), touch 14, flat-footed 15; BAB +0; Grp -10; Atk none; FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +2, Will +0; AP 0; Rep +0; Str 6, Dex 14, Con —, Int —, Wis 10, Cha 1.

Skills: Hide +13, Move Silently +5, Spot +3.
Feats: Dodge

Robot Familiars

As neural interface technologies improve, cybernetics widen their scope to blur the line between implants and remotes.

The same wireless neural networks and nanites that enable soullinks to computers, vehicles, and other machines, soon do the same for a specialized series of robots called familiars. Bonding with these machines is no simple matter, however. To take advantage of an intimate relationship with a robot familiar, a character must choose the Robotic Familiar feat.

Robotic Familiar [General]

You establish a permanent bond with a single robot companion that improves in capabilities as you gain levels. The bond is formed through either a RemCon Implant (see Appendix A) or a soullink nanoinjection (see the *d20 Future* sourcebook).

Prerequisite: Robotic Companion, RemCon Implant or Soullink Nanoinjection

Benefit: By establishing a bond with a robot companion, you enable that robot to gain power as you gain levels. These powers are described below.

Special: If you ever lose the robot familiar (have it removed from your contact for a continuous period of more than one day per level), or if the familiar is erased or destroyed so its brain cannot be recovered via the robot resurrection rules, you automatically lose 200 XP per level as well as all benefits previously conveyed by the familiar. If you regain the familiar or manage to recover its brain by transplanting it to a new frame, you recover these XP. You may replace a lost or destroyed familiar after advancing one level, beginning anew as if you were gaining a robot familiar for the first time.

Types of Robotic Familiars

A robot familiar must conform to the same characteristics as a robot companion, but may also include animorphs and mechanoids. To enable the link between a master and a familiar, the robot must include a robolink and an AV transmitter among its onboard accessories. In addition, the character must also incorporate a cybernetic RemCon implant or a soullink nanoinjection. Either system requires a Wealth check (DC 30) to acquire.

Bonding with a Robotic Familiar

When a character bonds with a robot familiar, he establishes a permanent, neural interface with the machine. This bond can be suppressed by jamming a robolink's signal or interfering with a soullink through the use of nanohunters. Once the character has bonded with the familiar, it gains additional powers and intelligence. The character may also invest knowledge and resources in the familiar, which the character can then use to enhance his own capabilities.

Robot Familiar Qualities: Use the basic statistics for a robot companion, but make these changes:

Hit Dice: Treat as the character's level (for effects related to Hit Dice).

Hit Points: One-half the character's total, rounded down. Use the robot's starting total if it is higher.

Attacks: Use the character's base attack bonus. Use the robot's Strength modifier to determine its melee attack bonus with unarmed attacks. Use the robot's Dexterity modifier to determine its attack bonus with ranged attacks. Damage equals

that of a robot of its normal size or the appropriate weapon mounted on its frame.

Saving Throws: The robot uses the character's base Will saving throw bonus if better than its own. The robot uses its own Wisdom modifier, and does not receive any other bonuses the character may possess due to feats, etc.

Skills: Use either the robot's skill ranks or the character's skill ranks, whichever is greater. The robot uses its own ability modifiers. Any skills that require manipulators beyond the robot's capabilities cannot be attempted by the robot.

Robot Familiar Special Abilities: Robot familiars can receive or impart special abilities through their master's bond, depending on the character's level as indicated on Table 4-4.

Defense Bonus (Ex): A robot familiar receives an increasing Defense bonus for every three levels gained by its master.

Robot's Intelligence (Ex): A robot familiar with an armature or biomorph frame immediately receives an Intelligence score of 5 after bonding with its master. A mechanoid or animorph familiar receives a +2 bonus to its Intelligence instead. The robot's Intelligence score continues to increase by +1 for every three additional levels gained by its master thereafter. Further ability upgrades can also be applied to the robot familiar if the character invests the resources to do so.

Alertness (Ex): A robot familiar sharpens its master's senses. As long as it stays within 5 feet, the character gains the Alertness feat.

Remote Control (Ex): The character can use his remcon implant or soullink to temporarily possess a robot familiar, allowing its sensory input to override his own. The character may then direct and control the robot familiar. Activating or deactivating the familiar is a move or attack action. Using the robot to move, attack, or use a skill is a full-round action for the character. The effective range of this control only extends to 1,000 feet.

Improved Evasion (Ex): If a robot familiar suffers an attack that normally allows a Reflex saving throw for half damage, the robot takes no damage if it makes a successful save and only half damage when it fails a save.

Real-Time Link (Ex): After bonding with a robot familiar and gaining three additional levels, a character's remote control link improves to a real-time interface. Activating or deactivating a familiar becomes a free action. Directing the robot to move, attack, or use a skill becomes a move-equivalent action for the character.

Share Skillware (Ex): After bonding with a robot familiar and gaining three additional levels, a master receives access to a portion of the robot's skillware as if using a cybernetic skill implant. The character may select a single skill in which the robot has at least 4 ranks, thereby receiving a +2 competence bonus when using that skill. A robot familiar must remain within 5 feet of the character to enable skill sharing.

Share Featware - After bonding with a robot familiar and gaining six additional levels, the character gains access to a portion of the robot's featware as if using a feat implant. The character may select a single feat possessed by the robot to use as his own. A robot familiar must remain within 5 feet of the character to enable feat sharing.

Special Ability (Ex): After bonding with a robot familiar and gaining six additional levels, as well as every three additional levels thereafter, a robot familiar gains access to a special ability chosen by the player (with GM approval).

- *Blindside Defender*: When engaged in melee, the character's real-time connection to the robot familiar allows him to negate the flanking bonus of up to one additional attacker.
- *Extended Control Range*: The real-time remote control link between the character and his robot familiar increases by an additional 1,000 feet. This ability may be selected multiple times.
- *Fire-Linked Opportunist*: The character's interface with the robot familiar allows for simultaneous fire-linking between ranged attacks made by the character and any single weapon fired by the robot. This provides a +2 bonus to one of the attacks, determined randomly by the GM.
- *Iron Will*: The robot's artificial intelligence provides a supportive safe haven, granting the character a +2 bonus on Will saving throws.
- *Lightning Reflexes*: The robot's sensors allow the character a +2 bonus on Reflex saving throws.
- *Share Skillware*: The character may continue to gain further access to a robot's skillware, selecting one additional skill from which to receive a +2 competence bonus. This ability may be selected multiple times, applying to a new skill each time.
- *Share Featware*: The character may continue to gain further access to a robot's featware, selecting one additional feat to use. Alternatively, his robot familiar may gain the benefits of a single feat from any cybernetic feat implants the character may possess instead. This ability may be selected multiple times, applying to a new feat each time.
- *Share Ability Upgrades*: The character may gain the benefit of a +1 bonus to one of his ability scores by drawing upon the robot's mental ability upgrades (i.e., Intelligence, Wisdom, or Charisma). This ability only functions while the robot familiar remains within 5 feet of the character. This ability may be selected multiple times, but may never exceed the bonuses provided by the robot's ability upgrade software.

Table 4-4: Robot Familiar Abilities

Character Level	Defense Bonus	Robot's Intelligence	Abilities
Initial	+1	5 or +2 (see above)	Alertness, remote control, improved evasion
+3	+1	+1	Real-time link, share skillware
+6	+1	+1	Share featware, special ability
+9 or higher	+1	+1	One additional special ability per three additional character levels

Chapter Five: Aliens

Perhaps one of the most attractive staples of science fiction roleplaying, playing an alien character brings with it a certain allure and adds excitement to any adventuring party. An alien character is different not just in the skills she possesses or the personality traits she exhibits, she is unique down to the very core of her being. An alien character stands out in an adventuring party, not only from the ease of visual distinction but also in the cultural and technological differences that character brings with her. After all, an alien is far more than simply a different species; aliens have their own cultures and beliefs that will be exotic and radical compared to any civilization on Earth, and as such will add both friction and intrigue to the interpersonal relationships within the party.

This chapter provides simple instructions for building balanced and usable alien species. The methods in this chapter were used to create the alien species found in the *Future Player's Companion Volume I: Tomorrow's Foundation* and can be used to replicate any of those species or even unique species offshoots. Additionally, any alien species created using this system will be balanced with those and can be integrated with them during gameplay without unbalancing the game. Players using this chapter to create an alien species for their character will be able to construct a set of statistics that will be usable both during character creation as well as providing the tools for the Gamemaster to introduce other members of the same species into the game.

At the thought of allowing players to create their own alien species, many Gamemasters will come to the same question: Why should a player be allowed to create her own alien species? While it is true that in other science fiction roleplaying games the concept of the alien species is typically one of the gameplay mechanics that is inaccessible to players, there is little reason not to use this balanced system for the creation of alien races. After all, nearly every other aspect of character creation falls under the player's

responsibility, and allowing them to create their own alien species can be simply another step in the creation process. Gamemasters may wish to have more control over the types of aliens they allow in their campaigns, however in settings where there are numerous alien species it could be advantageous to allow players to add their own creativity to the diversity of species.

More than just a player tool for creating unique alien species for their characters, this chapter serves as a means of altering existing alien species to create unique subraces. Following the alien species creation chapters, several "neo-human" species are provided as an example of how existing races might be altered in order to account for environmental differences on their evolution. Moreover, Gamemasters should feel free to use the same alien race creation system in designing NPC villains and benefactors, as using this system provides a more accurate way of gauging the challenge that an alien character presents the party.

The alien species creation system is broken down into three sections. First, players will come up with the basic concepts for their alien species that will help guide them the rest of the way through the creation process. Then, the player determines the statistics of the alien species using the point-buy system for species creation. Lastly, the player selects any cultural feats, gadgets, or starship templates relevant for their alien's unique physiology and society.

Throughout this chapter, examples of each step in the process help illustrate the way the system will be used. For the purposes of this chapter, we will build an alien species (Mantids) from scratch.

Conceptualizing Your Aliens

Before creating statistics or worrying about game mechanics, the most important step in the process of creating an alien race is to come up with several of the basic characteristics that will define the race's bonuses and penalties. The alien species will be shaped primarily by its ecology and home world, which will then in turn shape its skills and abilities. When creating a new alien species, it is important to have themes and motifs in mind before creating statistics. The following aspects of an alien species' background should be considered before creating game statistics.

Home World

The character's home world greatly determines how the species grew and evolved up to this point. Since Earth produced humans, most Earth-like planets will likely produce near-humans or aliens that are mostly humanoid in build. Worlds with high tectonic activity, vast, dominating oceans, or constant thunderstorms will likely produce very different

Species Building

When building a species it is acceptable to not adhere so strictly to the exact build point cost for each level. Though this will result in alien species that are slightly more powerful than others, typically this will not unbalance the game. The important thing to remember is that the statistics should match the concepts, homeworld, and history of that alien species. As such, some leeway is given in the build point costs of these alien species; a species can have a number of build points equal to its allotted points, all the way up to one less than the next Level Adjustment's allotted points. Therefore, a Level Adjustment +0 species could potentially have anywhere from 10 to 14 build points, though once they use 15 build points the species gains a +1 Level Adjustment.

All of the alien species in the *Future Player's Companion* have been designed using this alien species build point system and do adhere strictly to the build points designated for each Level Adjustment. In addition, this system works remarkably well with other science fiction roleplaying species, though some species that would normally not be given a level adjustment would have one under this system. When using a species that was not created with this system in a campaign with species that were, be sure to double-check the other species to determine whether or not they will have a level adjustment under this system.

creatures. Since a creature evolves based on its environment, first come up with a basic concept for the home world that would produce different evolutionary conditions. Similarly, simple history might alter the way life developed on the aliens' home world; had the dinosaurs not died out on Earth, a species of intelligent saurian life forms may have developed. Simply choose an environmental or historical condition that defines the way life evolved on the home world and build the alien species around it.

For our sample species, we select a low-gravity world with massive forests and tall trees that stretch high into the atmosphere.

Physical Appearance

The next step in the process is to choose the species' physical appearance. Again, this will be highly dependent on the conditions of the home world. If the aliens live on a low-gravity world, they may be weaker or taller than other species. Similarly, species that evolved on an ice planet will likely be covered in fur or fat in order to insulate and preserve body heat. Additionally, feel free to select strange and alien physical characteristics that differentiate the species from humans and humanoids. The stranger the physical characteristics, the more that species will stand out from the others are something inhuman.

Given the low-gravity conditions of the world, our Mantids will be tall and spindly when compared to humans. Furthermore, they will have elongated necks, arms, and legs that give them an insectoid look and dark green skin, reflecting their forest heritage.

Personality

Just like humans, any given member of an alien species might have a very different personality than any other member of the species. However, most species share certain personality traits that at inherent to most, if not all, members of the species. In science fiction and fantasy humans often differentiate themselves from other species by their spirit of discovery and adventure, their ingenuity and desire to seek out knowledge. Unfortunately, humans also share darker traits such as greed, ambition, and impatience. Though these traits are not common to all humans, they serve as a broad guideline when speaking of human personality. Similarly, there are stereotypes and generalizations that can be made about certain alien species based on the way they act and on their society and culture. An alien species' common personality will have been shaped by millennia of evolution and societal change, and modern members of the species will share certain viewpoints and attitudes based on their species' own history.

For our Mantids, coming from a forest world with towering, ancient trees, we will say that their personalities are often defined by their patience and their willingness to plan for the long-term, much like the slow growth of their massive trees.

Society and Culture

Much like the species' personality, there can be great variance in the culture of a particular alien species within its own society. However, as with personality there are often broad generalizations that can be made about the alien culture that encompass the most common tenets of their society. When designing a species' culture, the designer should ask certain questions. What does the culture value and reward? What do they find abhorrent? What common practices would seem foreign or alien to humans? What is their art, music, or literature like? Are they militaristic, pacifistic, or somewhere in between? What is their governmental system like? How does crime and punishment work in their society? Once these questions are answered, a more complete culture can be developed which will then provide the basis of good roleplaying material for any player choosing this alien species.

Since the Mantids are typically patient and farsighted, it makes sense for their society to be peaceful and diplomatic. The culture values wisdom and patience, allowing their society to grow as vast as the trees of their home world.

Interaction with Other Species

One of the most important steps in designing an alien species, particularly with regards to using those aliens in a campaign, is to determine exactly how well or how poorly the aliens get along with other species. Some species are militaristic, xenophobic, and belligerent, making it extremely difficult to play such a species in a mixed-species adventuring party. Conversely, some species embrace other cultures and welcome them onto their home world, not only providing ample opportunity to use that species during adventuring but also providing new locales and potentially helpful NPCs. It is also perfectly acceptable to have a solid mix of both hostile and friendly; a species might be perfectly friendly towards the humans in the campaign but might turn right around and be hostile to another species. Though this can cause some conflict if the nemesis-species is included in the adventuring party, it also adds a lot of depth to the inter-species relationships in the campaign.

Given that our species is farsighted and peaceful, we determine that they get along well with all non-aggressive species, though they prefer not to deal with warlike species such as the Khel-thirad.

Language

Finally, every alien species must have a language. Typically, aliens will speak their own home language, though like on Earth there may be many different languages and dialects. Most species have at least one home language, possibly more, that they gain as free languages at the time of character creation. Simply name the language (often the language is named after the home world or the species, though it could be based on the region) and indicate that the language is granted to members of that species.

Creating Statistics

Once the basic concept behind the alien species is finalized, the most important step is creating a set of balanced and workable statistics for that alien species. These statistics will define the common genetic basis for all members of this species, and will affect any character of this species throughout the course of the entire campaign. It is important to create balanced statistics in order to preserve both the challenge of game play and also to ensure that one character's special abilities do not overshadow those of other players. The following point-based system provides guidelines for creating a balanced alien species for use not only at first level but also with the possibility of level adjustments.

When creating a new alien species, first determine at what level the player should be able to choose that species. For example, if the campaign is already in progress (or is beginning at a level higher than 1st), the player might create an alien species with a level adjustment to give it more abilities while sacrificing a level in a character class. Each potential level adjustment (including +0, meaning a species that begins with no level adjustment and may be used at first level) is allotted a certain number of species build points that may be used to purchase abilities for that species.

For our sample species, assume we select a character with a +0 level adjustment. This gives us 10 build points with which to work, as noted on Table 5-1: Species Build Points below.

Size

An alien species's size is a major factor in designing the species's statistics. Being larger or smaller than humans carries both advantages and disadvantages, which must be weighed carefully when designing the species. Since humans are Medium sized and humans act as the standard species to which all other species are compared, varying smaller or larger than humans carries with it an associated build point cost. Choose a size appropriate to the alien's physiology and ecology, and subtract the build points from the total.

For our sample species, given their spindly nature and above average height, we will select Large size for the species, with a build point cost of 5.

Ability Scores

A species's ability score modifiers are likely to be its most important statistics. Humans have no ability score modifiers, representing the baseline character and leaving the character's ability scores unchanged. However, aliens often are stronger, tougher, or smarter than humans, a fact that can be easily represented with ability score bonuses. Each ability score modifier carries with it a cost, which varies depending not only on the size of the modifier but also on the ability score being modified. Physical ability scores actually cost more than other ability scores, and the maximum ability score bonus is +6. Each ability score bonus comes with an associated build point cost, though ability score penalties (discussed in the Species Drawbacks section, below) may help counter the high build point cost of some ability bonuses.

For our sample species, we select a +2 Dexterity due to their graceful nature and a +2 to Wisdom for their perceptiveness, for a total build point cost of 6.

Speed

A character's base speed will determine not only how fast that species can move in combat but also over long distances. Most species, including humans and even larger creatures, will have a base speed of 30. Some larger creatures move at 40 feet per round, while most small creatures move at 20 feet per round. However, this does not mean that size must necessarily dictate the alien species's speed. If the alien's background and physiology calls for that species to be faster or slower than others of its kind, select an appropriate speed for that alien species and add the associated build points to the species's total cost.

For our sample species, we select a base speed of 30, since they should not be any faster or slower than humans, with a build point cost of 5.

Table 5-1: Species Build Points

Level Adjustment	Build Point Cost
+0	10
+1	15
+2	20
+3	25
+4	30
+5	35

Table 5-2: Size

Species Size	Build Point Cost
Tiny	5
Small	3
Medium	0
Large	5
Huge	10

Table 5-3: Ability Scores

Ability Score	Build Point Cost
+2 Str, Dex, or Con	6
+4 Str, Dex, or Con	10
+6 Str, Dex, or Con	15
+2 Int, Cha, or Wis	4
+4 Int, Cha, or Wis	6
+6 Int, Cha, or Wis	8

Table 5-4: Speed

Base Speed	Build Point Cost
20 feet	2
30 feet	5
40 feet	8
50 feet	10

Species Features

One of the most important parts of species creation is the selection of species features. Species features, more than any other statistical modifier, will define what makes that species alien and unique. Species features encompass a wide variety of abilities and bonuses, giving the species creator a great deal of leeway when designing the species. An alien species can be made to stand out from among all other species simply by selecting appropriate and unique species features, a large number of which are compiled and listed below.

To add a species feature, first come up with a concept for the feature. If a creature is particularly good at one task or in one environment, make note of that when selecting a species feature. Moreover, when naming the species feature do not hesitate to be creative with the name; after all, simply calling the species feature "Bonus to Attack" is not only boring but also fails to stir the imagination and make that alien species stand out. For example, instead of "Bonus to Attack" one could name the ability "Hunter's Pride" and the ability suddenly becomes that much more interesting, even if the ability has the exact same effect.

For our sample species, we want the Mantids to be able to be particularly good at piloting spacecraft, giving them a particular advantage when doing so. The Skill Bonus (conditional) allows us to select 3 skills to gain a bonus, but only under certain conditions; we select Computer Use, Navigate, and Pilot, but set the condition that these bonuses only apply when the species is piloting or copiloting a spacecraft. Choosing a bonus of +2, that sets the build point cost at 1. We name the ability "Starship Intuition" and add the build points to our existing total. Additionally, for 1 build point we give the Mantids low-light vision to represent their ability to see even under the dense canopy of forest foliage.

Combining Species Features & Drawbacks

It may seem by now that the build point costs are getting out of hand, especially if the alien species requires a number of species features in order to represent its unique abilities. The key to balancing these species features is to select equally appropriate species drawbacks, which are discussed below. More than that, however, playing species features and drawbacks off of one another can frequently make the alien species that much more vibrant and unique. For example, if we give our species a species feature that provides a bonus to attacks against certain species, then an appropriate species drawback would be to provide an attack penalty against another species. Though not required, providing a logical interaction between advantages and disadvantages can also make the alien species more acceptable within the context of your campaign setting.

Attack Bonus

This species feature provides a bonus to all attack rolls made by the alien species. This attack bonus counts as a species bonus and stacks with other named bonuses (though a character should not have two species bonuses to attacks, a species bonus does not stack with other species bonuses).

A conditional attack bonus only applies to attacks against a certain type of target or attacks made under certain conditions; this reduces the build point cost of the attack bonus to one-half its normal cost, rounded up.

Special Conditions: Conditional attack bonuses might apply only to certain species, members of certain factions, or to any other select group of individuals. Alternately, the attack bonus may only apply under certain environmental conditions, such as in extreme heat or cold, or in the vacuum of space.

Build Point Cost: 5 (+1); 10 (+2); 15 (+3).

Table 5-5: Species Features

Species Feature	Build Point Cost
Attack Bonus (+1)	5
Attack Bonus (+2)	7
Attack Bonus (+3)	9
Attack Bonus (Conditional)	Special
Bonus Feat (Specific)	2
Bonus Feat (Selectable)	4
Bonus Feat (Any)	6
Bonus Skill Points (Base)	2
Bonus Skill Points (Per Level)	3
Darkvision (60 ft.)	2
Darkvision (120 ft.)	4
DR 1/-	1
DR 2/-	3
DR 3/-	5
Extraordinary Ability (Ex)	5
Low-Light Vision	1
Mutation (Per Mutation Point)	1/2 (rounded up)
Natural Armor (+1)	5
Natural Armor (+2)	7
Natural Armor (+3)	9
Natural Weapon (1d4)	1
Natural Weapon (1d6)	2
Natural Weapon (1d8)	3
Natural Weapon (1d10)	4
Natural Weapon (1d12)	5
Save Bonus (+2)	2
Save Bonus (+4)	4
Save Bonus (+6)	8
Save Bonus (Conditional)	Special
Skill Bonus (+2)	1
Skill Bonus (+4)	2
Skill Bonus (+8)	3
Skill Bonus (Conditional)	Special
Spell-Like Ability (Sp) at will	4
Spell-Like Ability (Sp) 1 use/day	2
Supernatural Ability (Su) at will	2
Supernatural Ability 1 use/day	1

Bonus Feat

The character with this species feature gains a special bonus feat at the time of character creation. This bonus feat can come in one of three forms, each of which alters the build point cost of the species feature. One option is to allow the character to select any bonus feat at character creation, provided that the character meets the prerequisites for that feat. Alternately, the character may choose from a limited number of feats, which are delineated at the time of species creation. Lastly, the character may gain a specific bonus feat common to all members of that species and has no choice in the selection of that feat.

Special Conditions: None.
Build Point Cost: 2 (specific individual bonus feat); 4 (bonus feat selected from list); 6 (any bonus feat)

Bonus Skill Points

This species feature provides the character with extra skill points that can be spent at the player's discretion. These bonus skill points can come in two forms: Either the character gains a limited number of bonus skill points at the time of character creation, or the character gains bonus skill points each level as they progress. If the character gains the bonus skill points at the time of character creation, the species feature provides 4 bonus skill points. If the species feature provides bonus skill points at each level, the character gains one additional skill point per level. Humans actually possess both of these species features.

Special Conditions: None
Build Point Cost: 2 (4 bonus skill points at 1st level); 3 (bonus skill points every level).

Darkvision

This species feature provides the darkvision special quality, as per its normal description. The character gains the special quality with a range of either 60 feet or 120 feet.

Special Conditions: None
Build Point Cost: 2 (60 feet); 4 (120 feet)

Damage Reduction (DR)

This species feature grants the character a small amount of Damage Reduction, allowing the character to shrug off attacks that do little damage. This species feature works exactly as standard DR, and varies in cost depending on the amount of DR. No species may begin with higher than DR 3/-.

Special Conditions: None
Build Point Cost: 1 (DR 1/-); 3 (DR 2/-); 5 (DR 3/-)

Extraordinary Ability (Ex)

Though somewhat less specific than other species features, this grants the alien species a specific extraordinary ability (Ex). This extraordinary ability may be chosen from other creatures' abilities, and behaves exactly like any other extraordinary ability would. An ability of this type should be based on an existing extraordinary ability, though new abilities should be compared to other abilities in terms of power level.

Special Conditions: None.
Build Point Cost: 5

Low-Light Vision

This species feature grants the character low-light vision, as per its normal description.

Special Conditions: None.
Build Point Cost: 1

Mutation

This species feature actually encompasses many other possible species features. Any mutation may be selected as a species feature, at a build point cost of one-half its Mutation Point cost. Note that cosmetic mutations may be selected for free, and mutation drawbacks are actually handled under Species Drawbacks below. When selecting the mutation, the alien species must also qualify for that mutation; for example, a mutation that affects natural weapons can only be bestowed upon an alien species that possesses natural weapons.

Special Conditions: Must meet the mutation's prerequisites.
Build Point Cost: One-half the Mutation Point cost of the mutation, rounded up.

Natural Armor

An alien species with this feature has some kind of natural armor that provides a bonus to that character's Defense score. Natural armor functions exactly as it does for creatures and does not stack with any bonus to Defense provided by other armor. The build point cost of this species feature varies depending on the size of the Defense bonus.

Special Conditions: None
Build Point Cost: 5 (+1); 7 (+2); 9 (+3)

Natural Weapon

This species feature grants the species a natural weapon of some kind that can be used even when the character is unarmed. Natural weapons come in many varieties: bite, claw, tail slap, slam, and so forth. When this species feature is selected, the player must choose a single type of natural weapon as well as the amount of damage it deals. Though the type of natural attack does not affect the build point cost, the amount of damage dealt does. In the cases where it is logical to have two or more natural attacks (such as claws on each hand, or two wings), each natural attack must be paid for individually. Otherwise, it is simply assumed that the natural attack represents using both parts of the pair at once.

Special Conditions: None
Build Point Cost: 1 (1d4 damage); 2 (1d6 damage); 3 (1d8 damage); 4 (1d10 damage); 5 (1d12 damage)

Save Bonus

This feature grants the alien species a racial bonus to saving throws. This can be a permanent bonus to all saves of this type, representing an inherent genetic disposition towards that particular save, or it may only apply to certain conditions. Whether the save bonus only applies at certain times or is constantly active affects the build point cost of this ability.

Special Conditions: If the save only functions under certain conditions, those conditions must be specified in advance. Some examples include Fortitude saves against cold weather environments, Will saves against fear effects, or Reflex saves when visually aware of the incoming attack. A save that only applies under certain conditions halves the build point cost of that save bonus.

Build Point Cost: 2 (+2); 4 (+4); 8 (+6)

Skill Bonus

This species feature provides a species bonus to skill checks. Like attacks and saves, this skill bonus can apply only under certain conditions if the species designer so chooses. The build point cost is normally based on the skill bonus provided, which in its standard form applies only to one skill. However, a conditional skill bonus can either apply to multiple skills or reduce the build point cost of the skill bonus to one skill. If a skill bonus only applies under certain conditions, the species creator may select three skills for that bonus to apply to instead of the normal one skill. Alternately, the conditional skill bonus may apply to only one skill but halves the build point cost (rounded up, minimum of 1) of the skill bonus.

Special Conditions: Like other bonuses, a conditional skill bonus only applies when the character is in a certain environment or is under certain conditions. These might include bonuses to skill checks made in starships only, or while engaged in combat, or even in low-light conditions.

Build Point Cost: 1 (+2); 2 (+4); 3 (+6)

Spell-Like Ability (Sp)

This species feature grants the alien species a specific spell-like ability (Sp). This spell-like ability may be chosen from other creatures' abilities, and behaves exactly like any other spell-like ability would. An ability of this type should be based on an existing spell-like ability, though new abilities should be compared to other abilities in terms of power level.

Special Conditions: There are two variations of this ability. One use allows the spell-like ability to be used at will, with no limit to the number of times it may be used. The other use grants one use of the spell-like ability per day.

Build Point Cost: 2 (1/day); 4 (at will)

Supernatural Ability (Su)

This species feature grants the alien species a specific supernatural ability (Su). This supernatural ability may be chosen from other creatures' abilities, and behaves exactly like any other supernatural ability would. An ability of this type should be based on an existing supernatural ability, though new abilities should be compared to other abilities in terms of power level.

Special Conditions: There are two variations of this ability. One type allows the supernatural ability to be used at will, with no limit to the number of times it may be used. The other type grants one use of the supernatural ability per day.

Build Point Cost: 1 (1/day); 2 (at will)

Species Drawbacks

For all a species's positive traits and advantages, there must be some disadvantages, which is where species drawbacks come in. Species drawbacks work in almost the same manner as species features. But instead of consuming build points, they provide extra build points in order to balance out the high costs of some abilities. Though one can always simply add species features and accept a Level Adjustment, players wishing their species to remain without a Level Adjustment (or with a low one) should be sure to give their alien species some species drawbacks in order to provide sufficient build points for their special abilities. Also like species features, many species drawbacks feature standard drawbacks as well as conditional drawbacks, which vary the amount of build points they provide based on the conditions under which the drawback comes into play.

For our sample species, the Mantids, first we should pick some ability score penalties to offset the ability bonuses we selected above. As a weaker species, we will give them a -4 to Strength due to their frail nature. This provides 8 build points. Since we have only chosen 18 build points worth of advantages up to this point, the new build point total balances out perfectly.

Ability Penalty

The ability penalty drawback works just the same as the standard ability bonuses do. Strength, Dexterity, and Constitution provide twice as many build points as penalties to Intelligence, Wisdom, or Charisma provide for the same penalty. This is designed to counteract the same disparity

Table 5-6: Species Drawbacks

Species Feature	Build Points Provided
Ability Penalty (Str, Dex, or Con -2)	4
Ability Penalty (Int, Wis, or Cha -2)	2
Armor Restriction	4
Attack Penalty	5
Attack Penalty (Conditional)	3
Equipment Restriction	4
Mutation Drawback (Per Mutation Point)	1/2 (round up)
Natural Armor Penalty	5
Save Penalty (-2)	2
Save Penalty (-4)	4
Save Penalty (-6)	8
Save Penalty (Conditional)	Special
Skill Penalty (-2)	1
Skill Penalty (-4)	2
Skill Penalty (-8)	3
Skill Penalty (Conditional)	Special
Vulnerability (150%)	2
Vulnerability (200%)	4
Weapon Restriction	4

between ability bonuses, and penalties to the same ability score may be stacked in order to provide more build points.

Special Conditions: None

Build Points Provided: 2 (per -2 to Int, Wis, or Cha); 4 (per -2 to Str, Dex, or Con)

Armor Restriction

This species drawback restricts the type of armor that this particular alien species can use. A species with the armor restriction drawback cannot use standard armor, but instead must use armor specifically crafted for and by members of their own species. In mechanics terms, this means that members of this species can only wear armor that is created with the Craft skill by a member of their own species or armor that possesses the relevant alien-engineered gadget. Unlike weapons and equipment, the armor restriction drawback means that the character cannot even don the armor if it does not meet these prerequisites.

Special Conditions: None.
Build Points Provided: 4

Attack Penalty

An alien species with this species drawback suffers a penalty to attack rolls, either all the time or under certain conditions. This penalty to attack counts as a species penalty and stacks with other named penalties (though a character should not have two species penalties to attacks, a species penalty does not stack with other species penalties). A conditional attack penalty only applies to attacks against a certain type of target or attacks made under certain conditions; this reduces the build points provided by the attack penalty to one-half its normal cost, rounded up.

Special Conditions: Conditional attack penalties might apply only to certain species, members of certain factions, or to any other select group of individuals. Alternately, the attack penalty may only apply under certain environmental conditions, such as in extreme heat or cold, or in the vacuum of space.

Build Points Provided: 5 (-1); 3 (conditional -1)

Equipment Restriction

This species drawback restricts the type of mundane equipment that this particular alien species can use. A species with the equipment restriction drawback has difficulty using standard equipment or computers, and instead must use gear specifically crafted for and by members of their own species. In mechanics terms, this means that members of this species have difficulty using any equipment other than gear that is created with the Craft skill by a member of their own species or gear that possesses the relevant alien-engineered gadget. If the gear does not meet one of these prerequisites, the character suffers a -4 penalty to any skill checks made while using the equipment.

Special Conditions: None
Build Points Provided: 4

Mutation Drawback

This species drawback actually encompasses many other possible species drawbacks. Any mutation drawback may be selected as a species drawback, providing a number of build points equal to one-half the mutation drawback's Mutation Points provided. When selecting the mutation drawback, the alien species must also qualify for that mutation drawback; for example, a mutation drawback that affects natural weapons can only be bestowed upon an alien species that possesses natural weapons.

Special Conditions: Must meet the mutation drawback's prerequisites.

Build Points Provided: One-half the Mutation Points provided by the mutation drawback, rounded up.

Natural Armor Penalty

An alien species with this species drawback is particularly susceptible to attacks and damage, suffering a penalty to their Defense score due to a natural armor penalty. A character with this species drawback may not also possess the natural armor bonus species feature, as they would cancel each other out. This natural armor penalty acts as natural armor would normally, but subtracting from Defense instead of adding to it.

Special Conditions: None
Build Points Provided: 5

Save Penalty

This species drawback grants the alien species a species penalty to saving throws. This can be a permanent penalty to all saves of this type, representing an inherent genetic deficiency in that particular save, or it may only apply to certain conditions. Whether the save penalty only applies at certain times or is constantly active affects the build points provided by this ability.

Special Conditions: If the save penalty only functions under certain conditions, those conditions must be specified in advance. Some examples include Fortitude saves against cold weather environments, Will saves against fear effects, or Reflex saves against fire-based weapons and explosives. A save penalty that only applies under certain conditions halves the build points provided by that save penalty.

Build Points Provided: 2 (-2); 4 (-4); 8 (-6)

Skill Penalty

This species drawback provides a species penalty to skill checks. Like attacks and saves, this skill penalty can apply only under certain conditions if the species designer so chooses. The number of build points provided by this drawback is normally based on the skill penalty imposed, which in its standard form applies only to one skill. However, a conditional skill penalty can either apply to multiple skills or reduce the build points provided by the skill penalty to one skill. If a skill penalty only applies under certain conditions, the species creator may select three skills for that penalty to apply to instead of the normal one skill. Alternately, the conditional skill penalty may apply to only one skill but

halves the build points provided (rounded up, minimum of 1) by the skill penalty.

Special Conditions: A conditional skill penalty only applies when the character is in a certain environment or is under certain conditions. These might include penalties to skill checks made in zero gravity environments, or while in bright sunlight, or even in extreme environmental conditions.

Build Points Provided: 1 (-2); 2 (-4); 3 (-6)

Vulnerability

An alien species with a particular type of vulnerability suffers greater damage when harmed by particular types of energy. When the creator selects this species drawback, two choices must be made. First, select one of the following types of energy: acid, cold, electricity, fire, sonic/concussion. That energy type represents the species's vulnerability, and whenever a member of that alien species is damaged by an attack of that energy type they suffer extra damage. How much extra damage depends on the second choice in the vulnerability; a vulnerability can cause either 150% damage from the chosen energy type, or 200% damage from the chosen energy type. The amount of extra damage affects the number of build points provided by this species drawback.

Special Conditions: None
Build Points Provided: 2 (150%); 4 (200%)

Weapon Restriction

This species drawback restricts the type of weapons that this particular alien species can use. A species with the weapon restriction drawback has difficulty using standard weapons, and instead must use weapons specifically crafted for and by members of their own species. In mechanics terms, this means that members of this species have difficulty using any weapons other than those created with the Craft skill by a member of their own species or weapons that possesses the relevant alien-engineered gadget. If the weapon does not meet one of these prerequisites, the character suffers a —4 penalty to any attack rolls made with the weapon.

Special Conditions: None
Build Points Provided: 4

Sample Species

Now that the species drawbacks have been added and the build point/build point costs have been balanced out, it is time to apply the methods to a new alien species.

Mantids

Mantids are a peaceful and delicate species from the jungle planet of Mantessa that are well known as friends to humans and many other species. Mantids live in huge cities built among the branches and trunks of massive, millennia-old trees that form the basis of their philosophy and interaction with others. Mantids have only recently gained the ability to travel through space due to the influence of outside alien species (notably the humans and the Liandren), but in the short decades since they first gained space travel capability they have shown remarkable aptitude for the workings of interstellar craft.

Most Mantids are tall and spindly, vaguely humanoid in form (they possess two elongated arms and two narrow, flexible legs), with a vaguely insectoid head mounted atop a long, thin neck. Mantids have dark green skin that is soft and fleshy, indicating that they may have evolved not from carapace-bearing insects but perhaps some form of amphibian. Mantids possess large, solid-black eyes that capture all available light and allow them to see in low-light conditions as though it were the middle of the day.

Mantid society is clan-based and familial, giving most Mantids a friendly disposition when it comes to their close friends and allies. Mantid society is patient and deliberate, and while they can act quickly when they need to most Mantids prefer to weigh all options carefully (and at length) before coming to a decision and taking action. Mantids have quickly become fast friends with almost all alien species, though they have yet to forge any kind of meaningful relationship with the Khel-thirad, whom they find brutish and hotheaded.

Home Planet: Mantessa
Size: Large. Mantids take a -1 size penalty to Defense and a -1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a -4 size penalty on Hide checks.
Ability Modifiers: +2 Dexterity, +2 Wisdom, -4 Strength.
Base Speed: The Mantid base speed is 30 feet.
Low-Light Vision: All Mantids possess low-light vision.
Starship Intuition: Mantids are particularly adept at
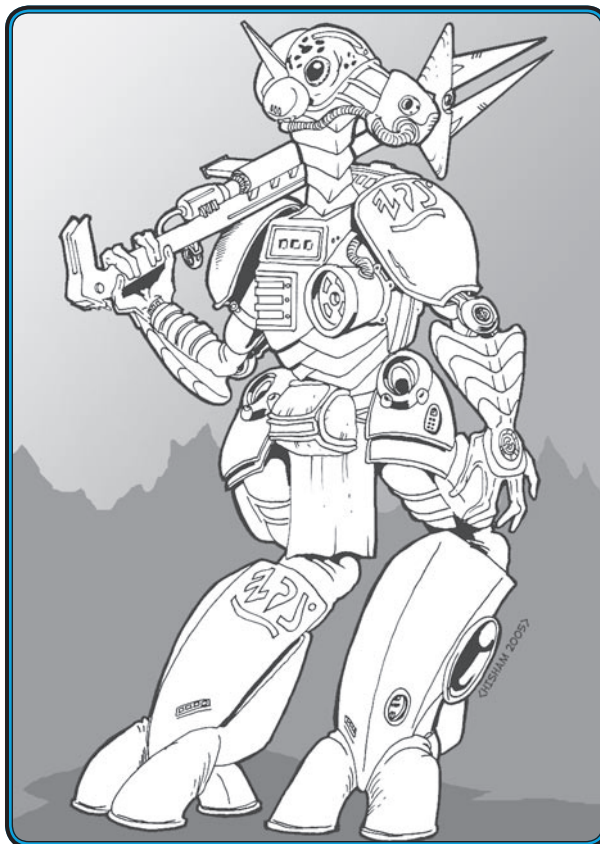
piloting and assisting in the operation of starships, and make excellent crewmembers. Whenever a Mantid is the pilot or copilot on a starship, he gains a +2 species bonus to all Computer Use, Navigate, and Pilot checks made in the operation of that starship.

Free Language Skills: Speak Mantese.
Other Languages: Local languages

Culture and Technology

Since an alien species is far more than simply a collection of stats and some interesting back-story, one must take into account the effects of alien thinking and culture upon their technology. An alien species that evolved on a different world is unlikely to design weapons or computers in the same way as humans, and as such there will be some cultural differences in alien technology and human technology. The following gadget and starship template should help differentiate alien technology from that designed by humans.

Alien-Engineered Gadget

When creating a new alien species, you may also create an alien-engineered gadget that can be applied to gear. This universal weapon, armor, and equipment gadget can be applied to any piece of gear or technology that can benefit from the gadget system. This gadget represents the concept that the individual item was engineered specifically for and by a particular alien species. As a result, the penalties associated with the Armor Restriction, Equipment Restriction, and Weapon Restriction species drawbacks do not apply to members of the same species designated by this gadget. Additionally, all items created by a member of a particular species using the Craft skill have the appropriate alien-engineered gadget already integrated into it, without any Wealth DC modification. The gadget name replaces the phrase "alien engineered" with the actual name of the species, e.g., for Okulans this gadget becomes the Okulan-Engineered gadget.

Restrictions: May not be applied to any piece of gear that already possesses another species' alien-engineered gadget.
Wealth DC Modification: +1

Alien Engineered Ship Template

The alien engineered ship template is actually a multifaceted starship template that can apply to a number of different species. When creating a new alien species, you may also create an alien engineered starship template for that species to represent ships native to their world and built by their engineers and manufacturers. The template name replaces the phrase "alien engineered" with the actual name of the species, i.e. for Grandrites this template becomes the Grandrite Engineered Ship Template. Additionally, other ship templates may be applied in addition to this starship template to reflect different ship classes, just as one would on a normal starship.

Hit Dice: If the species is less technologically advanced than humans, -5d20 HD. If the species is on par with humans

technologically, no modifications to HD. If the species is more advanced technologically than humans, +5d20 HD.

Engine Upgrade: If the species is more advanced technologically than humans, add one engine type of the appropriate Progress Level, in addition to Thrusters.

Armor Upgrade: No change.

Defense System Upgrade: If the species is more advanced technologically than humans, add 2 defense systems. Otherwise, may exchange one defense system for another of the appropriate Progress Level.

Sensors Upgrade: None.

Communications Upgrade: None.

Weapons Upgrade: The starship weapons aboard this ship count as native technology for the purposes of the Weapon Restriction species flaw, but only for the species designated by this template.

Equipment Restriction: Characters of the same species as that designated by this template do not suffer any penalties to skill checks when using the computers and other built-in equipment on this starship.

Neo-Humans

Common in many science fiction settings, neo-humans represent offshoots of the human species that have evolved based on the environments of alien worlds on which they were born. Often these neo-humans have their roots in human colonists or pioneers that traveled to distant worlds and settled down for generations. Though evolutionary change rarely occurs quickly, human colonists stranded on far-reaching worlds for eons can sometimes find themselves forced to adapt, both culturally and genetically, in order to survive.

Creating a neo-human is as simple as adding on to the existing human species statistics. Humans use their 10 build points to purchase 30 foot movement, bonus skill points at character creation, and bonus skill points at each level. Neo-humans begin with this build as well, and are (for the purposes of any technology, abilities, or penalties) humans in every sense of the word. From this point, simply select a species feature and species drawback (or multiple features/drawbacks, if the need arises) such that the build points available and the build point cost balance one another out.

For example, assume that a group of colonists traveled millennia ago to a highly volcanic planet where they crash-landed and were forced to live out their days on the volatile world. Eventually, these humans evolve into a neo-human species due to the extremely influential environment in which they live. The near-human species gains a specific bonus feat in the form of Planetary Adaptation (hot world), at a cost of 2 build points. To counteract this build point cost, the species also takes a species drawback in the form of cold vulnerability (150%), which balances this cost out by providing 2 build points. The neo-human species is balanced and is considered to be human for all other purposes.

Home Planet: Magmos

Size: Medium. Magmian neo-humans have no special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: The Magmian neo-human base speed is 30 feet.

Bonus Skill Points: Magmian neo-humans are treated as humans for the purposes of gaining bonus skill points. Like normal humans, they gain an additional 4 skill points at the time of character creation. At 2nd level, and every level thereafter, Magmian neo-humans gain one extra skill point per level, to be spent on any skills available to the character.

Planetary Adaptation: Magmian neo-humans gain the Planetary Adaptation (hot world) feat for free at the time of character creation.

Cold Vulnerability: Magmian neo-humans are particularly susceptible to cold damage, and suffer 150% damage from cold energy and cold-based weapons.

Free Language Skills: Local language.

Other Languages: Local languages

Half-Aliens

Similar in concept to neo-humans, half-aliens are the natural offspring of an alien parent and a human parent. Half-aliens are only commonly found as the offspring of humans and humanoid species. Although genetic engineering could produce a halfbreed between a human and drastically different species, in most circumstances half-aliens only occur as the result of a liaison between humans and similar aliens. Half-aliens are often shunned as impure, watered-down versions of either species and rarely find acceptance except in cultures that do not shun such genetic combinations.

Unlike neo-humans, half-aliens are not considered humans. Creating a half-alien is as simple as combining the species features and drawbacks of humans and one other species. To do so, simply replace a human species feature with that of an alien species in such a way that the build point costs balance one another out. Humans typically only have 5 build points they can sacrifice in this manner (from bonus skill points), though carrying over some of the alien species' ability penalties can provide extra build points if high-cost species features are to be carried over. Similarly, new species drawbacks can be created

For example, assume that half-Liandren result in the union of a human and a Liandren. The half-Liandren creator wishes to carry over the Mental Shielding species feature (which is a conditional +6 save bonus, at a cost of 4 build points), sacrificing the bonus skill points at first level (providing 2 build points). This still leaves the half-Liandren with a 2 point
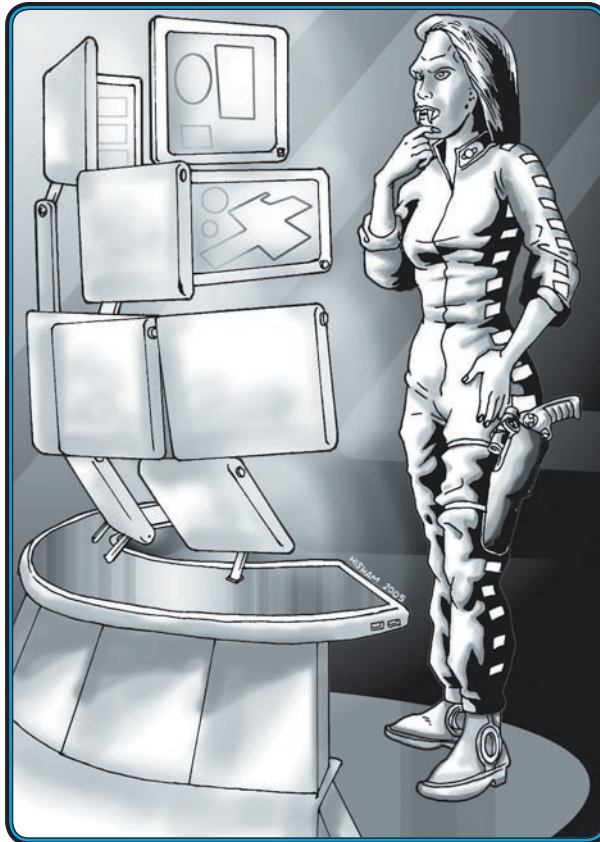
deficit, so reducing the bonus to Will saves provided by the Mental Shielding species feature from +6 to +4 reduces the build point cost to 2, balancing out the half-Liandren species. Statistics for half-Liandren are as follows:

Home Planet: Varies

Size: Medium. Half-Liandren have no special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: The half-Liandren base speed is 30 feet.

Mental Shielding: Half-Liandren are particularly adept at preserving the secrets of their Liandren ancestors and have inherited a mental resistance to mind probes. All half-Liandren gain a +4 bonus to all Will saves made to resist mind-reading devices and psionic powers.

Bonus Skill Points: At 2nd level, and every level thereafter, half-Liandren gain one extra skill point per level, to be spent on any skills available to the character.

Free Language Skills: Speak Liandren or local language.

Other Languages: Local languages

Appendix A: Reference Material

This appendix contains additional material, some of which also appears in *Future Player's Companion: Tomorrows' Foundation* and *Future Player's Companion: Tomorrows' Evolution*.

Feats

The feats below are referenced throughout *Tomorrows' Hero*.

Craft Bioware

You are well-versed in the methods of creating biological technology and can create bioware of all kinds.

Prerequisite: Craft (biological) 6+ ranks.

Benefit: You may use the Craft skill to create bioware. See Chapter Two: Genetic Engineering for more information on bioware.

Craft Clone

You are an expert in cloning technology and can create cloned copies of other characters and creatures.

Prerequisite: Knowledge (eugenics) 6+ ranks

Benefit: You may create clones using the cloning rules. See Chapter Two: Genetic Engineering for more information on cloning.

Craft Mutation

You are well-versed in the methods of prompting forced mutation and can imbue characters and creatures with mutations.

Prerequisite: Knowledge (eugenics) 6+ ranks

Table AA-1: Nanotech Craft Costs

Type of Nanocolony	Purchase DC	Craft DC	Time
20/20	30	35	120 hours
Brain Boost	40	45	200 hours
Calcion	25	30	60 hours
Chatter	25	30	80 hours
Doppleganger	40	45	240 hours
Gray Death/Gray Goo	50	60	360 hours
Micro-Muscles	40	45	200 hours
Nanohunter	25	30	60 hours
Onco-Guard	30	30	80 hours
Prophecy	25	30	60 hours
Resilite	35	38	150 hours
Soullink	25	33	100 hours
Stiletto	35	40	180 hours
Unseen Bodyguard	22	30	60 hours
Utility Fog	20	25	40 hours
Watchdog	**22**	**25**	40 hours

Benefit: You may imbue characters with mutations. See Chapter Two: Genetic Engineering for more information on mutations.

Craft Nanotech

You have extensive knowledge of nanotechnology and can create nanocolonies just as you might create other pieces of technology.

Prerequisite: Craft (electronics) 12+ ranks, Knowledge (technology) 9+ ranks

Benefit: You may craft nanocolonies using the Craft (electronic) skill as per normal use of the skill. In order to do so, you must have access to the proper working conditions (laboratory with machines capable of viewing and manipulating nanites) and have sufficient time and raw materials. The cost for purchasing the raw materials for a nanite colony, the DC to craft the colony, and the time required to craft the colony of common nanites can be found on table AA–1: Nanotech Craft Costs.

Normal: Attempting to craft nanocolonies without this feat increases all purchase and Craft DCs by 5 and doubles the time taken to do so.

Cybernetics on Loan

You have been gifted with one or more cybernetic enhancements by an organization.

Prerequisite: You must have an allegiance to a faction.

Benefit: You may choose one or more cybernetic devices with a total purchase DC of less than or equal to your organization's requisition limit. These enhancements are yours to keep so long as you stay on good footing with your benefactor.

Special: Should your relationship with your faction go sour, the cybernetic enhancements that you possess must be returned to them. If you will not return them willingly, your former benefactor will send agents to recover them by force.

Easily Repaired [General]

Some robots are built from common, easy-to-find components, making them a snap to repair. You are designed from just such a model.

Prerequisite: Any robot.

Benefit: You or anyone else performing maintenance on your systems gains a +3 circumstance bonus to Repair checks.

Inherited Redesign

You were born with a specific gene therapy template already in place. This is either because you were gene engineered in a test tube prior to implantation in your mother's womb, or because one or both of your parents was also subject to a gene therapy template.

Benefit: You may choose any gene therapy template and apply it free of charge to your character at 1st level. You need not make a Wealth check to purchase this package.

Ubiquitous [General]

In many futuristic societies, robots are as widespread as automobiles today. Such commonplace machines rarely stand out from one another to the casual observer. As a ubiquitous robot, you find it easy to blend in with others of your kind, avoiding unwanted attention from organic beings that might be searching for you.

Prerequisite: Any robot

Benefit: You gain a +2 circumstance bonus to Bluff and Disguise checks made to deceive humans or other beings.

Normal: Robot characters without this feat gain no special bonuses when interacting with organic beings.

Special: This feat is only applicable in a society where robots are a common sight.

Cybernetics

The following cybernetic implant is required for the use of a robotic familiar.

RemCon Implant (PL 7)

The recipient has a miniature remote control unit attached to his nervous system, usually near the base of the skull.

Benefit: The recipient may wirelessly interface with robots that carry a robolink and AV transmitter, including robot companions or familiars.

Type: Internal

Hardness/Hit Points: -/4

Base Purchase DC: 35

Restriction: Licensed (+1)

Appendix B: Open Game License