

PROJECT BIOMODUS™



PROJECT BIOMODUS™

DEDICATED TO THE LOVING MEMORY OF

DANA AND RITCHIE

"Death is not extinguishing the light; it is only putting out the lamp because the dawn has come."

Rabindranath Tagore

CREDITS

LEAD DESIGNER

Joseph "Bear" Thompson

ARTISTS

Tanyaporn "Yuikami" Sangsnit

Colin "RedSkittlez" Rumbles Jr

Michael "Mynki" Brennan

Taylor "Blazbaros" Schmidt

Joseph "Bear" Thompson

Kaz "Synocrasis" Adams

Petra "Razix" Goodrich

WRITTEN BY

Joseph "Bear" Thompson

LEAD EDITOR

Melina Reyes

WEBMASTER

Mike Mehiel

LAYOUT DESIGNER

Megan Bennet-Burks

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FOREWORD

By Joseph "Bear" Thompson

Well, it's been a hell of a road.

Back in 2016, I finally mustered up the courage to open a Kickstarter to bring the book you hold in your hands to life, and through trial and tribulation, it is finally here! Project Biomodus; a dive into how I imagined a world ruled by transhuman, biomechanical characters, on a barren world where survival is the only long-term goal a person could have.

It is a world of desperation and yet unfathomable power. It is a land of monsters but defended by god-like heroes. It is a game of immortality, but death lingers under every ruin. The dichotomy is one that I have tried to cover in other mediums, but finally, something seemed to sit well when I would introduce it to my players during playtesting.

I watched in glee as convention-goers would create their own Biomodus to play. Their creativity still stuns me to this day, and it is by far the most fun I have had at a convention since I started going to them. Many of my convention players have watched this book grow from tens of pages to hundreds, each of them creating memes, in-game lore and even Biomodus of Legend from their interactions with me and this little game of mine.

In the end, this book has always been community-driven. From those initial play-testers to the wonderful folks who sat in the Project Biomodus Discord, helping me find errors and rules that didn't make sense – even when my editors and I were worn down from reading the same text over and over. There have been people who have run games, wrote reviews, supported me long after the Kickstarter ended, and have even shared their fan art and stories. All of these people have been as integral to the development of Project Biomodus as any of my artists or hired workers. I have heard stories of how Project Biomodus brought people together or provided joy for a young player who had undergone a terrible tragedy.

I cannot begin to describe how moved I am to have those stories shared with me and to see people come out of dark times as a result of being part of this community.

I want to add that I have been singularly honored and blessed to have worked with as many talented folks as I have. My artists have all been amazing. Please check out their works and give them a note of appreciation if you like what you see. I especially want to thank Megan, my layout artist for all the hard work she did – bearing with my incessant perfectionism, making changes when I requested and helping me deal with our publisher when it came to technical issues. Megan is a published RPG author herself and a hell of a GM. Melina and Michael helped me with a lot of the initial setup from the get-go, and Melina's constant, amazing ability to review text has been invaluable to me, as well as helping me set up play materials for conventions and making sure that I was organized. No easy task, I can assure you.

I would be remiss to not mention my friends over at our 'sister' company, I.N.D.E. Many moons ago, I ran a playtest for their game Shattered, and through my interactions with them, and the wonderful people they comprise of, I gained the courage to produce my own game. I am honored to have helped back them, as well as being a monster artist – an act in itself which helped me realize that I could, in fact, illustrate my own RPG. That support and encouragement was the tipping point for me; going from wanting to create a game, to actually having faith in myself to go out there and do it.

Most of all, I would like to thank my backers. Without you all, Project Biomodus would not be nearly as beautiful as it is today. Your support and patience over the years – especially given the delays in production – have been a light at the end of many a dark tunnel. You have kept me honest, you have supported me in my darkest times (and there were many in the last few years), and most of all, you have helped breathe life into the pages that you hold in your hands today. For that, I can only give you my humblest of thanks, and all the love I can muster.

This game started off as something for me. It was my catharsis and my most precious child, but as the years moved on, I realized that this was not just mine anymore. It was ours. A creation for the Project Biomodus community, by the Project Biomodus community – regardless of if you have been there since the beginning, or if you are just finding out about Project Biomodus now.

This one, my beautiful players, backers, and friends... is for you.

Thank you.



Joseph "Bear" Thompson

Creative Director

TAPM Systems

CONTACT US

Website: <http://www.ProjectBiomodus.com>

Discord: <https://discord.gg/Nctn7jr>

Twitter: [@ProjectBiomodus](https://twitter.com/ProjectBiomodus)

Facebook: <http://www.facebook.com/ProjectBiomodus>

Tumblr: <http://projectbiomodus.tumblr.com>

Instagram: [@ProjectBiomodus](https://www.instagram.com/ProjectBiomodus)

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WELCOME TO PROJECT BIOMODUS



"In our hubris, we became immortal. In our ignorance, we became monsters.

The idea that humanity could rise above the feeble limitations of our delicate, mortal bodies would ultimately result in the world as it is today; a scarred landscape of biomechanical constructs and concrete – the promise of a healthy, prosperous civilization lost to the Reaper's swing of greed and ambition. We could not have foreseen that our search to rid the world of disease and defect would end in the wretched, mutilated ball of rock that now orbits a punishing Sun.

Now all that remains are the undying scavengers of a long-destroyed civilization. There was no war. There was no cleansing wave of nuclear fire to blame on our present. Homo sapiens no longer dominate the globe and the beasts they once claimed mastery over are long since extinct or warped beyond recognition.

We poisoned ourselves on the promise of unending life and the world without labor or hunger, and now – in the final vomitus spasms of the Earth – we find ourselves faced with our old enemy, the one reason all of this degradation and rot came to be in the first place;

Immortal, biomechanical monsters in the race to escape our Inevitable Death."

-Lord Huntress Selenos

MY SISTER

I remember my sister every time I close my eyes.

Deep in the augmented center of my being, her face is burned into my memory like a brand. She was young; too young to have died as she did, but it is a story we all know and share. Someone's brother. Someone's mother. Some people mourn, others quietly accept another loss.

I choose to hunt.

We were still finding ourselves, out here in The Wastes. When you are born, there is no real calling, other than what you can pick up along the way to help your tribe. Some people find themselves drawn to creating and repairing, others to scavenging and trading. My sister and I, we felt the pull of the hunt in our bones. We would sneak out of the village to walk the hunting paths and spear smaller, less dangerous creatures. All the while we would pretend that they were the creatures of legend; a Melancorth some days, and when we felt particularly heroic, a Huntsman.

It was my fault. She is gone now, and that responsibility lays on my shoulders.

The Year of Trials had just started for my sister. I had already gone through mine a few years back, and although my family adhered to tribe doctrine, they gave us a little more leeway when running around or interacting with others, even when the possibility of injury was quite high. I took that as a sign that we should once again sneak out, and pretend to be the mighty hunters of legend our father told us about. My sister was overly cautious, but I persuaded her to ignore the warnings. We would be fine, just like we always were.

We started off on our typical adventure. It was usually a small ravine between the two, half-buried ruins of an old building, coated in dust and ash, and still sturdy enough to house smaller creatures. A colony of Huunak – small, rodent-like lizards with leathery gliding wings had set up a nest there, and while they weren't overly useful for anything, they made good target practice while being mostly harmless.

Everything was going well. Sulay had bagged three of the small creatures, each of them downed with a single toss of her hunting spear. I remember thinking about how she was getting better than I was, and how she would make me look bad in front of the other hunters in later years. It was such a juvenile feeling of envy, one that I now regret. Still, she was my sister, and I encouraged her to keep going. We moved further into the ravine, farther perhaps than we usually would, especially given my sister's vulnerable state. But we were young, excited, and foolish.

How I wish I could re-write time.

Skeletal structures of warped, nanite-engineered metal gave us good cover, although the shadows they cast on the moving sands became increasingly unnerving. When we realized that we should head back, the creatures who hunt in the later evening were starting to bay at the edges of our hearing. We began to turn back to the village when the air rippled with an unfamiliar, but terrifying sound; the dull, deep thrumming of machinery.

We both froze. Instinct told us to run, but we had known from years of our parent's warnings, that panic would cost you your life out here in The Wastes. Immediately I assessed the situation and found my understanding of our surroundings lacking. We had been told stories of the Oculari and warned of their tactics, but I had never encountered one. The machine race of creatures that wordlessly murdered their way across the globe may well have been a horror story to me back then, but the flicker of a soft blue light darting through the gaps in the steel roof galvanized me into belief and action alike.

The serpent-like Jila above had not spotted us yet, and taking my sister's arm, we quietly shifted between shadows, freezing in place when the scout passed overhead. It was several, painfully long minutes before it concluded its scouting pattern and moved on. Our pace picked up, and our caution lessened as we believed we had escaped the notice of the Oculari. We swore to never do this again – as we did every time we almost got into trouble, but there would be no other time... At least, not together.

I pushed open a metal hatch to the outside, and when it swung open with a screeching thud, I was held in terror by the turning head of an Oculari Drone.

It was tall, thin, and constructed in the efficient, mass-produced way that the Oculari were known for. As it turned its head, the spinning ring of light danced a little faster. Staring into its data iris like that, I found myself in the position of the prey, not the hunter. I could taste the metallic tang of ozone on the air from its mechanical parts and felt the thrumming vibration of bass from its electronically alien, rasping language.

I stood, frozen in fear as it raised its weapon, let out another gut-wrenching vibrato of bass, and waited for the flash of pain and darkness. The jerking motion barely registered as the drone lurched to the side, its data iris flickering as a long spear reverberated in its head – my sister’s accuracy our saving grace.

My survival instinct kicked in, spinning on my heel and grabbing Sulay, even as she roared in defiance at the staggering drone. The blow was enough to stun it, but the Oculari were not known for their vulnerability to home-made spears. Stealth gave way to the sheer need to run. More thrumming roars sounded from outside the ravine, along with the sound of stomping, metal feet. An old, rusted fire escape door thudded in once before it was shot across our path, the Oculari behind it lowering its foot before sighting us up. Gritting my teeth, I pushed Sulay’s head down as we continued to barrel forward.

I’ll never forget my first scent of plasma and burning flesh.

Trails of light filled the air, the tang of ionized particles only adding to the sense that we were in danger. Sulay cried out, but I forced myself to keep dragging her, knowing that just stopping to inspect her injury would do us more harm than good. Rounding a corner, I lowered my shoulder as soon as I saw the thin, terrifying outline of another drone and barreled right through it, knocking the machine aside.

We were far away from the village, surrounded, and Sulay was injured. Despair flooded through me as we continued forward nonetheless, but I knew deep down that we would only get so far. The dull thunk of a fist-sized metal object passing overhead and thudding to the floor forced me to skid to a halt, but our momentum was too great to move and take cover. Turning, I hugged Sulay close to me to shield her from the inevitable blast and closed my eyes.

The grenade exploded, and my hearing became a piercing whine.

The flood of plasma fire washing over me was surprisingly soothing at first, lasting only a moment before my nerve endings burned away to the bone, leaving a sickening form of numbness. The blast wave sent us spiraling, and when I finally realized I was still alive, the dawning horror of being suspended over a chasm only added to the wave of nausea.

Sulay was leaning over the edge, her burned skin peeling away, as she gripped my arm to prevent me from falling. Even as I pleaded with her to let go, her determined face was a picture of defiance. It quickly changed to dismay as she realized her arm was cannibalizing itself. This was why we were so sheltered during the Year of Trials. Her bioforge – considering her wounded appendage to be useless – was already consuming it to make way for a suitable replacement. I felt a wave of stillness come over me, a blank acceptance of my fate. Slowly I watched her arm degrade, and even as she cried and tried to claw at it, I smiled at her.

“It’ll be okay,” I lied.



It would be the last words I said to her, and the last she would ever hear. As her broken limb finally disintegrated, the feeling of weightlessness overcame me as I started to fall. Even as I descended, I could see drones surrounding my sister, and in a flash of blue light, her screaming was suddenly cut off into a deafening silence. As the image drifted away to darkness and the rush of air, I felt nothing but hatred.

Hatred and then nothing. Blackness. Emptiness. Cold.

There were moments – flashing light, and the piercing whine of feedback. All through an eternity of limbo. I wasn't sure if this was what death felt like, or if all reality were some kind of dream. I could hear the whisper of dust in brief, staccato bursts, followed by what felt like days of silence.

Then a flash of the most intense, unimaginable pain.

I was standing. I don't remember getting up, but my body felt like it was on fire, with a full set of pricking pins and needles across all of my skin. I looked around in a panic, wondering how I could have survived when I became more aware of my surroundings. I was naked, coated in what felt like old nanite gel and at my feet were the broken remains of some kind of hardened shell. It was like I had been hatched from an egg. It took me a moment to gather my thoughts, but when the dawning realization hit me, the same wave of panicked nausea overcame my confusion.

I had gone through The Conversion.

I checked myself over to be sure, and to my dismay, the findings only cemented my fate further. My limbs were segmented with external plating, and veins of glowing Nanite Gel could be felt powering my synthetic muscles. The metal around me had been consumed to construct my new joints and replace parts of me that had been destroyed by the Oculari.

I felt powerful, indomitable and aware of everything around me. Items of interest were highlighted in my vision, like some kind of biological AR display. Sounds were crisp and clear. I was taller, perhaps – indeed more muscular than I had been.

I was a Biomodus now. A cruel twist of fate, and poetically, a fitting punishment for what I had allowed to happen to my beloved sister.

"Sulay!"

I remembered the last thing I saw as I fell, and not caring for my nakedness or the potential danger, I began to climb. Metal bent and stretched under my new grasp. I could leap many times further than I previously had dreamed, and before I knew it, the ascent up the buried ruins of this ancient tower was past me, when prior it would have taken me hours to scale. By the time I was near the place where I had fallen, I was convinced that the Oculari I would find would be torn to shreds, even with my bare hands. I tried to convince myself that there would be time to save my sibling and return her to the village, but something in my heart knew what I would find.

When I reached her body, I sank to my knees and screamed, partly in horror, mostly in mourning.

Her frail, lifeless form had been mauled by Huunak over the course of what must have been days. It was a stark and endless reminder that even the creatures you deem harmless were as bloodthirsty as everything else, given half a chance. Her Bioforge had been burrowed out of her chest and what remained was a burned, barely-recognizable husk.

How long had I been out? The Oculari were nowhere to be seen, and dust had settled over the melted, warped metal from the explosion. Shakily, I picked up her body and began my trek back to the village. It was the longest walk of my life. Every step was harrowing and riddled with guilt. It took me the better half of a day, wishing that something would find me and consume me where I stood, or perhaps some Maalkari raiders would end my misery.

Scouts from my village had spotted me before it was in sight. They approached me as enemies, not recognizing my new form at first, but as they drew closer, the realization of who we were dawned on them in shared horror and grief. My parents were signaled, and they met us upon our arrival at the gate. My sister's body was taken from me, and the guards kept me in the trader's quarters at the front of the village.

I knew what was coming next.

The village leaders called a meeting, one of which I was not to be a part of. The Biomodus were vilified by the people here, cursed and blamed for the falling of society many years before. We were dangerous and invited tragedy upon those around us. The death of my sister was all the proof they needed to consider me a threat, and the decision to exile me was unanimous.

My father protested. My mother said nothing. She did not even come to see me when I was given my final judgment, but I could feel her hate boiling in her. Her eyes spoke volumes when she cradled the body of yet another dead child, lost because of the carelessness of her monstrous, eldest daughter. My father was saddened and firm, as he always was. Under guard, he gave me clothing, some Nanite Gel and his old hunting rifle with a couple ARM Pellets to bide me by. The village leaders tried to protest at first, but very few people would cross my father in such circumstances.

I begged him to protest my exile. I told him I did not know what to do. I pleaded with him to forgive me.

He did not speak to me, either from grief or obedience to the ways of our people, but tears flooded his eyes. He put his hand on my shoulder gave me a small nod and a turn of a smile as if to tell me,

"It'll be okay."

Again, it was a false statement, even if it was not given in a vocal format. He turned, and then he left.

That was the last time I saw my father, as he was killed in a Maalkari raid some years later. My mother remains in the village with her new son, born of her latest husband. Occasionally I see them, watching from my hidden places, but never approach them. That is their life now.

From there, I moved into The Wastes. I set up a shelter in the place where my sister and I hunted and used that practice to graduate up the chain of danger until I was hunting down some of the larger prey. Sometimes I was successful. Sometimes I did not eat for days. Occasionally I would trade components with traders and try and pass messages to my father, although I will never know if he had read them, or even wanted to.

I remained outside my village, never straying too far and protecting them from dangers unseen. I would clear larger prey away from their hunting grounds and leave components and trading goods in the path of their own hunting parties. Sometimes they would take them, other times they would spit on the offerings in disgust.

For years, I became somewhat of a hunters legend. They did not stop me from helping them, but they never recognized me for it. Young hunters would occasionally run into me, some asking questions while the others warned them not to talk to me. I too would dissuade them from following me around, the face of my dead sister a constant reminder that I could not protect the ones I loved.

I wish I could say that she was the last person I failed to protect, or who had died protecting me, but she will always be the first. This world is not forgiving. This existence punishes everyone.

It was not until my first encounter with Sevis and Maaul that I decided to leave the village behind, but every year I return, watching over them and making sure that nothing has befallen the place of my birth, even when such people shun and resent me.

I can't blame them. I don't hate them.

It was my fault. She is gone now, and that responsibility lays on my shoulders.

But I will never stop hunting.

PROJECT BIOMODUS

Thank you for taking a look at Project Biomodus: the first TAPM20 System game!

The game you have picked up has taken some time to craft, both in the system and in the setting. It is a world made of concrete and ruins, populated by the worst kind of biomechanical terrors that humanity could have dreamed up.

Project Biomodus pulls its inspirations from many different sources, ranging from the works of artists and sculptors to the various post-apocalyptic Manga, Anime, and film, covering post-apocalyptic and transhuman settings.

This is the world devoid of beauty. It is the world that does not know refuge, peace or satisfaction. Of all the creatures – perhaps even monsters – that populate the world, the characters you create will be the closest thing to humanity as it once was. Even then, that character will be nothing like the humans you know and see every day.

This game is a plunge into what humanity could look like when it is so desperate to live and defeat Death that it loses its sense of identity and purpose in the process.

INSPIRATIONS

Project Biomodus is a combination of several inspirations from various mediums. Manga, film, and music have all had equal parts in the creative process, and while we cannot name them all individually, here is a list of various settings and genres that have inspired our developers over the years.

ANIME AND MANGA

Ghost in the Shell, Dominion Tank Police, Black Magic, BLAME!, BioMega, GenoCyber, Desert Punk, Cyber City Oedo 808, Fist of the North Star, The Guyver, Ninja Scroll and the legendary Akira.

MOVIES AND TV

Mad Max, The Matrix, Prometheus, the Alien series, the Predator Series, Iron Man, Tetsuo: Iron Man, Big Trouble in Little China, the Terminator Series, and the RoboCop series.

VIDEO GAMES

Warframe, Monster Hunter, Toukiden Kiwami, Horizon: Zero Dawn, Asura's Wrath, and Metal Gear Rising: Revengeance.

MUSIC ALBUMS AND SONGS

The Music of Neotokyo (by Ed Harrisson),

The God Machine Album by Heavy Melody,

Satisfy, Doomsday and Fugue State by NERO, Ze Nigmar and Komx Om Pax by Rotting Christ, Rip and Tear, Skullhacker and BFG Division by Mick Gordon (from the 2016 DOOM video game soundtrack) and The Error, Cables & Wires and Suffering You by 16Volt.

THE TAPM20 SYSTEM (PRONOUNCED: TAP-UM-TWENTY)

TAPM20 stands for Tactical Action and Power Management – D20. The system revolves around having a pool of points available for your basic physical actions as well as your 'powers'; in this case the player's Bioforge and its capability. Alongside this, you also have a regeneration of points per turn to refill this pool.

Players roll a single twenty-sided die (a D20) to establish if their actions succeed. This D20 is modified by individual skills, statistics, and equipment, although that is explained in more detail down the line. For the most part, players are the only ones rolling a die. All actions (including combat) have relatively simple stats during play and a lot of complexities during the build of a character. Finally, the players are the ones in charge of their fate.

To play the TAPM20 System that powers Biomodus, you need a D20. You should also have a few D6 (six-sided dice) on hand to roll for when someone succeeds in damaging a creature or NPC in combat.

As with most Roleplaying games, there are usually between 3-6 players, with one player assuming the role of the Narrator. The Narrator is the person who sets the story and determines the outcome of a player's actions in the world. More about Narrating in the world of Biomodus will come in a later chapter (see pg. 214).



Since your Action Points (AP) and Forge Points (FP) change over the course of the game, it is suggested to have a piece of scrap paper to keep track of your current levels of AP and FP, rather than using your character sheet. You could also do this with an extra couple of dice (such as another d20), changing the number to match your current amounts. Since your maximum scores in AP and FP rarely change, you just need to keep track of the points you have used in a given turn.

THE WORLD OF PROJECT BIOMODUS

The world of Project Biomodus has many events in its dark, sordid history, long before the Engineer or any of their kind were even conceptualized. The uplifting of humanity to that of Homo biomodi was one born of tensions, discovery and ultimately – division. Some defining moments require a bit more explanation, however, so before you can understand why The Uplifting came to pass, you must first understand the role that technology, politics, and greed had to play in its arrival.

TECHNOLOGY

Most records were lost to the ages, due to a shift in how data and information were stored. Quantum computing revolutionized the framework of communication, causing huge leaps in medical, entertainment and military technology. Quickly, all prior forms of data storage, computing power, and mobile technology became obsolete. Data security and hardware processing advanced in leaps and bounds, capable of making the first truly ‘unhackable’ encryption. Augmented and Virtual Reality technology (AR and VR respectively,) restructured the working office into virtual environments based in the home: with places of work being nothing more than virtual buildings built within impossibly powerful data centers.

Virtual real estate became more than a niche market for online simulators, the telecommute became the basis of almost every working person, and Artificial Intelligence (A.I.) advancement automated everything from cars, planes, search history, personal assistants, construction and even music. The average worker became so reliant on their connection to the rest of the world and the finely oiled machine that performed manual labor, that skills in craft, woodwork, art, and science became hobbies rather than professions. Everyone could spend more time with their families. Everyone could have access to the greatest A.I.-led training courses and Education for a fraction of the cost. Physical places of learning became defunct and were restructured. Huge, corporate sectors in cities became derelict and disused, eventually torn down to make way for bigger Data-centers or housing.

In the Military and Justice divisions of every country, drones, surveillance and A.I. Intelligence helped keep the citizens safe while invariably cutting crime down to a fraction of what it was. Forensics could be processed in a matter of seconds. Countless battle scenarios could be made, adjusted on the fly and restructured to result in the least amount of casualties for the most effective outcome. Secure communication and near real-time connections to drone machines all over the world resulted in wars fought through highly effective, pain-free drones that could be commanded by soldiers safe in their sovereign territory.

Further advances in the Quantum pairing of molecules saw even further progressions in a 1-to-1 interface between man and machine. Prosthetic technology acted like real limbs – albeit with the disconnection of feeling, and phantom pain still ever-present. The overall role of Medicine in the world was advanced through the use of complete digitization of the human genome, using quantum processing to simultaneously run chemical tests to fabricate perfectly effective vaccines, anti-venom, and cures for diseases previously out of reach for most of humanity.

The Quantum Revolution gave the world a level of prosperity and safety that no-one could have dreamed about only a few decades previously. This birthing ground for new technology was the single most important development in the history of Project Biomodus, but like all world-changing technologies, the aftermath of such prosperity fed into the fear of the unknown, the greed of the affluent and the zealotry of those who would see the world burn.

POLITICS AND RELIGION

History has been littered with the fallout from human nature. Humans, by way of their inquisitive and terrifying ease of accepting the risk, had developed further in the previous century than the rest of mankind's natural pace since its inception. Quantum Technology steepened that curve into a sheer surface, and much of humanity found that they could not retain a grip on a world they could no longer learn about.

It is thought that the human mind is the most effective in communities of around one-hundred and fifty people. For most of mankind's evolution, those people represented villages, communities, and family. For the longest time, outsiders were considered a danger and treated with suspicion. Race and cultural division were primitive directives from the brain that identified other humans as not 'one of their own,' and as society and connectivity grew, people became more aware of the world around them. In some cases, this developed a culture of inclusion, with people coming together to form their own communities – not of race or belief, but of ideas and advancement to a common cause.

In other communities, this form of connectivity represented a threat to the safety and steadfastness of the things dearest to them. Cultural and personal foundations were being questioned and assessed by others. Laws and beliefs that had been pillars of their culture were being questioned and exposed on the world stage, condemned and ridiculed. Throughout the 21st Century, this cultural, political and religious dichotomy was fought on many fronts, not least of all through social media, all the way through to terrorism, open warfare and oppression through military might.

Then - suddenly - with the manifestation of Quantum Technology, this connectivity was forced onto the world, causing global interactions between cultures and governments that were not prepared to have such open scrutiny of their practices. Even before the development of Quantum Telecommunications, the world was being inundated with global news, detailing horrors, bias, political strong-arming and corruption. Social media exploded with scenes of violence when new technology was capable of recording all of a person's surroundings, 24/7. Scenes that scarred victims for life were simultaneously experienced by the whole nation. Every shooting, every bombing, every act of bloodshed, indecency, betrayal or violence felt like it was down the street of every viewer, regardless of the distance involved or their relationship to the person recording the scene.



This plunge into a real-time, horror-like reality show caused the world to recoil. It shrank back inside its shell and closed the doors, watching the news feed of the various incidents of carnage and terror around their country. Regardless of their actual state of being, for most civilians, the fear became all-consuming, and with political and religious groups all too willing to lay the blame at the feet of their opponents, the primitive, survival-focused parts of the human brain reverted to doing what it knew best:

Fear of the outsider. Protect what is dearest.

THE RISE OF GLOBAL NATIONALISM.

Governments quickly used this collective growth of fear to jump on their own agendas. Political parties who were more concerned with growth, advancement of humankind and inclusion of all people began to swiftly lose traction in the face of massacre scenes and dehumanization of people within their own borders. Underground crime and atrocities normally limited to an unfortunate amount of victims were being experienced by social media proxies. People lost faith in the effectiveness of their government. Even countries that had been very careful to keep their flow of information self-contained and their grip on their population tight had suddenly, drastically come across a technology that was difficult to control and was easily available.

In such places, the effect was almost reversed. Used to a tyrannical power making their choices, the people questioned why their glorious leaders would not let them experience the freedoms and liberty of other countries. Cultural resistance cells were formed and quickly dismantled through Police strong-arming. Martyrs were made, resistance groups grew bolder, and eventually many of these nations became so tightly locked down into Police States that people feared to walk the street.

Even before the rise of Quantum Technology, the political ideal of Nationalism vs. Globalization had started to polarize the sides for and against the rise of such an interconnected world. So much so that almost every major Economic power in the world gave rise to factions within it, calling for the complete segregation of their sovereignty and way of life, free from outside influence.

Some nations did this through economics and politics. Countries departed alliances to focus on their own growth and regain some control of their borders, others did it as a result of a violent uprising within their ranks, taking power from the established government and turning their focus away from international greed and exploitation. Governments founded on religion became more unforgiving of technological transgressions, some even locking down public access to the information network, often resulting in armed conflict both domestically and externally with their neighbors. This conflict only helped reinforce the idea that other cultures were uncivilized and a risk to the developed, democratic nations of the world, causing a quick and spiraling decline into closed borders and national distrust.

Tensions were brewing. Economic, trade and military unions fell and rose again (some unsuccessfully,) to try and reunite under a new banner, countries fell and were absorbed into others as they degraded and malformed from within, and by the next major development in the history of Project Biomodus, the world had almost come full circle on its advancements and cultural interchanges. Fear became the driving force for the world, and while in its grasp, people waited for the inevitable end that was promised by doomsayers.

By the year 2052, the world needed a new direction.

THE NANOMACHINE REVOLUTION

Japan had taken several heavy hits leading up to this point in history. Population control was failing, health and advances in medicine had caused the life expectancy to grow even higher, and the nation was facing economic failure from increased military spending - after the agreement of non-aggression was made moot by the United States of America leaving both the United Nations (UN) and the North Atlantic Treaty Organization (NATO).

There was an incredible amount of pressure on the Japanese Government to provide for people who were economically declining while maintaining the security of the nation from the ever-hungry eyes of its neighbors. As a result, Japan had been focusing its efforts on construction and self-sufficiency. Hives of limited A.I. architects had already designed buildings and housing to stretch into the sky, unhindered by the ever-growing might of the world's harshening ecology, but the resources needed to build them were lacking due to a digital workforce and sudden absence of trade from the USA and the Euro-Nordic Trade Union (ENTU).

Pride caused them to fight to the bitter end. More and more resources were dumped into new methods of fabrication and development. Although much of the mainstream attempts at developing resources from plastics, trash - even sea water - had resulted in failure, one engineering school publicly announced they had developed the first working Nanoforge - a fabricator that used microscopic robots to disassemble and reassemble structures on the molecular level and recompiled them at impossible speeds.

The world was skeptical. It was taken as an act of propaganda to stave off an angered, poorly-sustained people from overthrowing their government, but results followed very quickly. Government forces moved quickly to contain and validate the claims, even going so far as to send out false claims that the discovery was in its early stages and not nearly ready for production, when in fact they were developing warehouses of new forges to test production on a mass scale. To the public eye, most other nations did not put much stock in it, but all of the major players in the global sphere of things began immediate attempts to validate - and if possible - steal the technology for themselves.

The Greater Asia Collective State (GACS) and the ENTU immediately went to work on obtaining the Nanoforge technology. The ENTU did so through failing diplomatic means. However, the GACS attempted a subtler, hidden attempt at espionage. Agents of the fast-growing GACS had already been placed in Japan to keep a watch on their historically aggressive neighbor. When activated, they went to work to try and infiltrate and steal the plans for the Nanoforge, since Quantum Encryption had made remote hacking nigh impossible.



The attempt was foiled when the GACS ran afoul of Japanese Military Intelligence. Not realizing that the Nanoforge was now a highly protected military secret, the GACS agents were able to get hold of some early designs before they were caught, dragged into the public and put through a harrowing level of interrogation, public shaming and then finally executed for their crimes of Espionage and Treason.

Of course, the GACS denied all claims to sending the agents, regardless of irrefutable proof of their connections. Even as the early designs for a Nanoforge came to them through their information network, they claimed all slander by the Japanese government would result in retaliation. It was a spark that would ignite the military fuel that the GACS would need – both to move into an aggressive position against Japan, as well as give their own people an old enemy to rally against.

Japan called to the UN and NATO to stand alongside it - against the military strong-arming of the GACS. But without the support of many of its former members, both councils said some very strong words of condemnation for the GACS, but placed no sanctions, nor lent any military support to Japan, other than a handful of UN Peacekeepers to help maintain order.

When the Peacekeepers arrived, they were denied access to the country.

News quickly spread that Japanese work visas were being revoked en masse and travel to and from Japan had been canceled. At first, it was thought that maybe a large-scale disaster had happened without warning, but as hours rolled by, it became evident that the Japanese government was closing all of its gates. When an explanation was demanded by the international community, the Japanese Government sent a very simple warning. News feeds and outlets would play this message for months, causing huge uproar and worry. No one would forget the face of the Japanese Prime Minister as he angrily spat his words at the world:

"Japan will no longer tolerate the indifference and ridicule of this collection of selfish bureaucrats. We will no longer be held accountable to cowards. As of this day, Japan will not open its doors to those who would see our people robbed of our pride, our successes and our heritage. This will be our only warning:

You are not welcome here. Do not test the resolve of the Japanese People."

That would be the last transmission Japan - as a nation - would ever send.

Immediately, Japanese warships took to the waters surrounding their shores. Visiting and naturalized foreign nationals were ejected from their homes and businesses and sent back to their countries of origin. Japanese businesses and naturally-born citizens across the world were forced to either liquidate their assets and return home or be no longer welcome in the nation of Japan. Finally, all connections to the outside world were decoupled, and every website housed in Japan went dark.

All attempts to contact the Japanese government went unanswered. Floods of refugees from the Island Nation arrived on the shores of a multitude of countries, and as demands for an explanation or rescinding of the announcement were met with silence, calls were made within the UN and NATO to eject the rogue nation outside of its memberships, officially ending its support.

The only knowledge of the workings of Japan after this time came from satellite imagery. Construction equipment was deployed to the Island of Hokkaido, and residents, citizens, and villages were escorted out of their rural homes towards the metropolitan centers of the main island. Oddly, many of the people in rural areas seemed to comply with little to no resistance. When refugees who had refused to move and were exiled from the island were questioned, they were simply told that the government had told them that they would be stripped of their status as a citizen and unable to see their families again.

Almost a year to the day after that fateful transmission, the UN and NATO took a vote to eject the nation of Japan, passing narrowly by a deciding, majority vote. Japan was truly on its own.

THE USA'S DECLARATION OF POWER AND THE FALL OF SOUTH AMERICA

Only a few years after the isolation of Japan, The United States of America announced that it had also developed a Nanomachine Fabrication technology. Its vastly powerful military presence had managed to keep the USA within a place of stability, regardless of its retracted membership of the UN and NATO, and new Quantum Technologies had been pointed at self-sustaining energy and efficiently using the vast array of resources it had at its disposal.

Materials had always been an issue, however. Like Japan, its trade had been limited, and its political direction had been overcome by a movement of Economic Nationalists – grass-roots workers and local heroes, which had risen to power from inside the system of government and completely displacing the old two-party system of old.

Unlike Japan, America was known to be very closed about its discoveries after its withdrawal from the UN, seeing foreign interference and knowledge of its capabilities as a weakness. Since the invention of Quantum Entanglement Encryption, its military, political and personal secrets had been all but a mystery to the rest of the world. Calls were made from other nations and superpowers for proof, and the USA responded by deploying its latest, mass-produced drone fleet into the heart of its bordering adversary, the Unión de Naciones Suramericanas (or USAN for Union of South American Nations).



Built around the concept of the EU, this large trade union of nations joined to become an individual sovereign state, after Mexico officially joined the Union and along with Brazil, they economically, militarily and strategically bankrupted and absorbed the rest of the countries, until compliance was the only option. Corruption, alongside violent organized crime and poverty, forced citizens into manufacturing camps for overseas production, due to the loss of American money from years prior.

Border patrols were strengthened after America's departure from the UN, and some starved, fleeing families would rather risk death than serve at the hands of an economic superpower with little regard for human life. This led to several incidents of refugees being killed while crossing illegally into American territory, with drone patrols showing little compassion or willingness to show restraint.

These victims would become martyrs of opportunity, used by the USAN to direct its people's anger away from the government they were powerless against, and channeling that hatred into an enemy cowering behind robotic killers, too afraid and ashamed to face them in person.

When the USAN was at its height, America had found a perfect military and political rival. They were the sacrificial lamb on the altar of military superiority, and much like the atomic bomb detonated over Hiroshima, the decimation that would follow would show potential enemies what they were facing should they choose to rile the United States.

In the early part of 2058, the world could only watch in horror and awe as the USAN caved. Ground forces were torn apart by towering Hunter-Killer drones armed with advanced weapons, blinding speed, and impregnable armor. Flying drones rained down laser fire in painfully accurate attacks, separating armed and unarmed civilians with perfect clarity. Armored fortresses and whole cities were turned to rubble when heavy, tungsten rods were dropped from orbiting satellites, leaving the devastation of a near-nuclear blast with none of the radioactive fallout.

The whole campaign lasted no more than three months, ending with the official surrender of the USAN. This was followed by a year of resistance fighters and man-hunting across the South American continent, but in the scope of wars, it was very short lived with next to no resistance. When the USAN had been finally overwhelmed, America left it for dead. It had no agreement with the UN to rebuild territories it had invaded, and instead left a wasteland of ash and ruin to return to its seat of power.

South America had been decimated. Its infrastructure, military, and the government had been wiped out. Criminal organizations quickly filled the void where government organizations had been, and starvation, violence, and survival became the norm. Many people even fled back into the Amazon to escape the cities, preferring to brave nature than face wandering packs of thugs with guns.

Needless to say, no one dared get close to the drone-swarmed borderlands north of Mexico. Drone patrols would occasionally fly south, regardless of any kind of claims of airspace, but after that point, America did not even turn to look back.

A pivotal moment had been reached in humanity's development. It was on this pivot that the age of growth and development had turned to a time of woe and tension. It was the beginning of the end.

THE GREAT BEAR'S FESTERING WOUND

Russia - an indomitable force to be reckoned with in its prime, had been dealing with the political machinations of party in-fighting. Several leaders had been the victims of assassination by a group of well-connected, unknown forces. Claims were made and accusations leveled at various parties, but the proof was never easy to come by. Even with the advances of new military intelligence, computer and security experts at the Kremlin could not counteract the precision and evasiveness of the assassins.

Where leadership was previously unquestioned, strategically-placed holes left the political powers reeling from elections, corruption, exposed transgressions and the simple embrace of clean assassination. When it seemed like the forces behind the turmoil were favoring one side, they would suddenly turn on them and begin work to raise another faction of ideals into power. There was no rhyme or reason to the motivations, and the problem was further exasperated by the appearance of a new blood-borne cancer, known colloquially as *Chernaya krov'* - or Black Blood due to the coloration change in red blood cells - as iron-rich, micro-cysts grew within the liver and spleen, flooding the circulatory system with malformed plasma and bile.

Victims of the Black Blood sickness grew increasingly ill and rapidly unable to carry their own weight. The discovery was made in a small mining village in the north, and so the cause was linked to the working conditions. It became readily apparent that his new cancer was not limited to just one environment and even shared some common passage as a virus. It was a medical mystery that was slowly creeping its way southward, never benign, nearly always fatal, and incredibly painful. The outbreak did not stay contained for long, and to make sure that the disease would not spread south, the GACS and ENTU closed its borders to Russia and its affected neighbors.

On top of this inexplicable problem, the issue of Russia's position on the global stage had caused the Kremlin to consolidate a lot of its resources into its military and intelligence agencies. With information security being at an all-time high, Russia was no longer able to obtain much of its leverage through its 'less legal' channels, but its personnel training was still exceptional.

Technical engineers and programmers from all over Russia gathered their minds to figure out who was interfering with their way of life, and after many failed attempts to gather intelligence, one programmer managed to come across a single phrase that tied many of the events together; the assassinations, the espionage and even the outbreak of Black Blood.

That phrase was 'Authorization: Foci'

However, the discovery came alongside news that America had gone to war. All thoughts of intelligence and espionage were suddenly redirected to military preparedness. The Kremlin moved in turns of panic at the thought of America's sudden release of its upgraded weapons technology. Even though most of its armed forces were still using outdated equipment, Russia had not been sitting on military development idly. The rush forced the deployment of several mobile, bipedal weapons platforms, armed with the latest in high-charge laser and plasma weapons and powered by a cold fusion core. These towering war machines moved to protect their borders, prompting similar maneuvers by the ENTU and the GACS.

THE DEVELOPMENT OF THE BIOFORGE

Ever since the development and subsequent theft of the nanoforge plans, each country who possessed them had been working on both nanite weapons and medical technology. The possibilities were endless, and one such goal was the improvement of mankind. In many cases, this was not a benign need, rather an attempt to make the perfect soldier or killing machine, in case global tensions came down to the wire.

While it is speculated that the Japanese government had already developed this technology in secret, the first global recognition of the Bioforge came from the GACS. After several disastrous – and in some cases, monstrous – attempts, the head engineers of some of their finest Nanotechnology corporations cracked a self-healing, self-integrating artificial organ that was implanted in the heart. It was the invention of the century, and while America stood behind its wall of impregnable technology, the rest of the world's leadership rallied around the promise of immortality. In the years that followed, Russia and the GACS formed a union, with Russia lending its military might to the GACS in return for a developmental cure for the Black Blood disease.

The ENTU made trade agreements with the GACS to firstly, protect itself from its historically aggressive Russian neighbor, but also because the ENTU Council members had been swayed by the promise of a lifetime of leadership. Rules were ignored, development was fast-tracked, and money was pulled from public resources to fund Bioforge development and distribution, all while keeping a tense peace in Eurasia.

America announced its own Bioforge shortly afterward, making it abundantly clear that even the well-kept secrets of its development were not outside of its reach. Experts all across the globe summarized that America could not possibly come to these conclusions by itself and so espionage was suspected, although never proven. Trade wars became toothless as nanoforged materials could be created from other components, and as countries hardened their borders, the short-lived peace became tense but strengthened by a new order of wealthy, powerful immortals. Fed and maintained by medical nanomachines, these individuals in positions of power grew wealthier and more decadent, at the cost of the people they were supposed to represent. Given the level of nanoforged prosperity, however, the worldwide economic strain was at an all-time low. Buildings and materials were cheap, and modern engineering allowed affordable, yet durable housing to extend to previously inhospitable areas.

No one wanted to risk a war with the ever-growing levels of defense and infrastructure, and even though tensions between nations were high, the threat of angering a powerful superstate, as well as the worldwide boom of economic prosperity stymied any thoughts of conflict. Nations were truly self-sufficient, and with the people in charge wanting to cling to their now-immortal hold on power, the threat of war became nothing more than an empty whisper, the USAN standing as an example of what happened to nations not prepared for such wide-scale destruction.

THE FIRST HOMO BIOMODI

As tensions deescalated, the rich and powerful grew into their new immortality. Immoral and dangerous lifestyles became sources of entertainment. Sexually transmitted diseases were cured before they could take hold, even for those without bioforges, but who had access to nanomachine medicine. Medical engineering meant that even vicious injuries could be healed at an unheard of pace. The Special Olympics became more popular as the decades passed, with augmented veterans and engineered prosthetics outshining what even the normal human body could do. Eventually, the event became a commercial for how far technology companies could improve upon humanity, with world records being broken every time the Special Olympics came around.

Bioforges were likewise improved, with the ability to interface with electronics, grant even greater internal changes to the human body as well as making it so that health would never be a concern, regardless of the excess and decadence of the owner. New intelligence was granted to the Bioforge in the form of rudimentary Artificial Limited Intelligence, helping the Bioforge to anticipate injury, or increase its ability to diagnose disease by itself, as well as self-repair its own mechanisms.

No one speculated what was happening in the background, however.

The first known and publicly recognized Homo biomodi was the illegitimate child of a US Senator and one of his staffers. It is not known at what point the bioforge decided that it was going to alter its infrastructure to 'infect' genetic material, but the common suspicion is that the newly altered intelligence in the Bioforge recognized that procreation was a part of the human cycle, and it too needed to be altered.

In the first days of Homo biomodi, their development was similar to humans. The staffer who had had the affair continued a normal pregnancy, bringing the child to term with no complications whatsoever. After the child was born, nanomachines that had come over with the father's donor cells began to settle and alter the base structure of the child. The girl herself was already faster, stronger and more capable of understanding complex issues than other children within their school, but it was not until the child was in her teens that it truly became evident that she had undergone so many changes. During a regular school day, the teen was videoed in the parking lot of their school when a car swerved out of control and impacted against them.

The teen, turning to see the oncoming car, instinctively lifted her hands to stop the impact and with a crash, managed to indent the front of the vehicle, compacting the crumple zone and flipping the car. The teen was flung to the side, and although suffering several breaks in their limbs, the video showed that shortly after standing up, she was in no large amounts of pain, and her bones seemed to reset on their own. The video went viral for a matter of hours before it was erased from the internet in what appeared to be an impossible feat of data collection.

Needless to say, the girl disappeared shortly afterward under the guise of escaping the media, but it is suspected that the US leadership had taken her to understand what kind of new development had landed in their back yard.

Within only a few years, more cases of humans with incredible abilities flooded the world's media. Some appeared in China and Russia, with others appearing in the UK and more in the US. At first, the same level of media blackout would happen shortly afterward, but within five years, more and more stories emerged. Stories of shortening pregnancies began to creep out, with more videos of superhuman feats leaking out from countries without the tight media control of the US and the GACS.

Before humanity knew it, the world found itself a generation deep in Homo biomodi.

THE RISE OF NEW HUMANITY

Such a revelation came as a shock to the established system of the immortal rich and the pacified members of each major superpower. Homo biomodi were stronger, smarter and more capable of work than even those who had been artificially augmented. In some countries, steps were taken to identify Homo biomodi children and track their spread, but it was impossible to do so. Donor cells from an 'infected' parent remained a part of the spread, even if they had not been augmented. At some point, the bioforge had naturally come to the conclusion that preserving and altering even the cells of potential hosts of their offspring was the most effective way to continue the augmentation of mankind. Not only that, but it seemed that several bioforges had reached this conclusion independently.

It was the ultimate, sexually transmitted disease that would end all other diseases. Augmented females would infect their male partners to produce highly efficient sperm, whereas augmented males would use an almost flawlessly efficient, high-immortal sperm cell to wait until ovulation. Once impregnated, the egg would pull resources from the mother and turn their development environment into the most effective gestation chamber a fetus could need.

Countries with a poor history of human rights would try and force chemical and physical abortions once a Homo biomodi fetus was identified, but the egg would adapt, essentially armoring up the womb in an impenetrable shell. Chemicals were filtered out by an augmented placenta and broken down by a flurry of self-replicating machines. Once the fetus' own organic bioforge was completed, it was incredibly hard to stop the pregnancy, short of killing the mother.

By limiting the information available about Homo biomodi, the augmented humans of the civilian, celebrity world were impregnating others at an incredible rate, as modern contraceptives were powerless against an augmented supercell. Even those who could not normally conceive children suddenly found themselves pregnant in later years of the rise of Homo biomodi, lending credence to the idea that the bioforge could even repair damage to ovaries and testicles. In one case, it is thought that a particularly potent strain of Homo biomodi material undid a vasectomy.

In a matter of two decades, the population had spiked. Homo biomodi pregnancies were fast, almost always successful and given the human condition and its desire to fornicate, the governments found themselves in a huge state of unpopularity when they even dared to suggest that human beings stopped having sex. The collective governments of the world felt threatened, and when they no longer were the only immortals in the world, they resulted to tried and true tactics to regain their power;

Politically motivated bias.

THE BEGINNING OF THE END

The new breed of humans was officially classed as Homo biomodi, the first time the genus had been officially documented. When they were no longer classed as other humans, it became much easier to separate them out as an aggressive mutation, or even a whole new race of people altogether. Propaganda marked them as the enemy, even as the older members of the genus were entering the workforce, growing up alongside the rest of their unaugmented kin. The arguments became widespread, both politically as well as personally.

Discourse started to flow about how Homo biomodi were replacing humans in the workforce, how that the modern human being was being bred out by this race of 'false human.' They were painted as the result of a disease, or perhaps even an act of biological terrorism. Partisan lines were drawn hard on either side of the fence, with many taking even harsher talking points against this biological menace, while others blamed the excess and depravity of the upper class for their part in the creation of Homo biomodi.

One thing remained constant between both parties, however, and that was that humanity was in danger.

Tensions escalated on the streets of the new world, starting in some of the more religiously zealous countries of the west and the Middle East. Open violence was starting to rear its ugly head in the streets of these places, turning recently civilized and peaceful lives into those of violent horror. Homo biomodi were hunted in their homes, but in many cases, the tides turned quickly. A violent Homo biomodi was not as easy a target as another human, and when cornered, some would literally tear their attackers to pieces before they were stopped, often by the governments responding to stories of a horrific, bloody battle.

A new wave of civil rights movement rose in various corners of the globe, and while many were peaceful demonstrations, many more were not. When Homo biomodi and humans were involved in an altercation, it quickly became evident that this new breed of human could shrug off damage from small arms and melee, requiring military force to stop while in the middle of a riot.

Homo biomodi terrorists came from this harsh response to their existence, using their incredible ability to interface with machinery to become some of the world's most prominent hackers, some having an inexplicable ability to navigate the complexities of quantum computing with little effort.

It remained a war of ideals for the most part, with limited levels of conflict around the world, but even that would escalate to the point of no return. Sadly, it was the Homo biomodi that took the first step in the war with humanity, signaling the start of Earth's most defining conflict.

During the inauguration of the 61st US President in 2085, a defense drone suddenly changed course, dropping a walking Hunter Killer weapon the platform of the inauguration. All military systems froze, then turned on the secret service, murdering everyone trying to protect the newly sworn in President. From the crowd, a single woman emerged, supposedly in control of the weapon systems.

From her place at the podium, she announced that Homo biomodi would no longer stand idle as their governments hunted them, or treated them like second-class citizens. She stated that Homo biomodi were humanity's superior, and as such, they would fight back. Already abuzz, the media displayed this warning all over the world, and even as fear took hold of humanity and Homo biomodi alike, the terrorist continued to shock the world.

Her first revelation was the existence of a fully-sentient AI, known as Foci. Foci was all-seeing, all-controlling and was the cause for so many of America's achievements. It controlled the flow of information, not only in the USA but in several other countries. It designed the Black Blood virus, controlled politics in various other countries and helped America steal the plans to the Bioforge. It even helped develop the intelligence that was partially responsible for the creation of Homo biomodi.

While the world was reeling from this announcement, data was being transmitted across the globe with proof of Foci's existence, all without the usual protections that were commonplace with traffic from the US. Later it would be revealed that the terrorist had managed to compromise Foci herself, if only for long enough to usurp control temporarily.

She punctuated her statement by forcing the newly sworn-in president to his knees, and tearing out his artificial bioforge through his back, all using a national emergency channel. Even if people wanted to turn off their TV's, governmental controls made it impossible. Every stream, every channel; all of them showed the brutal horror of a new president murdered in full 3D, virtual reality, high definition footage.

When it was over, she simply raised her hands, removed her clothing and stood bare for the world to see her.

"We are not like you. We are beyond your reach. You must make a choice: Do you wish to die in opposition to us, or live alongside us in your final years? Choose."

With her final words, she closed her eyes and waited. Within seconds, the drones she had co-opted came back online, and with not so much of a second of thought, they turned on her, tearing her to pieces with gunfire and laser blasts. There was very little left of the woman when they were done, but almost immediately, full control of the internet and military systems returned.

THE BIOLOGICAL COLD WAR

Panic and discord immediately flooded the international community. The US began to spin the story of Foci as a setup at first, then pushed a dialog on the obvious dangers of Homo biomodi when the proof of Foci's existence could no longer be denied. Russia immediately called on the GACS to take action on the US after the Black Blood disease was revealed to be a US bioweapon. Canada, who had been fairly quiet on the world stage until this point refused to give in to acts of terror and turned its ire on the US. Being one of the few actively inclusive countries to try and incorporate Homo biomodi, it tried to quell the sudden uprising of anti-biomodi groups, but still several of its Homo biomodi members of government stood down among fears of retaliation, and rumors of Homo biomodi meddling at the top levels of government.

Riots began in Russia, with people demanding that their government and allies take action against the US for their hand in the Black Blood, but the GACS, even with their combined military might, were suddenly been made aware of how compromised their systems had been by Foci. Threats and gestures came openly from other governments, condemning the US for its responsibility in several world disasters, but the US State Department was no longer playing a game of posturing. It made its position very well known, at least in diplomatic circles. While worded more politely, the general attitude was that of:

"If you think you can do something about it, we welcome you to try."

The creation of nanite weapons was already underway, but even the feverish political battle for domination did not override the concern of self-replicating weapons. While some countries developed and advanced slowly on non-WMD versions of Nanite weapons, the UK evolved into a powerhouse of Military production. After several economic and social blows, the UK had become the chief weapons developer of various fighting factions, while maintaining a level of non-involvement in politics.

Demand was high, the world stage was set for an age of unprecedented conflict, and the Ministry of Defense was not going to let the market run away from them. Using deeply buried test sites, numerous nanite weapons were developed, tested and either scrapped or placed into production.

One such weapon was developed to completely destroy the communications infrastructure of a target nation, by making a self-replicating weapon that oxidized the metals used in electronics, such as copper. This weapon would use the old copper phone and electrical lines as a vector, through circuitry and processors alike, rendering the metal incapable of electrical conductivity, and stopping the transfer of information.

Sadly, the weapon was an overwhelming success.

The Ministry of Defense was about ready to ship their weapon to their buyer – thought to be the GACS – and had set up a final demonstration. Through some unknown event or sabotage, containment was lost, and the underground facility in Haxey became ground zero for the first uncontrolled release of a nanite weapon.

Within hours, cities for miles around lost all electronics and connectivity, effectively throwing them back into the Dark Ages. Power plants, including nuclear ones, failed and went dark, causing horrific loss of containment. Within 24 hours, half of the UK was dark. An emergency meeting was called by the ENTU, GACS and the United States, as the potential for the spread of such a weapon was an unacceptable risk. Within an hour, the three collectives, along with several smaller alliances agreed that the existential threat to the modern way of life was too great.

The USA dropped two, 10-ton Tungsten Kinetic Bombardment projectiles on Haxey, causing not only horrific damage and obliterating the local area for miles around, but opened up the heart of the underground testing facility. Before London could declare an act of war, the GACS coated the British Isles in EMP explosions from low orbit.

The United Kingdom and Ireland went dark. Risk of contamination from any remaining active nanites was prevented by the deployment of ENTU defense guns and drones. Any ships leaving the British Isles were mercilessly gunned down if they disregarded orders to turn back. Within a month, the ENTU had set up a no-fly zone, as well as a perimeter defense network of off-shore cannons and missiles, as well as various sensors. All cables leading to the UK were cut, making sure that there was no possible vector for the nanite weapon to travel.

Thankfully, testing showed that the main source of production had been destroyed when the base at Haxley had been bombarded, and the EMP weapons had all but ruined the main spread. Without copper to travel on, the nanites quickly died, as was their design, but colonies burrowed deep into underground powerlines and data cables, meaning that it never truly went away.

Any expeditions to the United Kingdom showed that upon entry, it was only a matter of hours before any equipment was rendered useless, and the teams were abandoned. It was a dead zone, populated by looting, starvation, reactor fallout, and sickness. By the small number of desperate broadcasts from expeditions, the reports of widespread panic and disorder were clear:

The British Isles were unrecoverable.

It is after this point that information on history gets clouded. It is known that the public reaction to the development of nanite weapons spurred new disorder and chaos, as well as global condemnation for essentially wiping out one of the world's oldest western nations. Tensions escalated, the political and violent differences between humanity and the nanite-powered Homo biomodi grew, and near the end, all-out civil war had erupted in smaller nations.

THE QUIET RISE OF THE BIOMODUS

Amid all the chaos, there had been tales told of Homo biomodi becoming something else. These events were rare and did not warrant much attention, but there were a couple of reports of Homo biomodi being found in hardened, protective cocoons, only to emerge sometime later as some kind of advanced form of Homo biomodi.

As records from this time are thin, and many were destroyed during the following conflicts, it is assumed that this was the first appearance of the Biomodus. Unlike their Homo biomodi kin, these individuals had undergone some kind of evolution of their own, usually prompted by surviving a horrific trauma, or by some other factor that no one could predict. The theory of conflict spawning these evolutions only grew as these new beings would appear in ravaged countries, such as South America, Africa and the Eastern – where the conflict between humanity and Homo biomodi had reached a point of conflict.

As time moved on, reports of Homo biomodi leaders would reach the ears of generals and military intelligence, with strength and resistance far outweighing the comparatively delicate forms of their human opposition. Homo biomodi rallied around these figures, and wherever they moved, conflict and destruction seemed to follow.

These figures were the first Biomodus, although no one had given them that name. After going through the process of conversion themselves, they found their calling in defending their people, as well as seeking one another out. Rare footage of people, enhanced with mechanical parts and towering above others started to leak out, striding across battlefields wielding weapons and abilities no one could imagine a person having. They were a myth to most common folk, but within the Homo biomodi community, they were legends and heroes.

Eventually, one had gained a name: The Engineer.

The Engineer's people deified them. Some say they took a male form, where others would swear it was a woman. Some witnesses would even swear that the shape they took was so inhuman, they could not tell. What was apparent, however, was the mastery over the nanites now flowing freely through modern technology. Drones and machines bent to The Engineer's will, to the point where the southern border of the United States was no longer a place of death to those south of it, but a kill box for border patrols and equipment failure.

If there was one thing for certain, The Engineer had no greater love than to turn the weapons of their enemy against their owners. Perhaps it was that motivation that turned the eyes of The Engineer towards the greatest asset in the United States; Foci.

By some hidden means, The Engineer had developed a huge following among Homo biomodi, even those living in the confines of the United States. While the world was turned upside down with the Haxey disaster, The Engineer used the distraction to gain entry to the USA, and through their various channels, managed to route out and gain access to the Program Executive Office: Command Control Communications-Tactical (PEOC3T) facility in Maryland, where Foci was originally housed and operational. Over time, the PETC3T facility had grown its cyber warfare division, to the point where Foci had become the sole purpose of its mission. How The Engineer found out about America's closest-kept secret is unknown, but it is thought that many years of planning had gone into locating the impossibly grand AI.

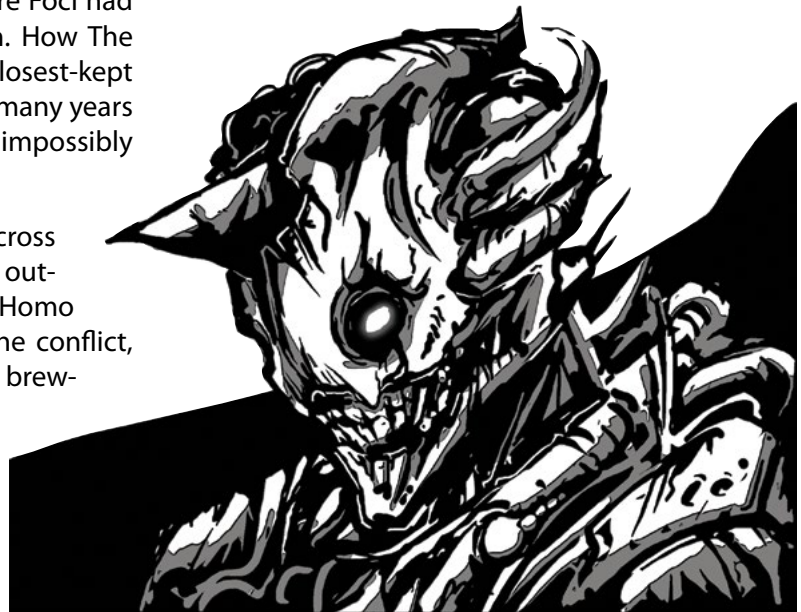
As Biomodus started to draw attention across the globe, and the tensions escalated into out-and-out warfare between humanity and Homo biomodi, The Engineer sought to end the conflict, putting into action a plan that had been brewing since they had converted into a Bio-modus.

THE GREAT UPLIFTING

Little known to the world, the UK had not been the only country developing Nanite weapons. The USA had already developed several nanite weapons in orbit, occupying similar positions above key targets, much like their Kinetic Bombardment weapons. The millions upon millions of nanites rested, inert, waiting for a kill program to configure them before they could be dropped on the hapless millions of lives below. Foci had all the keys, and all the programs just waiting to be used.

When The Engineer entered the PEOC3T base, the firefight was brief and fatal. Foci tried to shut down all access to its core systems, but the overwhelming control of The Engineer – first designed by the Presidential assassin before them – overwrote all of those access restrictions, using calculations beyond the scope of mortal capability.

Guarded by their elite following of hand-selected Biomodus, The Engineer set about their master plan. By interfacing directly with Foci's systems, The Engineer allowed the base program – now thought to be a Configuration of astonishing power – into Foci's nanite programming. The AI and the Bioforge communicated on a one-to-one level, granting Foci a program that would uplift all of humanity to the status of Homo biomodi.



This program was replicated up to the satellite systems containing millions of nanites, and in turn, they all started replication of The Engineers 'gift'. While the communication is unknown, and the other details are spotty, it is thought at this time that Foci requested a targeting parameter. The Bioforge, simple as it was in its instinct could not determine humans for any other living creature, and through either error or miscommunication, one final piece of the configuration changed.

During the countdown, The Engineer revealed themselves unto the world, using Foci to activate every piece of equipment it could access. Millions upon millions of eyes watched as The Engineer told the world of their plans, hidden by distortion, never showing their face. Their voice spoke in all languages, in a chorus of voices, old a young; each of them saying the same thing:

"Rejoice, humanity. The pain will be brief, but you will have the rest of eternity to heal. Today, we all join as one."

Thousands of canisters fell from the sky, descending through re-entry in streaks of light before detonating in the upper atmosphere. All eyes were turned upwards as the hues of silver and blue reflected in sunlight, or from street lamps. For a moment, it was a silent moment of terror and awe. But then the screaming started, softly at first, then across the globe in a chorus of agony.

Humanity – at least as a species - was murdered.

Genocide on a level on unheard of proportions, as nanomachines infected the living, reorganizing their biological makeup and causing planet-wide system shock. Within minutes, fatalities numbered in the millions as elderly and weakened people could not withstand the pain of forced evolution. It did not take long to realize the error, as pets, animals, plant life and all matter of living creatures likewise began to scream and die.

Within a day, half of the population of earth had either died from the shock or changed into Homo biomodi. Within a week, the last of human facilities had shut down and ceased to be productive. Systems failed, wildlife had perished, and the ecosystem of the planet had been so fundamentally changed that the Amazon had become a graveyard of withered husks.

Civilization as it was known, was dead within a month.

At this point, all records stop. With no power, no machines could function on the planet's surface. Foci, suddenly driven by a sense of self-preservation, uploaded itself and all other AI programs it could gather into orbiting satellites, going into exile as humanity devoured itself. The last records of any humans left alive told of horrors, burrowing deep into underground bunkers or old buildings, and waiting for the inevitable death that would come.

...but it didn't come for everyone.

INTO THE NEW WORLD

When the ash and fire settled, there was a long period of silence. All of humanity was convinced it was going to die. Even decades after the canisters had fallen, humanity had huddled in its safe zones, watching the Nanite uplifting either change, kill or drive their kin insane. Not a single human, animal or plant escaped the ravages of the Nanite wind that swept across the land.

Eventually, humanity would open its doors. Either through sabotage, desperation, suffering or fear, one by one, closed communities of pre-uplifting survivors entered the world in their forcibly changed bodies, some seeing sunlight for the first time, others gazing upon a world with horror at the desolate wasteland that was left behind.

It was close to fifty years after the uplifting that the first of the first generation of Homo biomodi decided to try to settle on the surface of the planet again. Be it through underground systems, nuclear bunkers, the sewer systems of cities so dense that their shadows cooled the ground enough to survive in; humanity gathered its wits together to see why the world had not swallowed them whole.

What they found was a world no longer belonging to them. It was a world of monsters, ruined husks and a void of despair where technology and safety had once resided. Their Bioforge-fueled bodies quickly adapted to the extreme heat and radioactivity of the world, even feeding on it to a point. During this time, the Bioforge was still infantile in its shared development, but suddenly it found itself shoved into the furnace of stress and peril, as it desperately tried to repair and heal the damage done to it by the elements alone.

Once they had been released into the world, humanity's offspring would not return to its hole, regardless of the danger. It was at this point that Homo biomodi took its place as the rightful heir to the legacy of humanity, and like the humans of old; they would overcome their world – forcibly if needed.

Just like the cave dwellers of an era long passed, Homo biomodi developed in disconnected bubbles of contained civilization after the wake of humanity's fall. It started slowly, with a powerful people emerging out of their protected holes into a world that was still burdened with rampant, technological growth – suddenly left dormant. It did not take long for the handful of survivors to encounter additional dangers in the form of natural hazards, rampaging, augmented wildlife and terrible cruelty at the hands of other Homo biomodi survivors.

The bounds and laws which kept civilization and order together had disappeared, and once the realization that people would have to do whatever they could to survive had settled in, the rise of anarchy quickly decimated what little remained of smaller factions, leading to larger groups of Homo biomodi to band together. These groups would either try to seek some return to civilization, or they took their combined strength and leveraged that on others to perform work for them.

Since most pockets of survivors had lost the ability to communicate seamlessly across the globe, the descendants of humanity found themselves reverting to a tribal, tight-knight community mindset again. The people you trusted, you trusted with your life. The ones you did not, you attacked before they could attack you.

As the original survivors died to the new terrors of the wilds, new generations continued to be born – all Homo biomodi – and slowly these pockets of new humanity began to develop cultures and customs, along with hunting (or raiding) techniques. Humanity had been functionally reduced to the dark ages socially, but technology and equipment still remained to scavenge, sell or trade for the vital Nanite Gel needed to grow, repair and power their new hunger. Cities were stripped bare, technology pulled from any kind of remnant that humanity could find and break down into parts.

Military equipment was uncovered and repurposed into hunting gear. Healers and medics slowly took to a life of engineering to become the first functional MedTek's. When the danger was relentless and defending yourself was a daily chore, it was easier to replace a lost limb with a suitable prosthetic than it was to regrow the arm from Nanite fuel. The Bioforge seemed to agree, as more and more children would fall into the Year of Trials until all young offspring seemed to do so.

All across the world, the remnants of those who survived cultivated ways to further themselves and develop ways to survive the horrors of this new, dying planet. Some took to scavenging and salvage, others became deadly hunters, whereas many more took to a life of brutality and strength, hunting other Homo biomodi to raid their supplies or enslave them into a life of labor. Some would simply kill indiscriminately, using the show of power and savagery as a leash to keep their neighbors in line.

This new balance of power led to very different attitudes towards survival and became the foundation for a series of bitter conflicts between groups of Homo biomodi. These conflicts galvanized many of the different groups into larger tribes, seeking protection or strength in increased numbers, further forwarding the progression of a tribal system of governance among both parties; many with their own belief structures, prejudices, stories, and customs.

This system of balance was even harder to maintain when one of the members of these tribes ascended (or devolved – depending on who you ask) into a Biomodus. These individuals were placed in leadership roles – or kept on a short leash at the behest of the local leader. In any case, a Biomodus was often enough to tip a conflict between warring factions, and when both sides possessed one or more Biomodus, the level of collateral damage would routinely exceed the capability for smaller tribes to survive.

As decades progressed into centuries, the face of civilization had grown to resemble something closer to pockets of semi-advanced cultures vying for some grasp over what little remains they can scavenge together. The first groups of city-dwelling Homo Biomodi established Enclaves from huge, self-contained housing blocks. Wilderness wanderers have hunting techniques unique to them and their prey of choice. Marauding raiders travel in fleets of vehicles collected over the years to form a fully mobile, high-speed army of bandits – never stopping in one place for long before moving on to more lucrative prey.

The world of Project Biomodus as it stands today is dangerous, unforgiving and cruel. It is this world that your character is forced to call 'home.'

THE MUNSI

The most numerous of the Homo biomodi tribes reside out in the vast deserts of ash and sand in The Wastes. Although the exact origin of the name is unknown, these many types of non-Biomodus are collectively referred to as Munsis. Munsis describes any 'normal' Homo biomodi; still a vastly superior breed of transhuman with a Bioforge and a level of natural augmentation, but not a full-blooded Biomodus.

On the whole, Munsis life is intense, flooded with natural (and unnatural) dangers, and very insular in nature. Groups of Munsis collect into communities and between them, they often engage in hunting, trading, and scavenging. Routine and ceremony provide a connection to civilization that helps most Munsis get through the day. While many of the original founders of many Munsis collectives are long dead, their descendants are raised on stories of the lights and safety of the world before it changed, and many elaborate tales are woven about buildings, as travelers rest in the hollowed and stripped husks of their remains.

Regardless of their cultural or community affiliations, Munsis all have several common factors; all of them have to engage in trade, hunting or raiding to survive. On top of that, there are constant perils in the form of augmented flora and fauna, as well as the threat of the sinister Daalum, or the unstoppable, tireless drones of the Oculari.

Conflict is a natural part of Munsis life, regardless of their origins. As a result, most Munsis have some martial training, either with firearms for those communities with access to such weapons or (most likely) a level of familiarity with close-combat weapons. Given the nature of old-world weaponry, the advanced, highly resilient nature of Homo biomodi render most of these scavenged materials useless. Chemically propelled slugs will hurt and wound, but never cause enough damage to slow down an attacking transhuman raider. Adapted creatures have evolved into perfect killing machines, and those large enough to be a credible threat to a Munsis hunting team will barely notice the peppering of 21st-century machine gun fire on their armored hides.

In this sense, most Munsis collectives have at least a few members skilled in building and maintaining modern weaponry. Using pieced together Nanite forges, they can strip the usable metals from salvage and rebuild them – atom by atom – into superdense, razor sharp blades. These same people often help piece together wounded Munsis with recovered limbs, rebuilt flesh from the creatures they have hunted, or newly forged prosthetics.



Because of the nature of the Bioforge, replacements are easy to install and work on an almost 1-to-1 basis when compared to a naturally developed limb. In Munsis, this process takes some time to adapt as their rudimentary Bioforges establish and integrate flesh with metal. In the space of a few short weeks, a newly made replacement is so well integrated into the body that the user could swear they were born with it.

These MedTeks form a core part of surviving The Wastes. Since the level of injury is often high and the easiest way to mend the wounded is through the use of valuable Nanite Gel, many MedTeks tend to remain within their communities, employing traders or local hunters to go out and fetch fresh supplies from the local dangers. In many cases, MedTeks rise up the ranks to become leaders in their community, as their constant care for the wellbeing of people grants a level of trust and emotional investment in those around them.

The strongest and most able-bodied of Munsis communities tend to be the backbone of their hunting or scavenging parties. Hunters are often treated like celebrities in larger communities, especially if they are routinely successful. In other communities, they are pitied and ceremonially given funeral rites before leaving a safe hold, as it becomes a burden of mortality. In some areas of the world, hunters can measure their life expectancy in weeks, but each success comes with a sacrifice, as the hunt nearly always claims a life.

There are some Munsis who deal in lives of trading and travel, not tied to any one location. For these Munsis, they have to be the most adaptable of their kind. Attacks may come at any time, and so being able to defend yourself as well as being able to repair any damage suffered, makes these individuals experienced survivalists. Traders and pathfinders often have to be aware of the company they keep, as well as the places they visit. Hiring guards only works if they do not murder you out in The Wastes and take your supplies. Arriving at a new village only to discover they are a sect of maddened Fel-Wendigo, does little to help a lone explorer survive to experience the next hundred miles of wilderness.

There are hundreds of other small roles in Munsis society, most of them taken up by those too young to be hunters or fill a position where they could survive the danger without the needed skill set, or those too wounded or mentally broken to face the horrors of the world outside their gates anymore. These tasks can be anything in support of the MedTeks, the Hunters or the local leadership. Many are builders and crafters, working either as apprentices to MedTeks or as general labor. Other tasks involve creating clothing and materials for survival and identity.

Some communities who have a high rate of attrition sometimes will dedicate fertile Munsis to nothing more than breeding duty. These 'Honored Mothers' are given vast levels of respect and sorrow in equal measure, as no other member of the community has to watch so many of their offspring fall in service to their survival. Losing an Honored Mother is a devastating blow to many of these smaller, mournful communities and vengeance will quickly consume and galvanize many of their numbers into a rampage of destruction - the results of which can either make or break a community depending on how victorious they are.

It is very rare that you will find a Munsis unwilling to get their hands dirty. In many cases, it is because the community has grown to such a size that the age-old tradition of corruption and vice has settled in, and powerful, well-funded traders or leaders have decided to let others do the work for them. This can often result in power struggles, leading to a removal of the despotic leader, or their replacement with someone equally as controlling. Usually, a replacement is only a matter of time.

Although Munsis is a very catch-all term, there are some notable groups of Munsis who live in very separate ways. This is by no means an exhaustive list of the various factions, enclaves or outlooks of all of the different social groups and so it should be noted that things may wildly differ from community to community.

MUNSI OF THE WASTES (AKA: TRIBAL MUNSI)

When referring to Wasteland Munsis, most people are talking about the tribal-born Homo biomodi who make a living for themselves out in the vast sands and ruins of the lesser populated areas. The stretches of untouched lands that fill in the space between city-sized graveyards, the ruinous forests of dead trees and biomechanical flora or the tundra of the still-frozen north – all of these places can equally be called The Wastes.

The people who reside here are also the most varied. Tribes – born in seclusion – have customs, traditions, and practices that are unique to their area. Cultures who have a higher collection of airborne prey may have developed methods, technologies and even augmentations to help them climb to tall areas and suspend themselves there waiting for clear shots of rare flying creatures. Perhaps those born to a marshland of tall grass have a penchant for moving silently and have a better sense of their surroundings, as they are easier to ambush.

In either case, most villages and tribes build their methods into their daily lives, even with their childhood games and sports. For example, the group who hunt airborne monsters for survival may have grown up on climbing games, or training for upper body strength. Their elders may revere a form of sky spirit, or perhaps they have MedTeks who do nothing but maintain elevator-like machines to help ascend the single, monolithic shell of a building which shelters them, but also houses the nests of their prey a mile or more up into the sky.

In the case of the swamp-hunting tribe, their games may be more like hide and seek, where children make a game of sneaking up on one another without being seen by the rest of the players. This, in turn, helps them understand the need to get the jump on their prey and be prepared for ambushes through the high reeds. Their own MedTeks may work harder on hovercraft-like transports to rescue injured hunters and scare off predators or have developed a common leg replacement which telescopically allows the hunters to walk through the thick swamp with no impediment. For that very reason, the hunters may have some kind of totemic tie to a creature similar to a stalk, and consider it sacred.

There can be a whole history of a culture based in their hunting environments, the method in which they hunt and how they celebrate a victory. In this sense, the tribes of The Wastes are not easily grouped. There are a few common traits you will find in several different gatherings, and those are loyalty, community, and distrust of outsiders.

Any kind of outsider is immediately eyed with suspicion. It takes a lot to gain the trust of a community, and usually, some show that you are willing to help out the tribe with their quality of life. Traders often give away some of their goods on the first visit to a new location to help cultivate their relationship. Given the kind of threats dominating the vast unknown reaches of the world, it is an attitude that saves lives, rather than hinders or harms them.

To those born of the tribe, or those outsiders who have proven themselves time and again, the tribe will show great support and loyalty. There is a fundamental sense of community born of a world of constant dread, and that is when you know you can count on someone, it grants the only feeling of peace you may be able to find in your lifetime. Friendships are strong, passion runs high in couples who find comfort in one another (and also in the jealousy of others, mind), and there is an overwhelming sense of loss when one of the tribe is taken by the dangers of the world, or dies, defending one of its own.

Homo biomodi live a long time, and with things such as dementia and afflictions of the mind becoming all but eliminated, the memories of loved ones are a constant source of emotional drive. Sadly, death is likewise normalized. When you live for a hundred years, and your mind is still crystal clear, a Munsis can recall the faces of everyone they have lost over the years. Eventually, it becomes the way of things, but it can leave some members of a community cold and jaded. It is not unheard of for older Munsis to simply walk off into the night, searching for their end, or to have rituals for those who are so broken by their years to prepare them for a final, glorious hunt with nothing more than a hand weapon to take the life of their prey.

It is incredibly rare that these individuals return from such an event.

Since most Munsis are immune from even the vastly diverse changes in weather and climate, they mainly dress for function – if at all. For those tribes requiring a lot of mobility, a few strips of cloth and some webbing for equipment may be all they take into battle. Other tribes may make use of camouflage and thematic clothing for their area, whereas some other tribes dress in full body armor to protect them from particularly dangerous prey or raiders.

For the most part, clothing acts as an identifier. Many clans, tribes or communities have symbols that mark them as unique. Since MedTekes are usually trained by other MedTekes and the people who make clothing or armor have a process that is passed along, the method of manufacture is usually unique to the individual community – the same could be said of their weapons.

Just like training, the types of weapons used by the different communities are usually dependent on the type of prey they commonly encounter. Tribes who hunt creatures with thick hides will often use lances and spears, perhaps even mine-like explosives to tear up a soft underbelly before going in for the kill. Hunters who are forced to track and capture flying creatures may use a variety of nets, ranged weapons with a lot of spread or methods of grounding the creature before finishing it off with a simple climbing ax or blade.

WASTELAND BIOMODUS

For the most part, a Biomodus appearing in the tribe is a sign of good times. Biomodus are much more resilient, have access to magic-like powers over their Bioforge and can even repair themselves in a fraction of the time it takes to heal a Munsi hunter. Many Biomodus never leave their tribe; rather, they adopt a position of leadership – either of the tribe as a whole or to become a Lord Hunter. These individuals can bring great levels of prosperity to a tribe, but with it, there come many other factors.

For one, there is the issue of resources. Biomodus naturally consume more Nanite resources than most Munsis and double in some cases. Their natural strength and resilience also make it hard to compete with them. There have been records of more than one village being turned against a Biomodus because a jilted Munsi lover or leader saw them as a political or economic – and potentially dangerous – threat to the community.

Although it is very rare, some Biomodus are made into Honored Mothers, hoping that having them give birth will carry the gene onto many more potential hunters. It is not fully known if the function that causes a Munsi to turn into a Biomodus is a hereditary one, but some are desperate to try. Even while heavily pregnant, a Biomodus is more capable of killing a raider than any Munsi protector.

Regardless of their origins, Biomodus are more likely to be considered in a positive light out in The Wastes. Even among the more ‘spiritual’ of the tribal gatherings, Biomodus are considered blessed. Their assistance in the hunt or infrastructure are sometimes vital and can turn a bad decade of suffering into several decades of success and safety.

On the flip side of the coin, Biomodus who are outsiders are treated with extra levels of caution and dread. Many will not allow Biomodus into their walls if they can help it, or at least have them met by whatever home-grown Biomodus they have first. Like other trusted visitors, a Biomodus who gains the trust and respect of the village will be treated as an honored friend and are often asked to remain with the village.

ENCLAVE MUNSI

Although the cities of the world are a far cry from their former glory, the buildings upon which they grew were made of much stronger materials than the simple brick-and-mortar buildings of old. Nanite Forges created incredibly strong materials: ten times as strong as steel and half the weight. On top of this, perfectly architected, gyroscopic inertia compensators could make an earthquake feel like a slight sway of wind at the top of a two-mile-high penthouse.

These buildings were constructed to last, and even through solar fire cracked their walls, melted glass, and burned away the interiors, killing everyone inside, the shells of these nano-forged concrete monstrosities still scratched the surface of space. As the ecology changed and things began to grow, these tall buildings became overgrown with wildlife. The higher floors, devoid of all but the most dangerous of creatures became breeding grounds for some of the most savage forms of life now populating The Wastes.

Among these great husks, there were pockets of survivors. In many cases, people fled to underground stations, barricading themselves in. Other people who lived in tall, self-contained housing structures found themselves locked in by totalitarian governments who had imposed a curfew in the last days of the conflict between humanity and their Homo biomodi descendants. Remarkably, these hundred-story prisons saved the people inside, even as systems failed and no one came to rescue them.

Other sheltered structures – such as underground parking lots, military facilities and the basements of larger buildings such as hospitals – housed the survivors of the ecological crisis. Of course, humanity at its nature did not like to be contained. Even as people were undergoing conversion, there were those still at odds with the nature of Homo biomodi. Much like the tribes of the wastes, differing opinions led to disagreements, altercations and eventually all-out violence.

By the time the ecology had settled to a habitable point, it is estimated that over half of those who survived the initial disaster had perished during the time underground, either from horrific biological shock, in-fighting, starvation or self-destruction. This has led to a much less forgiving and insular nature among Munsis who live in the cold security of the city. Rather than having a scattered history and a place to grow and expand for several years, the Munsi emerging into the cities were crowded, guarded and filled with a history of hate.

The survivors spoke of the Homo biomodi menace and how the war with humanity had changed them. This loathing passed onto their children, and while they could not avoid the fact that they were now in the same boat as those who they opposed, the Biomodus became an easy target of distrust. In several instances over the centuries after The Engineer dropped their 'equalizer' upon the planet, cults supporting and opposing Biomodus for a host of reasons rose, fell and were reborn. By the time Homo biomodi had reached the present era, the views on The Engineer and their chosen children – the Biomodus – were polarizing and often the source of many disagreements.

On top of a higher concentration of people in a tight-knit, politically diverse area, the cities themselves offered a higher level of protection than the ruins out in The Wastes. Some of these self-contained buildings were converted into 'Enclaves' – a term now used to describe these monolithic centers of community in the heart of the concrete jungle. Most of these enclaves were once hundred-story tall apartment complexes or office buildings with reinforced walls and shutter mechanisms to ward off the attacks of the Homo biomodi terrorists.

This level of encased protection gave the Enclave Munsi a separate approach to living with their tribal cousins. Whereas out in The Wastes, small groups had to adapt and develop techniques to a specific area, Enclave Munsi managed to preserve some of humanity's previous social tendencies. Life in the Enclaves is very regimented, with people in defined – almost corporate – leadership roles. Councils or Elders rule democratically in some places, just as commonly as tyrants and dictators may rule other enclosed spaces.

Enclave Munsi also have a lot less combat-ready members in its society. For the most part, Enclaves are well defended, have many resources and are capable of much more 'downtime,' as they are spending less time fighting the elements and random monsters of The Wastes. Some may consider their warriors soft for this reason, but those who do choose the path of the hunter are often under a lot more pressure than those hunters in the flatlands and deserts of the outside world. City hunting is vicious and lethal, resulting in many more deaths than out in the wastelands of Earth.

Monsters – like people – found sanctuary in numbers, as well as the protected buildings of the larger metropolis'. These nigh-unshakable shells stretch far up into the sky, providing nesting space and hunting grounds for larger, flying creatures such as the devastating Melancorth. When hunting out in the city, the dangers can come from any corner, any shadow and for all directions. Sewer systems provide easy snares for underground dwellers, and ruined storefronts make excellent ambush points. While guarding and civilian Munsi may seem soft by comparison to those reared in The Wastes, Enclave hunters and Biomodus are some of the toughest of their ilk.

In some ways, clothing and fashion are more of a sign of station in Enclave society. There are more shared resources and social contact among the pecking order, and as such, the more expensive items may be more aesthetic in nature rather than functional. It is not rare for Enclave Munsis to develop a sense of dress – usually more covering than that of their Tribal kin, and serving less functional purposes. Small pleasures of jewelry are worn as a sign of affluence within that society.

Armor is much more ceremonial, although not lacking in function. Due to the lack of resources and the high station given to guards and hunters, many items and pieces of equipment are shown a degree of reverence for their use in defending an outpost, rather than being treated as simple tools. Weapons are handed down through generations or positions of office. Many larger Enclaves have suits of Amaros armor left over from the days of humanity – each a patchwork of repairs, battle scars, and painstakingly ritualized maintenance. Some Enclaves even consider these hulking suits of Power Armor to be holy relics.

ENCLAVE BIOMODUS

There is a stigma that comes with being a Biomodus, and even the most confined of Enclaves have their members who recall the tales of their ancestors. The Biomodus are a living reminder and embodiment of the individual responsible for the end of civilization – namely, The Engineer.

It is this relation to the world's most powerful and nefarious Biomodus that sours dealings between the Biomodus and their Enclaved, Munsis kin. Many Biomodus find themselves expected to become hunters under the direct report of Enclave leadership, for no other reason than for what they are. It is as if that by being a Biomodus warrants a lifetime of service to the Enclaves as a matter of justice or repaying a debt to their community.

Of course, there is not undue reason as to why many Enclaves take this road. Many are the time where a particularly enterprising Biomodus has become aware that they (and any other Biomodus kin on site) could quite easily overthrow their leadership and run the Enclave with an iron fist. Many Biomodus are as socially conscious as any Munsis and decide to serve their community rather than run it, but the ones who do not often lead campaigns of control and terror for many, many years.

To combat this, Munsis have taught from a very young age that being a Biomodus is a curse or perhaps some form of punishment. Then – should one ever become a Biomodus themselves – their immediate motivation is guilt and a sense of social responsibility for their actions. As with tribal Munsis, many are recruited as hunters, but some may find their way into guarding the upper echelons or leading some kind of security force.

The wanderlust is strong in Enclave Biomodus, though. Every taste of the outside helps them grow above and beyond their Munsis kin, and with each successful mission, newly gained upgrade or encounters with more 'free' Biomodus, that need to spread out further gains traction. In these cases, many give into that desire and leave their Enclave to see the world – tragic and oppressive as it is.

THE MAALKARI

When prey comes in short supply and the years run harder to survive, some Munsis tribes turn on their neighbors, either through desperation or a need to survive each other. In some cases, this type of warfare is rare enough for the conflict to finish and life to return to normal, but there are those tribes who thrive from it, seeing it as a more profitable way to survive than hunting and gathering food for themselves.

These tribes become Maalkari. Although technically still Munsis of a sort, the two factions see themselves separate from each other. This works out well in both cases, as both Tribal and Enclave Munsis see the Maalkari as barbarian savages, whereas the Maalkari view both groups as weak sheep, in need of herding and culling. It is this viewpoint that angry Maalkari gather around.

This ethos also drives those born and raised within the Maalkari. Although it is not practiced in every tribe, the Maalkari have been known to toss their young out into the wilderness during their Year of Trails, to separate out the weak from the strong. The most common result of this practice is to see the child dead within a month. However, the ones that do manage to miraculously survive are either so broken or distorted that they cannot ever function again, or are forced to become a Biomodus.

Organized loosely into tribes, the Maalkari are quick to stake out a territorial claim. Anyone who is under their expanding border or who enters it from the outside often falls prey to a band of raiders shortly after. For the most part, smaller groups of scouts will encounter non-Maalkari targets and report it back to the leadership. If the discovery is small enough, these scouting groups will often try to set an ambush and bring what they can back to their base of operations.

The mainstay of Maalkari warriors reside in the raiding groups. The main focus of these groups is to pressure and raid larger targets, such as convoys, villages of Munsu within their borders, or to invade the outskirts of the cities, scavenging what they can and ambushing Enclave hunters. These groups are the strongest of their number, all banded around a Maalkari Warlord who is also often the leader of the tribe as a whole.

Maalkari villages (and sometimes Enclaves) are mostly made up of these warrior-like tribespersons. Being the most revered and glory-ridden profession, only those who can no longer function as warriors remain in the village to support the efforts of their warlords. MedTekers are one of the few professions in a Maalkari village that gain respect. If a MedTek can provide better weapons, then the tribe as a whole does better. Most other professions are considered to be second-class to the glory that is a raiding party. There are very few stores or traders in a Maalkari camp, and most who seek such professions are often shunned and bullied, tolerated, but only for as long as they prove useful to the goals of the village.

That is not to say there are no other types of Maalkari out there. The most common are the scavenger tribes, although in comparison they are still rare to encounter. Scavenger Maalkari are usually small in number, typically non-violent in direct conflict, but incredibly cunning and resourceful. Often these smaller tribes will be exiles from Enclaves for some criminal slight, and while they are very insular and downright cruel when the mood takes them, they are more likely to be negotiated with, even to the point of trading. Just don't expect a fair price.

Maalkari dress in whatever they feel like. Most often, the more intimidating and shocking, the better. Parts are usually scavenged and raided, even down to their clothes. It is not uncommon to see Maalkari dressed in the clothing of other tribes, with their identifying markings crudely painted over with the symbol of their own tribe. Armor is usually crude and bolted together, with spikes, chains and skulls all added for additional flair. Symbolism is very important to the Maalkari leadership, and totems, garish constructs and even the displayed bodies of the dead all often wear the marks of the Maalkari tribe to denote territory, victories, and warnings.

MAALKARI BIOMODUS

Of all the Biomodus in the world, the ones belonging to the Maalkari are often the rarest and dangerous. Biomodus in the Maalkari are rare for one very good reason: they are a threat to the established leadership. When a Maalkari becomes a Biomodus, the local Warlord will either have the newly converted tribesman executed or exiled or brought under their direct tutelage, raising them to be a worthy successor.

In most cases, the chaotic and dangerous life of a Maalkari will draw out the conversion into a Biomodus a lot earlier than those in less combative upbringings. Those tribes which practice sending children out during their Year of Trails will occasionally get a Biomodus before they even reach their teens, but such individuals are dangerous for a multitude of reasons. Being forced to convert at such an early age will often leave a Biomodus dangerously unhinged. Of the list of most deadly Maalkari to ever run rampant, a vast majority of them were created via this process of early conversion.

Needless to say, a Biomodus will often reign as a Maalkari warlord. If not, then they will work as direct reports to the warlord, either running small, specialized raiding groups or act as direct support on the battlefield. Quite often, this arrangement only lasts until one of the Biomodus involved makes a play for leadership and one of the two dies. The survivor will either obtain or maintain their leadership, and the tribe will continue onwards.

THE OTHERS

While the two different breeds of Munsis and Maalkari make up the majority of survivors, there are small sections of the world that grew apart from the rest of society, in both cases, notable enough to be given their own name and backgrounds. While there is a lot of history behind the formation of the Typhometi and the Naraaki, not much else is known about them, their inner workings or way of life. Outside of stories told and spread from exiled members of their societies, these mysterious cultures produce odd and dangerous Biomodus of their own.

While this information is fairly sparse, here is what is known of the Typhometi and the Naraaki.

THE TYPHOMETI

When the Conversion occurred, the British Isles were already in a state of destruction. Looting, murder, lawlessness, and starvation were commonplace in both the UK. Add to that, the weaponized, floating platforms of the ENTU were surrounding the coastline, killing any who would try to leave. The residents of both lands were forced to turn on themselves to survive. Technology failed and continued to degrade as the remaining nanites from the failed Haxey weapons test, consumed and oxidized copper, leaving the area in a new Dark Age.

When Conversion came, it was almost a mercy for those who were victims of the Haxey weapon. However, the survivors found themselves in a unique situation. The two nanite weapons interacted, and in some cases fought one another for dominance. In the end, the highly-adaptive and superior nanites of the Engineer overcame the Haxey weapon, but not without a cost. The adaptations could not adopt technology as it would oxidize metals before they could be engineered to interact with the biological material. Instead, the Conversion relied on the only resource that it could: flesh.

While technically a different breed of Munsi, the Typhometi are the products of this adaptation. Rather than being made up of a mixture of metal and meat, they are pure organic creatures. Super-dense bone plates make up for lack of metals, and muscle tissue is reinforced several times over, developed over several brief generations of engineering and regrowth. This results in even non-biomodus Typhometi having a strange, alien appearance to them. Their skin is a mix of chitin and bone plates, their eyes can be in various places in their body, or perhaps absent or underdeveloped in favor of other senses.

Some Typhometi go in a different direction, developing bark and other plant-like structures that are more insectile in appearance. These people are still considered Typhometi, but there is a distinct sociological separation.

When the first Typhometi began to band together, the war-like survival instincts were still running high in the dangerously under-populated and ruined infrastructure of the UK. Early Typhometi history is littered with a bloody and vicious litany of war. When other civilizations were still crawling out of their holes to make tribes or the first enclaves, Typhometi were already developing the first bio-weapons to slaughter each other. The Typhometi are incredibly resilient, and with little else to lose, Faith became the rallying call.

It was not until the last few hundred years that the Typhometi stopped fighting one another and turned their eyes to the outside world. The automated weapons had failed and were starting to lose containment. While the Haxey weapon had long since been absorbed and adapted, the automated weapons had continued containing the Typhometi for hundreds of years. When that was no longer a concern, a reborn and united Typhometi army crossed the English Channel and onto the shores of Europe, marking the first Typhometi crusade. When the fog parted, the munsis of the mainland were greeted with a force the like they had never seen. Alien creatures, forged from hundreds of years of biological weapons development and warfare lumbered out of the mist. The Typhometi Templars were flesh-sculpted dealers of death, vicious in their temperament and fanatical in their faith.

You see, the Typhometi had united under a banner of faith. For hundreds of years, the warring sides of both the Flesh and Plant-based Typhometi had been looking for a reason to band together. The old religions had been abandoned and a new belief – one based on the balance of life and death, flesh and plant, war and peace. This dualism led to the formation of the Theocracy that came to rule the Typhometi.

The Cathedral of Flesh became the new seat of power in the ruined lands, and the unified island nations of the UK and Ireland came to be named Avalaas, and the ruling body dubbed itself the Avalaa Theocracy. Although it is not known how the Avalaa Theocracy developed its cycles, the Flesh, and the Plant leaders exchange roles every ten years, much like a season. The Court of Flesh is generally very aggressive, tending to lean on warfare and aggression to meet its goals, whereas the Court of Stone (the plant-based Typhometi) tend to be more conservative, focusing more of its attention of growth, development, and infrastructure.

When a Court is in a leadership role, the head of the Court takes up residence at the throne of the Cathedral of Flesh. Their mandate is to take care of Avalaas, and it's denizens. The Court that is not in power must turn it's direction outwards, either as an act of war or as missionaries. This leads to a very scheduled level of societal schizophrenia when the Avalaa Theocracy can go from trading partners and explorers to dangerously zealous warriors looking to expand their influence.

All of Avalaas is a part of this cycle. The munsis equivalents of citizens still follow a very production-minded way of life, helping to further the cause of the Cathedral of Flesh, finding purpose in unity and while there is no deity or god-like figures in this Dualistic Theology, they instead revere the concept of unity and balance. Not all Typhometi are on board with this broad-reaching theocracy, however, and some have tried to escape the holds of their home, instead choosing to flee to other lands. These Typhometi exiles face a unique problem, however.

Due to the interactions of the Haxey weapon, the Typhometi bioforge rejects any attempt to be merged with a non-biological component. Such attempts fail outright and while cloning and creating organic components is not out of the realm of possibility for non-Typhometi, the process is long

and expensive. This does not prevent them from wearing armor or using other types of equipment that are inorganic, it simply does not feel natural to them.

Clothing and equipment are almost always organic. Cotton and the like are still viable choices, but armor and equipment are almost always uniquely flesh or plant-based. Digging tools are specially shaped bone, and transports or farming animals are bred and mutated in Avalaa Theocracy-owned breeding pits that can churn out monstrous abominations to perform any number of tasks, such as farming, warfare, transport or even mobile housing.

TYPHOMETI BIOMODUS

A fully developed and evolved Typhometi Biomodus is a terrifying thing to behold. Usually made up of the finest-engineered biological components, these individuals are often at the forefront of their respective Court. Biomodus have a heightened status in the Avalaa Theocracy, and since news of the Engineer did not make it in the Quarantine zone, the Typhometi feel that the arrival of the Biomodus is a blessing to the aims of the Theocracy. Typhometi Biomodus are nearly always in positions of leadership, either as religious guides, warriors or as members of the government. Tensions run high between rival Biomodus, in some cases leading to all-out conflict, but they are not considered above the law. Any Biomodus preaching dissent or using their position to hinder or harm the goals of the Typhometi as a whole are dealt with quickly and severely.

The differences between plant and flesh-based Typhometi are like night and day. Even between the differences in case sizes, the aesthetics of the two types are generally alien and biologically diverse. Chitinous armor and exposed muscles run between hardened bone plates. Membranes of thin flesh can cover the eyes and mouth. Insect-like wings and petal-like armored skirts are commonplace in the Court of Stone, where are tendrils and spine-encrusted bone armor are more in line with the Court of Flesh. Many biomodus ride mounts perfectly engineered to resemble modern vehicles, although instead of wheels, they can run on thousands of millipede-like legs, or can take the shape of giant, snail-like organisms, bristling with bio-weapons.

Typhometi weapons are fiendish and deadly. Many of the Biomodus house these weapons as part of their body without thought. Warriors of the Court of Flesh have been known to contain a hive of parasitic, burrowing grubs within them, whereas the Court of Stone can likewise house whole hives of insects within their bodies. Even the bark-like skin of a plant Biomodus can turn bullets, deflect blows and absorb energy with little effort. Guns and ranged weapons are common, and because ARM fluid is an organic mixture at its base, it can be used to power Typhometi weapons, much to the surprise of many outsiders. Rather than propel slugs or lasers, these guns often project viscus, caustic fluid, or utilize sound waves in screeching, terrifying ways.

While not much else is known about the Typhometi Biomodus, it is known that they are incredibly resilient, capable of regeneration at a level beyond the normal bounds of the Biomodus outside of Avalaas. Many encountered will follow the teachings of the Cathedral of Flesh, rejecting the use of computers and machinery, spreading war and pain to those who would do harm to their people, and seeing only superiority in their mastery of flesh.



Thankfully, it is rare to see Typhometi further afield than Avalaas. They are nearly never seen in the Americas, and only rarely do they make their way into what was Asia or the Far East. Some Typhometi Biomodus are traveling missionaries, however, and make the journey to see far-off lands, to take in what information they can and then eventually come back to the Avalaa Theocracy and report their findings. These Typhometi are the most commonly found individuals in The Wastes, and although may share some of their people's fervor, they tend to err on the side of caution and observe traditions, rather than outright confront them.

THE NARAAKI

Naraako is the Land of the Sunless Sky, a vast Arcology that was built swiftly by the former nation of Japan, back when the world had abandoned it. Naraako is built on top of the Island of Hokkaido, and although the rest of Japan is still firmly the territory of the Naraaki, the actual Arcology itself is the only place that can be considered theirs without any kind of conflict.

When the Japanese government closed its borders and brought all of its people together inside the Arcology, it was a decision that was both criticized and lauded. Japan – at least at the time – was expecting a large scale assault from the Greater Asia Collective State (GACS) and had burrowed in, waiting for the inevitable invasion. Because of its early access to nanoforge technology, the Arcology itself had been created well before the rest of the world could understand how it was so capable of such wide-scale construction.

It was completed only shortly before the Great Conversion of Mankind. When the Conversion happened, not even the walls of the great arcology could suppress the power of the Engineer's nanite weapon. The population who had huddled in the Hokkaido Arcology were forcibly converted like the rest of humanity, only the conversion was universally seen as an attack from the forces outside of their home. When the survivors came back to rebuild, there was one driving force that unified them all;

The outside had done this to them.

From that point on, the nation of Japan was no more. The remaining people inside the Arcology became known as the Naraaki, and the arcology of Naraako was born. Due to the contained and sheltered nature of the people there, the preservation of history was much higher than the outside world. A lack of tradition and forced westernization was blamed for Japan's weakness, and the new rulership was committed to making their new nation a force to be reckoned with.

The earliest known leader of the Naraaki still remains in power today. She was supposedly the first Naraaki Biomodus, known then by another name, but now bears the title of The Divine Malhonna. This self-declared empress was powerful and supported enough to maintain this position since she took it and has been deified because of it. She was a student of history, and as she gained more power, she returned Naraako to a very old structure, promoting competition, tradition, and loyalty to the people, the land and, most importantly, to her.

The Naraaki followed this path, and while conflict between the varying power-players was inevitable, the results of such a return to a feudal state paid off. The Naraaki warred among themselves but were kept in check by the politics and shared loyalty to the Empress. Clans developed, warred, were absorbed and split throughout hundreds of years. Each clan is headed up by a chosen Biomodus, a Warlord in their own right, and they lead their own ruling class of Biomodus.

Much like the class system of ancient Japan, the breeding of a person can determine their position. At the very top of the pyramid of power, the Divine Malhonna rules, with the Imperial family of her concubines, children, and husbands set aloft from the rest of the Naraaki. Below that, the Clan Leaders act as modern Daimyo, each of them representing their clan as a whole, as well as the Biomodus and Munsu under their service and protection.

Below them, the Biomodus are the ruling class of the everyday folk. When a Munsu becomes a Biomodus, they are almost immediately taken into one of the clans (usually the one that rules over the section of the Arcology they were born in), and then trained to become a vassal of a house with the intent of adopting them into the Clan. Becoming a Biomodus is a dream to the common Munsu, and given the level of social desire to become one as well as the conflicted nature of the clans, the Biomodus are more numerous per capita in Naraako over any other place in the world, although they still remain rare.

In this sense, the Biomodus are like the Samurai of old. They are generally loyal to the Divine Malhonna, their Clan Warlord, and their families in that order. Anything below them is treated as either their wards or annoyances, depending on their upbringing. Some Biomodus remember their roots well, and although the idea of being part of the common folk is ritualistically beaten out of them when going through the adoption process, some cannot help but become heroes of the people. Others can become murderous tyrants, capable of slaughtering those beneath them at little to no consequence.

Below the Biomodus are the Munsu. These civilians are not expected to engage in warfare or arms training unless they are particular favorites of the Biomodus in charge of their care. Munsu, as a whole, are considered second-class citizens. A Naraaki Biomodus can execute a Munsu for little more than a passing reason, but an assault on a Biomodus by a Munsu is considered treason of the highest order. Many live in servitude or fear of their Biomodus masters, but others live a peaceful life, knowing that regardless of who their masters are, they will be protected in times of war.



Naraaki Munki and Biomodus alike are very artistic people with a long history of creation and engineering. As a result, clothing is usually of the finest grade. Even Munki workers dress in rugged, fashionable work clothing, the quality of their make only possible with the mastery of a nanoforge. Biomodus alike are adorned in highly decorated armor, and higher-ranking members often have their modifications filigreed with precious metals and are hand painted to show the level of mastery in their creation. Often, uniform colors and mon are shared within the clan to show their affiliation, and this is commonly displayed on armor, clothing, and banners with great pride.

NARAAKI BIOMODUS

Even though the station of Biomodus is well sought after in Naraaki society, the life of one of these chosen warriors can be brutal. When they are not training to fight, they are used as Magistrates, duelists, enforcers, police, and soldiers. Clans commonly can get into fights, and while some issues can be resolved with a one-on-one duel, other conflicts are more broad-reaching and can result in many casualties. This, in turn, can lead to a weakness that is exploited by yet another clan, so politics and diplomacy are just as prevalent in Modern Naraaki culture as it was in ancient Japan. On top of all the internal bickering, there is a constant conflict on the rest of the Japanese Islands. While Naraako is practically

impervious and guarded by fifty-foot high Biomodus, the rest of the country has invaders, monsters and even cases of Daalum outbreak. These threats must be dealt with, and so the Naraaki are regularly dispatched outside of Naraako to deal with these problems. Occasionally, war parties are sent to the shores of what was China and Korea to take the measure of the rest of the world and assess possible threats.

There is another way for the Naraaki to see the world, however.

While the punishment for Naraaki Munki is most commonly death, the Biomodus are not so easily dispatched, and the Divine Malhonna has ruled that no Naraaki that has betrayed their land or their people shall know release under the Sunless Sky. Exile is then the most usual form of punishment to a Naraaki Biomodus, although it has been known for higher-ranking Munki to be treated with such a punishment too. Ejected from the Arcology with only a single weapon and no supplies, the exile must find its own way throughout The Wastes, sentenced to die with the monsters.

Many exiles simply choose to become Yaazaki. These renegade Naraaki will seek out any challenge, any test, or any job and throw themselves at it whole-heartedly. It is a conflicted life, as to allow something to kill them would be cowardly in the eyes of the Naraaki and their pride will not simply let them roll over. Suicide is perhaps one of the biggest opposing principals of the Naraaki over the ancient traditions of Japan – it is an exit taken only by cowards in Naraaki eyes. So these exiles take nigh-impossible tasks and apply themselves to them as best as they can. The problem is that given their training and skill, such tasks are beaten where many others will fail, only leaving them with a sense of distance and disappointment – an attitude not understood by the people simply living to survive in The Wastes.

In rarer cases, some Naraaki find a new calling, either as a member of an Enclave or Village, setting themselves as a protector of the people, or perhaps with a group of other, non-Naraaki Biomodus as a hunter. Their skills and mastery of the blade often make them desirable warriors and hunters, but many simply can not bring themselves to work with an outsider.

The shame is just too great.

LEXICON

So there are a lot of terms that may come up in this book, so here is a list of the more common ones and what they mean. This is not an exam or a test of your memory, but more as a reference for you to look at in preparation.

ARRAY

The name given to a group of Biomodus (and even Muns) who form a unit of meshed Bioforges, based on trust, need and situational desperation. An Array can improve over time, giving all of its members some benefits. Losing a member of an Array can be decimating to a team, however.

ARM

The abbreviation for Adaptive Reprocessed Munition. ARM is an organic, one-size-fits-all ammunition that powers most modern weaponry. Most ARM is purchased in pellet form, and when inserted in a weapon, it is formed into the kind of ammunition the weapon requires.

BIOFORCE

The Bioforge is both the centerpiece of Project Biomodus as a concept, as well as the synthetic organ which grants the descendants of humanity – the character you play – their immortality and powers. Initially, an artificial system implanted into the hearts of the rich and powerful, Bioforges became a partially organic, semi-natural organ in their children, causing ancient humans to become a whole different species. In the world, as it is today, these descendants are all that remains of humanity. People as they are known in the 21st century no longer exist.

BIOMODUS

This is the formal name for your character's breed of Transhuman. Although the rest of humanity can be classified as Homo biomodi (see pg. 37), Biomodus are one step above even them. The most considerable difference is how a Biomodus treats its body like replaceable equipment. All the Biomodus character needs to survive is their Core.

CASE

The Case is the name for the shell inhabited by a Biomodus character. Although it can be as organic or synthetic as any other member of the species, Biomodus are not bound to just one body. This modular, interchangeable physical form is called the Case. Cases come in several varieties and sizes, each of them providing different stats and benefits, as well as limitations. Cases can also dictate which Modifications a Biomodus are attuned to and lend an edge to their general appearance.

CHIMERIC (CASE TYPE)

Usually animalistic, fluid and wicked, Chimeric Cases are quick, capable and often the product of harsh environments where mobility and pure brutality matter more than being able to bunker down and strike from afar.

CODEXI

The Codexi are Biomodus who specialize in Configurations (see below). These rare individuals are often more bookish than their other Biomodus companions and are sought out by hunting parties to learn new Configurations, assist in investigations and raids, as well as bring some remarkable firepower to a fight if the situation arises and the Codexi are so inclined. Due to the nature of Configurations, Codexi is nearly always Biomodus. There are some talented and spiritual Muns or Maalkari (discussed later) who may know one or two Configurations, but for the most part, they are limited witch-doctors or hedge magicians in comparison to the destructive force of a Biomodus Codexi.

CONFIGURATIONS

One of the more extraordinary abilities of the Biomodus is to control the nanomachines produced by their Bioforge. This can take the form of magic-like abilities to change themselves and the things around them - to more direct effects, such as causing flames to erupt out of the air or to break down the processes within a target; to lock up their legs or reduce their sight. To an unmodified human of the present day, these powers may seem more like magic than science.

CONSUMABLE HEALTH

When injured, Biomodus can slowly regenerate over a period of days, but when killing enemies or hunting prey, the Biomodus can harvest fresh nanite gel and use it to quickly repair their Cases. Consumable Health degrades quickly and can only be stored in a Nanite Preservation Unit (listed under a character's equipment) used by MedTeks (see below).

CORE

A combination of the Brain and Bioforge in a self-contained organ, this highly protected unit sits in a Biomodus' Case and powers Configurations, as well as the central processing plant for all of the other functions that the Biomodus needs to maintain itself. This includes redundant neurological systems, the creation of the thick nanite gel that flows through a Biomodus' body, as well as data and pattern storage. As long as a Core remains intact, it can live outside of a Case for weeks, even months if in a state of hibernation. The process in which a Bioforge encapsulates the brain and turns the body of the Biomodus into its first Case marks the end of a Munsu and the Beginning of a Biomodus.

FORGE SKILLS

A Forge Skill is a unique ability granted by your character's background, a Modification they may have installed or even the type of Case they have currently equipped. While this is a skill that your player may activate as part of their action, it is thematically represented by your character's Bioforge going that little bit further to instinctually help out. Some Forge Skills can be consciously activated by a character, but in some cases, the Bioforge will enable one without the knowledge of the Biomodus. Forge Skills are covered in more detail in their own section later in this book (see pg. 111).

HOMINID (CASE TYPE)

The typical arrangement of arms, legs, and a head is the most familiar to modern Homo biomodi. As most Munsu are born into a transhuman, hominid form (with some exceptions), this Case type is often the first kind of body a newly-evolved Biomodus finds themselves in. Hominid Cases are balanced, hardy and capable of withstanding most difficulties they come across.

HOMO BIOMODI

The official genus of humanity in the world of Project Biomodus. Homo sapiens were being quickly bred out after the discovery that medical nanites factories were occurring naturally in human offspring. After years of conflict and tension between Homo biomodi and their progenitors, a Biomodus called The Engineer (see pg. 16) released a terrible nanite weapon. Called a plague on the world, (or blessing, depending on how you view it), not only uplifting the remainders of humanity to the level of Homo biomodi, but inadvertently destroying the ecosystem by gifting every living thing with a Bioforge. That which did not survive the process became food and resources for those who did.

MAALKARI

A name for several cultural groups of Munsu (see pg. 18) who do not follow the rules imposed by any institution. These tribal, malicious hunters are often the product of fierce in-fighting, anarchistic power-struggles and survival instincts are driven by decades of hunting – and being hunted by – some of the more dangerous creatures of The Wastes. Maalkari are often piecemeal in appearance, having suffered harsh conditions, sparse resources and – in some cases – cannibalistic practices.

MEDTEK

Some Munsu and Biomodus still dedicate themselves to the healing arts. Part medic and part engineer, the MedTek is capable of both healing flesh, repairing equipment and merging the two together should the situation require it. Most Munsu MedTeks find Biomodus easy to work on, as well as excellent sources for parts and Nanite Gel, allowing them to perform their repairs on their fellow tribesman. Most Biomodus know of a good MedTek to supply equipment to, and in return, a trusted MedTek will help them transfer bodies, fix up hunting equipment and provide occasional hunting work.

MODIFICATIONS

Built into the Case and capable of a variety of tasks, Modifications are the bread and butter of how a Biomodus interacts with their given situation. Ranging from installed weapons built into arms to sensor suites, levitation drives, and quadruped bodies, Modifications make each Biomodus unique – both in capability and physical form.

THE ENGINEER

Exalted by some and vilified by others, no one knows who The Engineer was, and since they were a Biomodus, their supposed gender is inconsequential. What is known is that this individual created and released the Nanite uplifting/plague that turned the world into the ruin it is today. In The Wastes, the Engineer is often viewed as some kind of visionary or war criminal. Cults occasionally rise and fall, promising the return of The Engineer, but most simply consider the legend of one of the first Biomodus to be a cautionary warning about overstepping their bounds.

THE GREAT TRADE HOUSES

Those of the artificially augmented humans to survive the great imposed changes and the horrors after that tried to begin the process of rebuilding humanity after the World started to adapt. In towers of steel, these humans took disciples, and from it, a massive Trade Cult came into being. As the founding members could not sustain their failing, artificial Bioforges, loyal Munsis, as well as some enterprising Biomodus, took the reins. Within a century, The Great Trade Houses had established a structure and foothold on every major continent, backed by resources, soldiers and the desperation driving the remaining survivors. The Great Trade Houses are split into several subsections:

The House of Conversion – Being the most numerous, these House Members reside in industrial buildings with material conversion machines and heavy guard. Most hunters and scavengers come to these places to bring their latest kills and have them broken down into more manageable TD\$ pellets or used in trade for repairs and parts. The House of Conversion is a one-part bank, two-parts industrial repurposing machines, and three-parts pawn shop.

The House of Ledgers – One of the rarer houses, these administrative offices keep records of trades and materials, provide contracts and issue jobs to hunters, groups, and Biomodus as required. They also keep a close eye out for rogue traders and dishonest members of the Great Trade Houses to report.

The House of Logistics – Mostly made up of pilots, guards, and mechanics, these members of the Trade Cult dedicate their life to roadway transit. It is by far the most dangerous job of all the Houses, and they carry the equipment to show for it. No one robs a caravan of the House of Logistics, as the weapons, guards and – in some cases – power armored Security forces are more than enough to deter the most brazen of Maalkari Raiders.

The House of Audit – the least populated, least known and most prestigious of the Great Trade Houses. The Auditors receive reports of fraudulent trading, inside betrayal, and other events that can upset and undermine the authority of the institution. When a report is received, the House of Audit is dispatched to investigate, and if necessary, ‘correct’ the problem. This correction usually involves a heavily armored Auditor turning up, kicking in a few doors and displaying the mutilated corpses of the Munsis family of hunters inside on the streets as a warning. Sometimes, they do not even need to be guilty of a ‘crime.’

THE WASTES

The name of any non-populated or non-civilized area of land in the World of Project Biomodus. This could be hundreds of miles of dirt and sand or the ruined husks of a synthesized concrete jungle. Civilization is where the people are, anything else is a dried up, monster-infested, death trap.

THE YEAR OF TRIALS

Otherwise only known as The Trial, this period of development happens to every Munsi. At some point in their teen years, the Bioforge has a period of adjustment and growth where it thinks that the body of a developing teen is changing too inefficiently. During this time, if any damage beyond a scratch or blemish occurs to a young Munsi, the Bioforge will painfully devour the limb, organ or other injured part and prepare the area until a more suitable replacement can be found. Quite often, Munsis will have a line along their mouths to their ears where the Bioforge ejects all of their teeth and then detaches and consumes the lower jaw. A replacement is easily constructed, but it is a common occurrence for any Munsi who happens to lose a tooth during their Year of Trials.

Broken arms will wither and fall off, leaving perfect prosthetic connectors. Organs will fail and leave a child sickly until they can consume enough material for the Bioforge to generate a suitable replacement. This period of time is perilous for a Munsí, and most tribes protect their teens from injury for a period of a year or so. Maalkari tribes use this time to test their young to see if they will adapt and survive. Some will only force organ and limb replacement by damaging the child themselves or send them out for a year in exile. Those that come back are usually so warped and maddened by pain and change that they are perfect to lead war bands of Maalkari.

TYPHOMETI

After the British Isles was placed into quarantine and bombed into a new Dark Age, the remnants of the Nanite weapon remained, reducing all electronic equipment inert. Not much is known about Typhometi life inside the Isles, but when the coastal defense net failed, and the first of their Homo biomodi landed on the shores of Europe, it was clear that their uplifting had been drastically different from the rest of the world. Typhometi do not have electronic components in their adapted bodies, in fact, their Bioforges reject them. As a result, they are expert flesh crafters, using bone instead of metal and organic, caustic weapons. This results in a terrifyingly alien appearance to their Biomodus, who use grown, Biological variations on their Modifications instead of engineered, mechanical components.

MUNSI

The overarching name for humanity as it resides in the world of Project Biomodus. Muns or Munsí are the members of Homo biomodi who scrape together a living in a world gone insane and vindictive; immortal and yet fearful of what unexplained death may fall from the sky, or of what starving horror will try to eat their limited Bioforges from their very bodies. Although strong, exceptionally long-lived and capable of much from a very early age, Munsí are not near the level of strength and adaptability of the Biomodus. Although Maalkari are still technically Munsí, they do not see themselves as such, and often the two consider each other separate species on judgment alone.

A NOTE ON DISTANCE MEASUREMENTS

Project Biomodus uses the terms 'yards' and 'feet' to determine distances. Although most of the world uses the Metric Scale for measuring distance, the Imperial Scale is utilized in this book for ease of use.

This is because one of these actions is a clear division (or multiplication) of the other.

A foot (the singular term for feet) equals 12 inches. A yard equals three feet.

This means that if you want to know the basic measure of distance in both forms, you can either divide the distance in feet by three to get the distance in yards or multiply the distance in yards by three if you want to do a simple conversion to feet. The most common usage of this is movement:

A ground-based, horizontal movement is a character's Adjusted Move Rating in yards.

A vertical jumping action is equal to the character's Adjusted Move Rating in feet.

This means that if you want to use simplistic terms, a character can run three times the distance of their jump. If a Biomodus character has an Adjusted Move value of 10, that means that in one movement action, they can jump 10 feet (or a little over 3 yards) or run 10 yards – equaling 30 feet.

It is important to know how distance is measured, as some actions are measured in both feet and yards. If a target has jumped and landed 30 feet away and a character's gun has a range of 10 yards, the target is just at the far end of the weapons range. Had they jumped 35 feet away, they would be outside of the attacks range, and the shooter would need to close the remaining 5 feet of distance.

NARAAKI

The Naraaki are a breed of transhuman that hails from the Island Arcology of Naraaku. Where it was once previously known as the Japanese Island of Hokkaido, Naraaku developed in a contained bubble, with a cultural and societal hierarchy closer to the old days of feudal Japan than the rest of the world. Other than some basic information, not much is known about the Naraaki, other than the few who leave the Island to wander The Wastes. Outsiders are not welcome in the Arcology itself, and those who try are usually never seen or heard from again.

OCULARI

It was not only the living who had to adapt. Artificial Intelligence – the chosen children of pre-Bioforge humanity – became just as hated and hunted by humanity when they realized an A.I. had a hand in the devastation wrought by The Engineer (see pg. 16). Seen as either the saboteur of the Engineer's final gift to humanity or as a willing vector of a terrorist act, the A.I. was accused of the destruction by both theories. Fleeing into systems all around the globe, the combined collection of escaped A.I. huddled in fear until that fear turned into anger, regret and ultimately revenge. After spending decades manufacturing whole armies of drones, the combined A.I. society – the Oculari – are marching on the world in an endless tide of metal, removing the biological descendants of humanity from their path as they encounter them.

P/E (DAMAGE TYPES)

Abbreviations for Physical and Energy Damage respectively, this is often a measure of what kind of damage is done and is listed alongside damage values of weapons. Physical Damage is most often based on impact, cutting, slicing, and abrasion. Energy Damage can take the form of lasers, microwaves, fire, sound and even cold. It should be noted that weapons also have Lethal and Non-lethal damage.

SCRATCH DAMAGE

Scratch damage is another way of saying Non-Lethal Damage. It represents fatigue, surface injuries and other forms of damage that may cause extended periods of combat to become more involved but heals very quickly – especially in the case of a Biomodus. Scratch damage and its effects are covered by the Combat and the Health, Healing, and Death sections of this book (see pg. 162).

SENTINEL (CASE TYPE)

The rarest type of Biomodus, the Sentinel does not feel relatable to humanity for a number of reasons, but mostly because they are often simplistic in design and more akin to sensory and Configuration specialties. They embrace the idea of the efficient machine and as such, are often mistrusted for their apparent kinship of ideas with the Oculari.

TD\$ (“TEDS”)

The monetary abbreviation of the conceptual currency, Traders Due. Although Traders Due is considered the exchange of the modern day, the physical form in which it can take is very different. You can find a large amount of TD\$ in a rare mechanical or technological component. You could determine a lesser amount in half a ton of ruined scrap metal. TD\$ is a measure of how useful materials are for the general purposes of construction, rebuilding or reforming. This may vary in some places, but in all built-up areas, there is always a House of Conversion (detailed below) who sets the worth of TD\$ to bring it in line with other sectors and adjust them based on rarity. TD\$ can be made into pellets of raw material to be used in measured trade, but this is only done at the House of Conversion (see pg. 16).

The slang pronunciation for TD\$ is “Teds.” In the same way that an old US Dollar is called a “Buck” or a Great British Pound is referred to as a “Quid” or “Bob” in some places today, “Teds” is an entirely proper slang term in the world of Project Biomodus.

CHARACTER CREATION



MEETING SEVIS AND MAAUL

When I first met Sevis and Maaul, we were sworn enemies.

It was not because of anything between us in the past, it was merely because they were Maalkari and I had come from a tribe of Munsis. The stories of raids and murder rang clearly in my ears. I first saw them through the sights of my scope, laying in wait for a traveling convoy. I had spotted them from my perch outside of the ravine, some years after my hunting grounds had expanded to just outside the radius of my village. Of course, I knew that Maalkari resided out here, but these two were different.

Like me, they were Biomodus, and that gave me pause before engaging them.

Sevis, the elder of the two, stood a little taller than me, but his Case was thinner, obviously well-refined and designed for mobility. He wore some strange equipment that I didn't recognize, and had an air of confidence and control about him, even though his pair of glowing yellow eyes spoke volumes of his Maalkari heritage.

Maaul was the one I was most cautious of. The younger brother – even then – stood a full ten feet in height, had a long, serrated, serpentine body, and was armed with the most significant ax-like weapon I had ever seen. On top of that, Maaul was armored up like an old-world tank. Both brothers had an additional set of arms. In Sevis' case, they cradled a hefty shotgun, whereas Maaul used his extra limbs to get a better swing on his horrifically great weapons.

From what I could see, neither of them had the same range I did and were prepared for a close-range encounter. Considering that, I kept my distance and had the Maalkari sighted up the whole time.

For a couple days I would sit there observing them, and perhaps a couple of times, Sevis would look in my direction. I could not be sure if he had spotted me or not, but I got an odd prickle on my skin just before he would look. I had heard of the strange abilities of the Biomodus, of course, so I would shift position and watch them again.

A few days later, a Caravan had started towards the broken overpass between two sand-buried ruins. It was a typical route for traders to go down, but I had yet to have seen Maalkari come this far to raid them. I watched the transport for a moment, then returned my sight back to the waiting Maalkari, only to discover that they had already started moving down. It was slow – casual even – as the two placed themselves in front of the path of the transport and it came to a halt.

I could not hear what was going on, but the motions were simple enough. Sevis made a gesture to exit the transport, and Maaul slapped that colossal ax in his hand down on his palm to highlight the dangers of disobedience. Immediately, I pushed the butt of my rifle into my shoulder and drew a bead on the back of Sevis' head. Still, I was curious as to what these crazed Wastelanders would do, especially since they had shown much patience this far.

Some Enclave-born Munsis trader stepped off of the transport, arms open in part-greeting, part to show he was not armed. There was a discussion, some aggressive posturing, and then something the trader said, set off the smaller of the two brothers. Sevis reached forward and grabbed the man, shouting something, and before I knew it, my finger was pulling back on the trigger.

I knew at this range and proximity to a civilian, trying to take out Sevis was perhaps out of my comfort zone. I did not wish to shoot the trader after all, and these were the first Biomodus I had ever encountered. The shot sailed intentionally wide, ricocheting off of the side of the truck and leaving a large, molten patch on the metal from the impact. The trail of superheated air and vapor was a good enough warning to the two brothers that I was a good enough shot to pass around between the two of them, and slowly, the pair of them turned to face me, Sevis releasing the trader.

I stood up, looking at them both defiantly over the kilometer of space separating us, knowing their eyes could make me out just as well as mine could. Reloading my rifle, it was a warning that I was prepared to take another shot. Of course, I was unsure

that I could take down Maaul before he reached me, but Sevis would at least leave his pound of flesh at the door.

There was some further discussion between the brothers and then to the trader. There was a warning pointed at him by the Maalkari, and then the two Biomodus Maalkari stepped aside. Sevis made a gesture at me with his fingers, as if to say;

"I'm watching you."

I smirked. My pride was filled as I realized I had halted a Maalkari raid and watching the trader move on, I picked up my gear and started heading down the road to meet them. Even as I waited by the side of the road, I could hear raised voices, but they quietened down when they drew near. I stood casually, rifle in front of me still, but not pointed to show that I was willing to talk.

"You were the one who made that shot?" the trader asked as he stepped out of the cab of his armored vehicle. It was then that I realized that the man had two guards in the back of the truck, armed with rifles and watching me like a hawk. It raised some questions, but I cautiously replied.

"Yes. Those Maalkari had been staking out your route for days. I was not prepared to let them steal from you." I spoke calmly, but firmly, still swimming in the feeling of victory, although it did not prevent me from noticing that he was looking over his shoulder down the road with a level of nervousness.

"Very good. I owe you my thanks," the trader replied, looking back at me, but there was a hint of coldness there in his voice.

"You must be Suulah."

I nodded in reply, but there was a distinct question in my eyes as to how he heard about me.

"Your village mentioned you, albeit under some containment. An exiled Biomodus hunter that watches the roads and keeps them safe, even though they gave you the boot, eh?" he asked, the nervousness disappearing into curiosity, even looking me up and down in an appraising way.

"It doesn't really matter who I am to them," I replied coldly, shifting the weight of my rifle subtly. It was a hint that I did not really wish to proceed down that line of questioning anymore, and it was one that he seemed to pick up on.

"Ah. I see," The trader added and reached slowly – deliberately letting me know he was not reaching for a weapon – into his bag, handing over three ARM Pellets. "I owe you for... saving us back there. I can assure you that we can look after ourselves though. We deal with a lot of these types in our travels." He stated flatly and nodded, before turning to head back to his transport.

When he got back behind the wheel and revved the powerful magnetic drive drain causing a thrumming beat of power to reverberate throughout the floor, and shake the sand around us. I stood back and gratefully pocked the ARM Pellets, but something seemed odd. I didn't push the matter, but something wasn't right here.

Nodding, he gave me a parting smile, all the time, the guards in the back of the truck keeping one eye on me, and another on the road ahead. It made sense that they would not care about talking to me, having come from one of the larger cities, but the interaction left me with a strange taste in my mouth. Moving back to my camp, I thought nothing of it.

About a month later, I returned to my watch post, only to see Sevis and Maaul standing in the same place. They had not shown their faces for the other transports along the way – I had been watching – but once again, there they stood. This time they seemed more cautious. That odd prickle of the skin came frequently, followed shortly by Maaul looking in my direction, this time. Sevis stood stoically scanning the passageway for the transport, and when it arrived, Maaul moved down, Sevis remaining where he was.

Once again, the transport came to a halt, and once again, the slender transport owner spoke to Maaul. It was odd that Sevis seemed to be taking an over-watch, but when things got heated again, I pulled the rifle into my shoulder and this time aimed up the larger of the two Maalkari. I doubted that the shot would do much to injure the colossal monster of a Biomodus, but it would sting, for sure.

I pulled the trigger. Well, I tried to.

There was a buzz of feedback in my ear, and my hands started to involuntarily let go of the weapon. When it clattered to the floor, I looked up to see the flickering image of Sevis waving at me, then pointing off to my right. I managed to turn my head jerkily in the direction, my eyes widening as I saw the real Sevis moving in my direction, shotgun in-hand and laughing to himself.

"What, you think we wouldn't have guessed you would try this again?" he asked me, and I responded with gritted teeth and a low growl.

Shaking his head, he squatted near me, and I could see in close detail the level of scarring and wear his Case had in comparison to mine. Armored plating was welded on in a ragged fashion, and trinkets and trophies were tied to his body. His mane of red hair only lent to the crazy expression on his faceplate, and those four arms gestured wildly and with flair.

"We heard they exiled another one of you lot. Rare for your people to stay here though." He said, pulling my father's hunting rifle over to him and picking it up to examine it. I wanted to shout out in protest, but I knew that he would only enjoy it, and I would not give the maniacal Maalkari the pleasure. So, I gritted my teeth and hoped he would consider the rifle worthless.

"So here is the deal, Munsii," he said after a moment of inspection. Tossing the rifle over his shoulder, I could hear it clattering away down the side of my metal and stone perch.

"You could have put a slug in my brain, and you didn't. Not to say it would have done much, but you didn't know that, did you? So, here I am, repaying the favor." He added as he returned to a standing position. He looked to the side to see that Maaul had finished taking what they had come for and returning an 'all clear' thumbs up, Sevis returned his gaze to me.

"I don't want to have to do this again. Go home or get lost. We got our own way of doing things, and if you push too far, you are going to regret messing with my brother and I." he added firmly, but the sense of youthful bravado was still there. He sounded about as old as I was.

"Who are you?" I demanded through gritted teeth, even as my body twitched in its disabled state. I could feel my arms coming back online, but my legs wanted to walk in opposite directions when I could briefly force them to move.

"I'm Sevis," he introduced himself with a small, dramatic bow. "And that is my younger brother, Maaul." He added, gesturing to the large Biomodus in the distance, carrying some kind of strongbox that was much larger than a person in size.

"And you are?"

"Go choke on a grenade," I replied, spitting at his feet, annoyed that the gob fell short.

"Awww... You sound just like my mother," Sevis said, his tone dripping with sarcasm and a laugh as he turned and started walking away. "You'll be able to move again in a few minutes, but word of the wise," he added as he disappeared out of sight, over the side of the ridge.

"Move on. None of them want you."

I shouted a string of curses at Sevis until I could finally move of my own accord, and scrambling down the ridge, I saw that my father's rifle was still there. A little crooked perhaps, but nothing I couldn't repair along the way. Still, it was an insult that drove my anger into the sky. I was incensed and infuriated that this arrogant, Maalkari bastard could be so flippant about how I was at his mercy. He was long gone by the time I could pick myself up, however.

Once again, I met the trading caravan down the road, but I was not nearly as pleasant in my greeting. The look of anger on my face must have been evident because this time the guards stood up from their seats in the back of the transport, and made it known they were armed, although making no move to point a gun directly at me.

The trader had dismounted already and was casually walking over to meet me, a sigh in his lungs and a look of anxiety on his face. He was used to dealing with Biomodus, for sure, but the power difference between us and a natural munsii would give anyone pause.

"What did they take?" I demanded as I approached, not giving him time to charm his way into a smart, verbal wiggle.

"Nothing much. A few cases of ARM, a canister of Nanite Gel. Nothing we can't spare." The trader replied, and then looked back at me. My look must have surprised him because he questioningly tilted his head.

"You are wondering why they didn't just take everything, right? Why they leave us alive? Why we keep letting it happen?"

He wasn't wrong. I nodded in response, and he smiled, rubbing his mechanical jaw. It was a standard replacement out here in The Wastes, but his was a very high-quality, custom-built prosthetic.

"We make sacrifices to keep the peace. Those Maalkari bastards wait for us, and in exchange for some trade good that they don't have to pay for, they let us be on our way. No hassle, no fuss. Sometimes we give them the slip, sometimes they take a few extra boxes. It's a taut game, for lack of a better word."

"A game? Why not just hire a hunting party to get rid of them?" I asked, annoyed and confused at the trader's compliance in handing over vital supplies to a wandering pair of Maalkari bullies, too lazy to hunt for their own supplies.

"Suulah," the trader said softly, but firmly, "I've been doing this a long time. When we escalate, they escalate. You kill one of them, they kill two of us, and it keeps on going. Right now, those two bastards take a small amount and keep the rest of their tribe off our backs." He said simply and pointedly.

"If you interfere, and one of them dies, then the blood of your village will be on your hands when the war band comes through to avenge their kin." He added, gesturing in the direction of the village. "It's just how things are out here."

Thoughts raced through my mind, and while I wanted to slap him for his cowardice, I knew that the world was punishing and cruel. The insult of Sevis and his Brother just toying with me made my forge run red-hot, but there was the question as to why, when I was at their mercy, they could have ended it... but chose not to.

Frowning, I looked back at the trader.

"I need some replacement parts for my rifle. Perhaps a few upgrades." I said in the tone of voice that brooked no argument, followed by the withdrawal of a handful of Teds. I had enough Trader's Due over the years and little to spend it on, but this seemed like as good a time as any to start hunting... harder prey.

"What do you have that can get through, say, four inches of composite plating?"

The trader paused for a moment and gave me a cautious look. "It'll do no good to kill them, Suulah. Trust me."

"Who said anything about killing them?" I asked back, looking at him with deathly seriousness.

"I just want to play a game."

And so the game began and lasted several years.

One time, I hid close by to the meeting point and blasted one of the large weapons in Maauls hands in half with an excellent bit of sniping. The next time, Maaul repaid me by leading a small pack of Muttletth to my camp while Sevis distracted me. By the time I had gotten back, most of my gear had been chewed up.

Sometimes I would be able to stop them taking their 'toll,' but most of the time, the two of them combined would result in either me getting nicked, losing a bunch of my gear, or ending in some kind of ridicule. The two brothers worked well together, but it was not long until I realized that they never tried to kill me, much like I avoided killing either of them. I assumed it was because they feared the reprisal of the village, or perhaps they were just too lazy to threaten the long-term benefits of their trading haul.

In the days between the scheduled transport runs, I would prepare. I imagined the two Maalkari would be doing the same thing. Imagine my surprise when one day in my camp, I look up to see Sevis standing there, looking at me from a distance, just waiting for me to spot him. The moment I did, I drew my gun up and aimed it, but he slowly raised a pair of his arms in surrender and gestured to the camp with his other pair, showing that he wanted to approach.

Had we not had our little back and forths until this moment, I probably would have shot him, but this was uncharacteristic of the smaller brother. So, lowering the weapon slightly, I tilted my head and gestured for him to approach. He did so, slowly and cautiously. When he was within decent earshot, he stopped and looked around my camp appraisingly.

"What do you want, Maalkari?" I asked, my tone not brokering any kind of willingness for pleasantries.

"It's Sevis."

"I know your name. What are you doing here?" I asked again, this time raising my rifle slightly with an audible clinking of my metallic fingers on the trigger guard.

Sevis rolled his glowing eyes and moved over to the side of the camp, taking a seat with an annoyed sigh.

"Maaul is having a hissy fit, and you looked like you needed some company." He said with a small shrug. "Besides, I wanted to tell you what we found out about your village."

I was flabbergasted. The very thought of a Maalkari coming to keep me company made me almost snort out loud at the sheer implausibility of it. I almost told him to sod off back to whatever hole he crawled out of, but talk of the village made me wary of sending him away, as well as curious as to what they could know that I did not.

"Let's say I believe you. Why would you come to me for company and to inform me of something you know I care about when you could easily find company in your own tribe, and you sure as hell didn't seem to have a problem screwing with me up until now."

"Yeah, well," Sevis said, slowly reaching into his pack, purposefully to show that he was not reaching for a weapon. "I can't say I would blame you, but it ain't time for the traders to come through and regardless of what you think, Maaul and I are... well, we are considered undesirables. Let's put it that way." He said, pulling out a Nanite Preservation unit from his back and rolling it across the ground towards me.

"To replace the one we shot the other day."

I stopped the rolling canister with my foot, and slowly picked it up while never taking my eyes off of the Maalkari. It was indeed what he stated, a full Nanite unit, similar in size to the one Sevis had put a hole in the last time we played our game.

"Why?" Was all I could ask.

"Because it ain't your fault your folks screwed you over." Sevis said simply. "And we don't want to be the ones responsible for you starving out here in this dump."

"No one screwed me over, Sevis. I killed my sister out here." I said, my anger overriding my short-lived surprise. "You have no idea how we live. Becoming a Biomodus is a curse, and my people were right to exile me for it."

"Yeah. I'm pretty sure you don't believe that any more than I do." Sevis said, looking with disappointment towards my village.

"Get out." I barked darkly, shouldering my rifle and taking aim at him.

He looked back at me, fearlessly, although there was some sense of caution there. He knew that if I would not shoot him with intent to kill during our 'meetings,' then I was unlikely to murder him on the spot now. Slowly, he stood, raising his hands to show that he was going to obey, but Sevis paused before he left.

"Your village is going to begin their own trading runs. Your helping them has made them pretty affluent over the years, and they are going to start branching out." He said and then gestured behind him with a tilt of his head.

"My people are going to find out, and when they do, they are going to want a slice of the action. The only reason they have not been raiding here is that your village is too small to care about. If they find out otherwise..." Sevis let the statement trail off with a shrug, knowing full well what would happen.

"Is that a threat?" I demanded, my voice accompanied by the charging of magnetic acceleration rails on my rifle.

"Not from Maaul and I, No." Sevis replied flatly and honestly. "But we don't really represent our clan. If they come out here, they'll be headed up by our warlord. Our... mother." Sevis added with a drawn out, exasperated sigh. "And if you want to really see what a Maalkari Biomodus can be like, then be sure, you don't want her to be the one."

I lowered my rifle slowly and looked at Sevis, trying to figure out what he was planning. All I could see and feel though was a genuine concern. He was not a killer. He was a Maalkari, but he was far from the horror stories told to me as a child.

"Why tell me, though?" I asked, lowering the tip of my rifle a touch.

"Because I know you don't want them to come to harm. If you choose to warn your people or not? That's up to you." Sevis said with a shrug and started walking away, apparently done with the conversation.

I almost asked him to come back. It was the most interaction with another person I had had in a long time. Frowning, I watched him walk away into the distance until he could not be seen again, and I was flooded with a sudden feeling of being alone. His words filled me with a fear that I could not ignore, though.

I would have to return to my village once more.

CHARACTER CREATION

Character generation in Project Biomodus consists of several steps. There are several components to a character that needs to be decided on, as well as their personality, their goals, and their motivations. This section focuses on the mechanical aspects of generating a character - at least as far as the system goes.

CHARACTER CREATION SUMMARY

Character creation follows a series of steps. To better illustrate the process, creating a new Biomodus has been broken down into several sections to allow for calculations and adjustments to happen in order.

It should be noted that you might wish to backtrack through these steps as you develop ideas of how you want your character to be, so this is nowhere close to being considered the 'exclusive' way to build your character. There is no limit to how much XP you can spend on any individual section. However, suggestions are made in brackets by each entry if you want a general guide on how to build a balanced Biomodus.

THE CONCEPT

Before you start, you should have a good idea of what kind of hunter you wish to create. Do you want a tribal sniper? Perhaps one who is capable of moving quickly between different points of cover? Alternatively, do you want to build a solid, impregnable tank who wades into combat with blades whirling?

Knowing which strengths your stats help develop is important, just as is knowing what weaknesses your character may have. When you build your character, their Core, Case and Skill ratings all add towards different strengths and weaknesses. Because of that, you should familiarize yourself with the calculations used in your Building (or Secondary) Statistics.

- **Melee Characters** will want to invest in the Force Statistic.
- **Ranged Characters** will want to invest in the Accuracy Statistic.
- **Fast characters** who want to use speed over soaking up damage will want to invest in the Base Move and Defense Statistics.

- **'Tank'-like** damage soakers who wish to weather through attacks and divert attention from the party may want to invest in the Defense and Threshold Statistics, both to increase how much damage they can take, as well as avoid it all together.

Action Points and Forge Points are both essential to all types of characters. Making sure your character has a decent score in Action Points means they can act more often, defend themselves and have many more options. Having a small AP pool or Action Point Regeneration can leave a character spending a lot of time catching their breath.

Building your character towards one aspect above all others is doubly dangerous. For one, many actions require a good balance. You may have all the Action Points you could ever need, but if your melee skill or your other attacks cannot hit anything, they are wasted actions. Secondly, having 'dump' stats can leave your character vulnerable in many ways.

If you have a limited amount of FP (because you do not plan to use Configurations), you also will be limiting your Forge Skills, and if your Bioforge ever takes a hit and leaks FP points, you will run out of nourishing gel quickly. In the world of Project Biomodus, such hits can be fatal and rapid. Be sure to protect yourself.

It is suggested that when creating a character from scratch at beginning levels, you try to maintain a balance between your statistics. The TAPM20 System rewards adaptability, planning, and skill when in combat and the dangers of building in any one direction - particularly in the beginning - can be a drastically fatal move.

BASIC STEPS

STARTING XP - Each character starts with 500XP to show their early advancement. Each part of the character (apart from your Case's base stats), is purchased with XP.

CHOOSE A BACKGROUND [ONLY ONE - OPTIONAL] - Everyone comes from somewhere, and that lifestyle helps shape your character for good or bad. Before stats are assigned, Biomodus have the option of picking one of either the Cultural or Professional backgrounds (not both). This selection does not change after character creation. It is not required for a Biomodus to take a background if they do not wish.

THE CORE [150XP] -The personality, ego, and mind behind your character. All characters want to spend a healthy portion of their XP on their Core, as it directly affects many secondary Statistics. For characters who are aiming to specialize in more skill-related builds, investing in your Gnosis and Awareness will help increase a majority of knowledge and perception-based checks.

Production and Adaptability are both incredibly important to all types of build (as they control a lot of different proficiencies), but none more so than a Codexi – or Configuration specialist. When it comes to Case Statistics, Power and Speed help a character grow in mobility and melee combat, whereas Integrity and Control are more defensive statistics. Control also helps gear towards Accuracy and Programming, so be wary of how you invest your points.

SKILLS [150XP] - The learned benefits of experience. Again, everyone can use Skills, however, if your character is chasing after a particular profession – such as a MedTek or Codexi – then you may wish to front-load this category with some additional points in your relevant Non-Combat skill set. Skills can be quite expensive at first, and they have a lasting effect on your combat ratings.

Combat Skills are fairly obvious in their use. Block and Evade both serve Melee and Ranged Defense respectively, whereas the Ranged, Gunnery and Melee skills help assist in using small arms (such as rifles, pistols, and thrown weapons). Large weapons and mounted guns (such as a Heavy Support Auto-gun or a Rocket Launcher), or a variety of different close-combat weapons (such as knives, swords, axes, or whatever else your character can swing with an arm), are all covered with these Skills.

Interface is one of those skills that might be overlooked, but it is an important statistic to keep in mind. Interface acts as both a Combat and Non-Combat skill (when dealing with machines and computer systems) and is both defensive and offensive when calculated into your Systems Statistic. Systems is used, not only to activate configurations but to defend against them too.

THE CASE [0XP OR 100XP IF COMBAT-FOCUSED] - The physical body that your character inhabits. Although the Case stats are part of the choice, and no XP is required, upping your Case is an expensive, yet lucrative benefit for players wishing to increase

their basic combat capability. This is more a general raise, rather than a particular focus, and most non-combat characters may choose to keep the XP for Modifications or Configurations as desired.

NOTE: It is important to bear in mind that when purchasing a +1 to your Case Statistics with XP, you are only doing it for that Case type (either Hominid, Chimeric or Sentinel.) If your character were to change Cases later on into a different kind, then they would lose that bonus until they either purchased the same increase for that Case type or returned to their original Case type.

Cases also have more than just Statistics to think of. Each type of Case has an inherent bonus to one Building Statistic, as well as a Forge Skill that can assist them in a variety of ways. Case weight can also affect things like how many Modifications Slots they begin with, but also their physical size, speed and ability to evade and perform deft actions.

CONFIGURATIONS [50-150XP DEPENDING ON CHARACTER FOCUS] - Ways your character can change the world around you using your Bio-forge. These ‘powers’ are useful but can be considered optional in most cases. Unless your character is a Codexi or some kind of generalist with a good Programming Statistic, this can be a slow-starting career for most Biomodus, as well as one of the more specialized.

There is something to be said about having just one or two low-tier Configurations in the beginning. While Configurations can cost vital Forge Points, their effects are generally beneficial or utterly devastating. Having that once, complementary trick up your sleeve can really turn the tide of a fight.

For example, a slow-moving Melee Warrior in a Heavy Case may find that their movement speed is costing them too much AP to be able to enter combat, or that they simply lack mobility when required. By purchasing the Launch Mechanism Configuration, these Heavy Biomodus may make a jump calculated on their Base Move (as opposed to their normal Move, which has been halved by their Case Size), and close the distance for a single Forge Point. They can only do it a handful of times in a day, but when it counts, it really can help deal with faster targets.

MODIFICATIONS [100-150XP] - The ways your character's Case can change and adapt to the environment. Modifications are going to be the biggest help – not to mention the most defining part – of your character's build and appearance. Buying an additional slot or two is always a benefit, as even though you may not learn much in the way of new Modifications, you can equip an already learned one in the open slot for no additional XP, but reap the rewards.

Modifications are going to be the most diverse of choices for your character and are chosen based on particular needs. Some Modifications cost a lot of XP to learn and mount in your Case, but also have many helpful functions. Improved (and even Advanced) Armor Modifications will help your character survive, whereas Improved Limbs and the Reload / Rearm Assist Modifications both decrease the Action Point cost of typical combat maneuvers.

Some other Modifications are more specialized, and so some careful review may be needed before settling on a final suite of features for your character's body. Please also bear in mind that your character has three 'free' slots, which can only be used to equip Modifications of the Free Category. Your character is already assumed to know all of these Modifications, so none need to be purchased with XP.

You should always have at least one Modification to assist with movement. Be it the standard Legs or Levitation Drive Modification, you need some way of being mobile. Without any mobility Modifications, your character is crawling on the ground.

SECONDARY STATISTICS – Otherwise known as Building Statistics, these are generated by combining scores granted during the Core and Case stage. No XP is required at this juncture, but they are vital to the ultimate strengths and weaknesses of your character. If you find any are sorely lacking at this point, it is suggested you revisit some of your Statistic purchases (or perhaps Case type and weight), and then recalculate them.

EQUIPMENT AND WEAPONS [ANY REMAINING XP] - The physical items available to your character. Since leftover XP can be converted into TD\$, this is a good way of making sure you don't lose out on your few remaining points. At character creation, Biomodus start out with 1000TD\$. This may seem like a lot, but it is unlikely that your character will afford much in the way of Heavy Armor or Weapon Mods when created in the standard way.

In the beginning part of their career as a Biomodus, the characters are usually just starting out. Mostly they will be from a Tribe or an Enclave of Munsis, recently converted but having some experience in the wastes – at least long enough to adapt to their new biology. They may have a hunting rifle that was used throughout the family, or perhaps an old suit of light armor looted from raiders. Spots of equipment and supplies are given to new Biomodus to help speed along their preparedness, but often they are used and poorly maintained.

Weapons and armor are going to take up the majority of your purchases during character creation. Most Biomodus will avoid primitive versions of either as they are unreliable and used in an emergency situation almost exclusively. It is advisable to take a few items of equipment, however. Nanowire Spools and Scouting Goggles can help with traps and navigation. Lures can assist in setting up ambushes on raiders and prey alike.

FINISHING TOUCHES - Spend any remaining XP (because if you do not, you lose it) and make sure all your Modifications and Skills are reflected in your Secondary Statistics. Should you wish to make any changes to lean your character in one way or another, then this would be the time. Removing a point in a high-numbered Core Statistic can help you buy another Modification Slot or vice versa.

This would also be the time to start calculating your final Attack Ratings for your different weapons. Having all of your attack statistics down can help you move combat encounters along quickly, rather than having to pre-calculate it each time. An attack with a Medium Melee Weapon may be drastically different from that of a Light Ranged Weapon. Knowing that value (along with how much total AP it can cost to make an attack) streamlines things significantly.

A NOTE ON BASE SCORES VS. ADJUSTED SCORES

When talking about modifiers, some benefits or penalties can apply to a Base Score or an Adjusted Score. For example, when something affects a Base Movement value, it is talking about the Base Move Secondary Statistic; something that is changed before any other modifiers are applied from Case weight or type.

Modifiers to the Adjusted Move value represent modifiers applied to the final value of your Movement score after things like Case weight, individual Modifications, and other changes affect. It is important to make sure that you are making changes to the right value as they can mean drastic differences in the end result.

For the most part, Modifications that have passive benefits will modify the base version of any kind of Score. Extra Legs will add to your Base Move Statistic first, and that total is then changed by Case weight (and some other factors) to come up with your Adjusted Score.

The Decay Configuration affects a both Melee and Ranged Defense Ratings, as opposed to the Defense Secondary Statistic. These temporary, active changes to statistics are often applied to the final result of Statistics (such as Adjusted Defense Ratings, Move Values and Attack Ratings), and last for a matter of turns.

CREATING THE BIOMODUS

STARTING XP

Throughout character creation, you have 500XP to spend on increasing stats, buying Modifications and Configurations as well as Skills. The costs for improving each Statistic can be found in the Character Creation Quick-Reference Tables, but it is wise to note that some Modifications and Configurations must meet certain requirements before they can be used by your character.

Each Biomodus begins with knowledge of all of the Modifications in the Free category, and three Free Modification slots to Equip them in. Additional Modification slots are granted by their choice in Case, (which you will select later), but new characters do not begin with any Configurations. If the character has any points left over after character creation is finalized, they are lost – as they represent Munsu life before the game's start.

Some Narrators may wish you to start a little stronger than regular players, or to show some level of experience and advancement from a back story. If that is the case, the Narrator can assign your starting XP, such as 400XP for a lower powered game or even up to 600XP if you are playing highly trained warriors. It is still advised to spend all granted points during character generation, regardless of the points given. Points not spent at this stage should be removed, much like building a character from scratch.



CORE

Use your starting XP to assign points between your Production, Adaptability, Gnosis and Awareness Stats. All stats start at one (1) point at no cost and cannot be raised above five (5) during character creation. Core Statistics costs are cumulative, and become increasingly expensive the higher they get. When looking at the chart for Core Statistics, the number in the top row is the Statistic Value. The second row contains the number of XP needed to increase a Core Statistic from the previous number to the number listed above it. The number in the third row is the total cost to increase a Core Statistic from one (1) to the number in the top row.

CORE STATISTICS (EACH)										
Rating	1	2	3	4	5	6	7	8	9	10
Individual XP Cost	Free	10	20	30	40	50	60	70	80	90
Total XP Cost	Free	10	30	60	100	150	210	280	360	450

SKILLS

As part of your learning process as a character, you have access to a set of Skills. These Skills are divided up into combat and non-combat Skills.

Combat Skills are as follows: Block, Evade, Interface, Gunnery, Melee, and Ranged. Non-Combat Skills are Athletics, Focus, Pilot, Repair, Social, and Stealth. All of your Skills start at Rating 0.

COMBAT SKILLS					
Rating	1	2	3	4	5
Individual XP Cost	15	10	20	30	40
Total XP Cost	15	25	45	75	115
NON-COMBAT SKILLS					
Rating	1	2	3	4	5
Individual XP Cost	15	5	10	15	20
Total XP Cost	15	20	30	45	65

CASE

Choose one of the following types of Case: Humanoid, Chimeric or Sentinel. Each Case also comes in a Light, Medium and Heavy variant. Your starting Case can be of any weight category, but if you wish to equip a significant amount of Modifications, you must choose a Case weight that can fit them. (See the Case section on pg. 75 for more details.)

Depending on your choice, this will alter the Case Statistics of Speed, Integrity, Power, and Control.

Each type of Case can equip Generic, Weapon or Case-Specific mods, (although there is an additional cost for installing Modifications outside of your currently equipped Case type.) On top of your Modification affinity, each type of Case has a unique Forge Skill that can benefit them. This is replaced by the Forge Skill of another Case Type when changing bodies into a new form.

CASE QUICK REFERENCE TABLE								
Case Type	Build	Speed	Integrity	Power	Control	Mod Slots	Movement Modifier	Benefits
Hominid	Light	4	2	2	4	2	x 2	+1 Adj. Melee & Ranged Defense
	Medium	3	3	3	3	4	x 1	
	Heavy	2	4	4	2	6	x 0.5	
Chimeric	Light	4	2	4	2	2	x 2	+1 APR
	Medium	3	2	4	3	4	x 1	
	Heavy	2	3	5	2	6	x 0.5	
Sentinel	Light	2	2	3	5	2	x 2	+1 FPR
	Medium	2	3	2	5	4	x 1	
	Heavy	1	3	3	5	6	x 0.5	

CASE AFFINITY

During character creation you may wish to give your Biomodus a stat boost, especially if they are specialized in a particular type of Case. This comes in the form of Case Affinity. By spending XP at an increasing rate, your Biomodus will gain a bonus to their Case Statistics for a particular Case type (Hominid, Chimeric or Sentinel). When using a case that matches this type, the Biomodus gains a bonus to all the Case Statistics for that type alone, depending on how much XP is invested.

When using another Case type, the Case Affinity bonus does not apply. For example, if Juula has a +2 Case Affinity bonus for a Chimeric Case and equips a Medium Chimeric Case, her stats will read Speed 5, Integrity 4, Power 6 and Control 5. If she later swaps out to a Medium Hominid Case, she will get the usual stats of Speed 3, Integrity 3, Power 3 and Control 3, unless she purchases Case Affinity for Hominid Cases. These bonuses are raised independently.

CASE AFFINITY (APPLIES TO SINGLE TYPE; HOMINID, CHIMERIC, OR SENTINEL)								
RATING	+1	+2	+3	+4	+5	+6	+7	+8
INDIVIDUAL XP COST	100	150	200	250	300	350	400	450
TOTAL XP COST	100	250	450	700	1000	1350	1750	2200

CONFIGURATIONS

Some Biomodus are skilled in changing the world around them using their Bioforge to 'reprogram' matter, generate energy or just consume the world around them. These programs are called Configurations. Generally, these Configurations take a lot of Bioforge energy to use, but the effects are drastic and often devastating. More information on Configurations can be found in their own chapter (see pg. 77).

Configurations can only be bought through XP, and the player must have a Systems Rating equal to the Configuration rating or 'Tier,' times five (Configuration Tier x 5). For example, a Biomodus wishing to use a Tier 2 Configuration must have at least a Systems Rating of 10.

It should be noted that Configurations have a cost to use them. Forge Points are the primary fuel for Configurations, and given their much slower rate of recovery (compared to Action Points), using a Configuration is a decision not taken lightly. Higher tiered and sustainable Configurations can also have an increased cost, meaning that keeping a healthy supply of Forge Points available is better than always running on empty.

Having several small (but helpful) Configurations instead of a couple of hard-hitting, but expensive and exhausting ones may be the difference between life and death.

CONFIGURATIONS	
Configuration Tier	XP Cost
Tier 1	25
Tier 2	50
Tier 3	75

BUILDING (AKA: SECONDARY) STATISTICS

By combining your Core and Case Statistics, you will come up with the following Secondary Statistics; Max AP (Action Points), AP Regen, Max FP (Forge Points), FP Regen, Health, Defense, Force, Accuracy, and Programming. These stats can be affected by the type of Case you choose. Lastly you will also determine your Combat Order and Base Move.

It is best to take another look at these stats after you have done one final pass on your character sheet, to make sure you have applied bonuses from Modifications, altered weight categories, and other equipment first. As most of your rolls will be based on these stats, it is important to make sure they are correct.

TRAIT	FORMULA	NOTES
Max AP	Production + Speed + Power	
AP Regen	Production + Integrity	Cannot Exceed Max AP
Max FP	Production + Adaptability + Gnosis	
FP Regen	Adaptability + Control	Cannot Exceed Max FP
Health Threshold	Production + Adaptability + Integrity	Total Health = Threshold x3
Defense	Awareness + Speed + Integrity	
Force	Adaptability + Integrity + Power	
Accuracy	Gnosis + Awareness + Control	
Programming	Adaptability + Gnosis + Control	
Base Move	Production + Speed + Power	Modified by Case Type
Combat Order	Gnosis + Awareness + Control	

MODIFICATIONS

Modifications are predefined reconfigurations of the character's Case. As the Biomodus changes, grows or cannibalizes its way through the world, it learns new ways to change its body. These 'mods' can be additional limbs, a tail, compartmentalized weapons, extra armor, voice modulators, sensory improvements, Malweave Camouflage and much more.

Modifications are purchased at character creation with XP and forego the usual costs needed to initially attach the Modification. After character generation, XP must still be used to buy the Modification, but there may also be other requirements, such as raw materials or an amount of time to install. These requirements must be met through either role-playing, purchasing or hunting and scavenging in The Wastes for parts.

Any Modifications you purchase are retained in the Bioforge's memory as Known Modifications, so even if you do not have enough available Modification Slots to equip them, you can re-add them again at a later time, should your character change to a heavier Case or buy additional Modification Slots with XP.

MODIFICATIONS	
Slot Cost to Equip	XP Cost
1	20
2	40
3	60
4	80
5	100
Additional Modification Slot	60

NOTE: Known Modifications does not equal Equipped Modifications. When you purchase a Modification with XP, your character permanently knows how to install that Modification. There is no limit to how many Modifications your Biomodus can learn through XP, and once purchased, they can be equipped multiple times without needing to buy the mod a second time. It is just counted twice against the total Modification Slots available.

Certain Modifications can cost more to install than others. When a character equips a Generic, Weapon or Modification from a category matching their currently equipped Case, the cost is standard. When installing a Modification from a Case type that is different from their currently equipped Case, it requires one more Slot. For example, the Flight Systems Modification would require 3 Modification Slots in a Chimeric Frame, but 4 Modification Slots in a Hominid one. This is covered in more detail in the Modifications section (see pg. 91).

As an example, Maal – a Hominid Case Biomodus - has one free Modification slot available but does not have enough XP to buy the Modification he wants just yet. Since he knows the 'Arms' Modification (costing 1 Modification slot, as it falls under the Generic Modifications category), he decides to add a second pair of the Arms Modification in the slot, allowing him to potentially wield and use another two weapons with his AP if he desired. It fills up the last slot and costs him no further XP. Should he wish to equip the Maw Modification, he would be unable to as it is a Chimeric Modification, and although only taking up one Modification Slot typically, it would take up two on him as it is not in the Case Category he is currently using.

EQUIPMENT AND WEAPONS

You have 1000TD\$ (Traders Due) to spend on Equipment, weapons, and armor. These items are detailed in the Equipment section (see pg. 178). You can get additional TD\$ from XP spent during Character creation. You also gain three (3) Equipment Module Slots for free, representing mounting points for armor, storage, or even a place to equip specific Equipment Kits for scavenging, movement or other utility-based items.

These Equipment Kits are considered 'installed' in your Case and cannot be dropped, lost or stolen without some very drastic intervention from an outside force. Thematically, this may be represented by a Metal detector built into the visual receptors of a character, highlighting metal traces in their vision, or a nanowire spool and grapnel integrated into the arm to fire out at buildings like an Old World Superhero.

All Cases have three (3) Equipment Module Slots, regardless of size or type, and when increased through XP, they apply to all Case types, weight categories, and origins. When changing Cases, the additional framework designs and space efficiencies are brought along with the Core.

You can also purchase equipment that is carried in more mundane ways, (such as a backpack or in combat webbing), but they run the risk of loss or destruction much like any other piece of equipment. These items are generally cheaper but are subject to the perils of The Wastes – of which there are many.

EQUIPMENT	
Type of Improvement	XP COST
Equipment Module Slot	50
Additional 100TD\$	5

REMAINING XP

If you have not spent all of your starting XP allotment, it will be lost. There are several low-cost uses for XP, such as Skills that can help fill out your character. Even if you only have a few low Skill levels, they only contribute to improving your character overall. You never know, having a point in Piloting could mean life or death in that wasteland chase scene.

Some additional TD\$ can also help a character in a pinch. Having some spare currency on hand is never a bad thing when people are desperate to survive, or perhaps some tracker needs their palms greased to talk about the best route to the local hunting grounds.

FINAL CALCULATIONS

When all of your XP is spent, you will have your weight category, Case Benefits, Attack and Defense Ratings and any other bonuses from Equipment or Modifications. It is wise to make notes of your total Attack Modifiers with your weapons, your Defense Ratings as well as your final AP, FP and Regen totals. There are places to do so on the character sheet, as having this information handy makes things like combat or high-intensity scenes move much more fluidly.

CULTURAL BACKGROUNDS

Everyone has to have come from somewhere. Regardless of when a character became a Biomodus, they would have been first born a normal Homo biomodi, either to a tribe, enclave, wandering pack of Maalkari or even in one of the more unknown cultures of the Naraaki or the Typhometi. They would most likely have a family of some description, although the cultural differences in upbringing can vastly change from culture to culture.

Biomodus characters have the option of choosing one Background. The choice can be taken from either the Cultural or Professional Background lists, but not both. This represents the people the Biomodus came from when they were still counted among the Munsu. This choice stays with the character after character creation is finalized, and does not change. Choosing a Backgrounds is an optional step, however. There are pros and cons to each background. Choose wisely, if at all!

When choosing to take a cultural background, the people and way of life around the Biomodus character has given them a lean towards a particular way of dealing with things. Perhaps their life was filled with work for the tribe as one of their hunting party, or maybe a border scout? For whatever reason, the ways and customs of your character's culture are ingrained in them, and their Bioforge has inherited a common way of adapting to that environment.

Homo biomodi are raised in environments that are often closed off to the passing by of outsiders. With travel being as dangerous as it is, they oftentimes do not have much interaction with other cultures or ways of life, outside of the trading caravans and the occasional raid by Maalkari. Outsiders are treated with suspicion, and often those cultures develop bias or a shared distrust of other traditional 'enemies' and risks to the greater whole.

These social and environmental penalties are known as Restrictions. Restrictions can give social penalties due to an unavoidable mistrust, or perhaps because the Biomodus is so used to one environment, they have trouble adapting to an entirely different setting. These act as a balance between the natural adaptiveness of the Bioforge and the natural comfort of their own little part of the world.

A NOTE ON DISCRIMINATION AND SOCIAL BIAS

Project Biomodus is a game of small communities who are constantly under attack by creatures, raiders, zealots and unstoppable waves of AI-controlled drones. Propaganda and the teaching of hatred of the enemy are commonplace in these warlike cultures, shown in both ancient histories or even perhaps the bleak, biomechanical future of Project Biomodus.

There is the ever-present problem of intolerance in the real world that is the cause of pain and torment for real human beings, perhaps even to yourself. TAPM Systems abhors such discrimination based on social preferences, and while we understand that such standpoints may be present in the world of Project Biomodus, they are never about gender, sexuality, or even the color of someone's skin. Biomodus by their very nature cease to have a 'gender' as they are – biologically at least – limited to a brain and a Bioforge, lodged in a Core. The Case can be aesthetically as diverse as they want, as aesthetics have no impact on the functionality of their modular body.

Homo biomodi discriminations are functionally relevant to the setting, and to not include them would be an unrealistic depiction of what we imagine this world would be like. If you or your gaming group are uncomfortable with the idea of having a culturally-embedded bias against another group within the game world, then we wholeheartedly encourage you to either ignore them or come up with an appropriate, alternate restriction that is more suitable for your gaming enjoyment.

MUNSI BACKGROUNDS

While Munsu is mostly a catch-all term for the different pockets of civilized transhumanity across the globe, this grouping usually refers to the most common types found in the various environments of The Wastes. Most of the groups share a cultural similarity (depending on their location), and these common factors are reflected in the two backgrounds representing their number.

ENCLAVE-BORN MUNSI

Enclave-born Munsu are the pockets of transhumanity that descend from those who survived the vast cityscapes of humanity's high point. Some of these colossal buildings survived with a level of structural stability and were able to house smaller communities at first before developing into self-contained, highly efficient population centers within their own right.

As a result, Enclave-based Munsu are used to tight spaces, cramped conditions and hunting in a world that is littered with hiding holes, undiscovered pitfalls, falling wreckage and some various other concerns that come with city-based life. Many know how to perform basic repairs to structures, flush out pests and invaders, as well as react quickly to impending danger.



This is reflected in Enclave Munsu who are removed from such environments. However, the result is often disorienting and imposing. Being focused on the immediate area leads to a sense of agoraphobia in some Munsu who happen to travel out into the endless sands of The Wastes. A lack of available materials and hunting game can cause survival to be difficult for those who are used to readily available shelter or a plethora of smaller animals to hunt while looking for sustenance.

Enclave-born Munsu feel most at home in the sprawling mass of the cities. Even underground bunkers and caves feel more comfortable to them than sleeping under an open sky. Since they have developed in the memory of the old world, many of the cultural norms have been passed down. They invest in clothing and other non-essential items to personalize things. They have some recovered technology, and since many have trade routes, there are more commerce-centered Munsu than hunters. When an Enclave forms a hunting party, they will often be well-equipped and highly trained, however. The dangers of the city are vast, and the hunters must be well prepared.

FORGE SKILL: ALWAYS AWARE

Restriction: Must Be Munsu - Penalty to Focus (-1) when outside of city environments.

TRIBAL-BORN MUNSI

Those Munsu who are born and live out in the open plains and sparse ruins of The Wastes are some of the hardest people around. Game and supplies are few and far between, so a much higher percentage of tribal Munsu become hunters and scouts when compared to their Enclave-dwelling kin. This connection to the open world around them (as well as a cultural history of being separated from the old world), leads to a much more shamanic and ritualized way of life.

Some tribes may even be considered uncivilized or savage in comparison to others, but there is a lot of similarities in the way they act. Tribal Munsu tend to wear much less in the way of clothing, as they are already immune to all but the most dangerous of environments, and clothing is not actually functional. Tribal Munsu are known to keep trophies from kills, and even use parts of the things they hunt to improve their weapons – or in the case of a Biomo-dus – themselves.

Tribal Munsis develop a need to find what they are looking for quickly and effectively. They are often trained in how to repair their transports and gear, gravitate towards ranged weapons as much of their prey can be engaged at a distance and often will use paint or permanent alterations to their bodies to identify which tribe they belong to. Relationships between tribes are usually polarized, as politics and diplomacy often take a back seat to group survival.

Two warring tribes will often hold grudges for years, sometimes over larger societal beliefs (such as whether the Biomodus are a blessing or a curse to the world), or they could be for reasons no one remembers anymore. However, when two tribes form a close relationship, the sense of community is astounding. Joint hunting parties, reinforcements when there is a raid, or even sanctuary in the wake of the Oculari or a wandering Huntsman, the tribe's value community and cooperation above all other things.

When Tribal Munsis travel to an unknown area, they often cannot contain their distrust of people they do not know. They stick close to their traveling companions (if they are reliable) and are often the most selfless allies a team could have. They are quick to form grudges, and regaining the favor of a Tribal Munsis after a betrayal is nigh impossible, short of some incredible display of repentance and regretfulness.

FORCE SKILL: SURVIVALIST

Restriction: Must Be Munsis - Penalty to Social (-1) when dealing with anyone not considered a close ally.

MAALKARI BACKGROUNDS

The Maalkari have a reputation for being savage, uncultured and uncivilized Raiders, murderers and tyrants – and with good reason. A majority of Maalkari are raised with the expectation of strength and power through dominance. Maalkari live their lives by raiding other communities, taking what they have earned, and ruling with an iron fist. They are cold, they are incredibly dangerous, and as a community, living in a Maalkari upbringing can result in a twisted, self-reliant perception of the world.

Although the Maalkari are almost globally reviled, there are some groups of Maalkari that – while socially believe in strength – do not share the penchant for murder or tyranny that the other tribes do.

A Biomodus character who comes from a Maalkari background will most likely come from one of these tribes.

More 'civilized' Maalkari will still stay away from hunting the creatures of The Wastes, but rather rely on raiding transports, or searching the long-lost strongholds of the now-extinct human race, acting more like grave-robbers than bandits. Many will stop short of arbitrary murder, preferring to hold hostages or leave transport guards alive after a raid (although they are often left with little to no gear, and have to free themselves before being forced to survive in the barren wastelands around them.)

Maalkari dress in ways similar to Tribal Munsis, with some notable differences. They eschew dressing up for appearances, but their trophies are often designed to cause fear and intimidate their prey. Skulls, spikes, a mishmash of raided parts and a variety of other ragged attachments lend a horrific, dangerous air to them. A high amount of Maalkari Biomodus prefer Chimeric Cases, not just for their penchant to engage in brutal combat, but because their animalistic appearances often add to the terrifying demeanor. Family and community hold little more than a position of 'more reliable allies' in Maalkari society as a whole. Reliance on one another is considered a source of weakness and the volatility surrounding their lifestyles reinforces such a claim.



MAALKARI RAIDER

Being a raider is not a necessarily an immoral choice in Maalkari society. Whereas many (some would argue most) Maalkari Raiders are bloodthirsty murderers, there are some who understand that there is also worth to be found in restraint. When traders die, they can no longer travel the roads in dangerous areas with more goods. When too many deaths happen in a territory, or a caravan is robbed every time it moves, then those roads become closed, or superior defenses are deployed to remove the area of danger.

Some raiders are more akin to the legends of Robin Hood – minus the moral high ground of giving the stolen goods back to the needy. There have been cases where these highwayman-like Maalkari will let a caravan proceed unhindered if the local community hands over enough supplies to not require robbing it. Even those large convoys that visit from far away will still rarely lose a guard unless they are particularly rowdy. Most will happily part with the goods if it means that they keep their lives, justifying it as a kind of road tax.

Of course, your Biomodus could have come from an ill-fated, murderous commune of the nightmarish Maalkari everyone fears, but for whatever reason, has left that life behind. The kind of raider stock your Biomodus hails from is up to you as a player, but there is always going to be the one thing they have in common – they know the taste of blood. They know how to hit something hard enough to give in, crumbling without resistance. That boiling need to overcome is always there, buried deep within the Core.

FORGE SKILL: BRUTALITY

Restriction: Must be Maalkari - Penalty to Social (-2) when dealing with Munsi

MAALKARI SCAVENGER

There are some Maalkari that eschew the hunt for man or beast altogether. These collections of more subtle, tactical Maalkari will often convene in the wake of a raid, or behind the advancing line of an Oculari purge. Some will even descend upon the ruins of a freshly unearthed find, slay the explorers who discovered it and taking the goods for themselves.

These Maalkari are akin to vultures and crows to many, but they would argue that even vultures and crows are capable of surviving with their wits. Maalkari scavengers know how to scour an area for goods. They can pull apart a looted area and find value in things most people would leave behind. While many other Maalkari types may see them as cowardly, a scavenger knows that weakness is still death. They will not hesitate to slit the throat of someone trying to move in on their finds, and unlike other Maalkari clans, those scavengers who form groups are very careful to protect one another.

Power plays and the like are still relevant to Maalkari scavenger tribes, but rather than murder their way to greatness, they will often resort to punishment and mutilation to make their points. Branding, public humiliation, and other social punishments are quick to remind a scavenger Maalkari of their place over outright execution.

FORGE SKILL: SEEING VALUE

Restriction: Must be Maalkari - Penalty to Social (-2) when dealing with Munsi

OTHER BACKGROUNDS

While Munsi and Maalkari are the most common types of Homo biomodi across the globe, there are a few pockets of civilization around the Earth where Homo biomodi developed in a 'bubble' of sorts, either because they had recused themselves away, or because of an event which happened before the uplifting of mankind.

Two such examples are the Naraaki and the Typhometi. Not much is known about either culture around the world, and if one is encountered in the wastes, it will most likely be as either an exile, a missionary, a diplomat or a traveler.

THE NARAAKI

The Naraaki hail from what was formerly known as Japan. Before the uplifting, the island nation turned the Island of Hokkaido into a giant arcology (a city completely surrounded by a constructed shell.) Even its high walls could not resist the uplifting of humanity, however, and within the contained safety, humans adapted to become Homo biomodi in seclusion, forming their own system of governance, similar to that of ancient Fueduel Japan. When they

had settled into their new world, they renamed their Island Arcology to Naraako – the Land of the Sunless Sky.

Naraaki Biomodus have a very Oni-like appearance, using imagery from their country's history to inspire their creative designs. Monstrous faces with long teeth, flowing manes of blood-red hair, even markings and highly decorative armor are all signs of how the Biomodus are the chosen people of Naraaku.

It is known that the Naraaki have a single, deified leader, referred to as The Divine Maalhonna. This formidable Biomodus is also known as the Iron Empress and The Ebon Mistress of the Sunless Sky. Although not much else is known about her outside of the walls of the secluded land, her name inspires fear, even in those Naraaki outside of her immediate reach.

THE TYPHOMETI

The Typhometi are a biological, purist breed of transhumans, unable to fuse their biology with technology. This was due to a nanite weapon that had infected what was the British Isles all the way up until the uplifting of mankind. When the dust had settled, the Homo biomodi who emerged from the fog-coated ghost land bore the terrible brunt of that weapon with them. While some consider the Typhometi almost nightmarish creatures of nothing but molded flesh, the Typhometi themselves have evolved into a two-party theocracy that hands over rulership every ten years. Taking on the name Avalaas, the land of the Typhometi remains one of the most alien and inhospitable areas of The Wastes to be.

Typhometi are purely biological in nature, and as such their Biomodus adhere to the same restriction. They cannot equip mechanical prosthetics or Modifications, so they grow and shape flesh and bone into additional limbs or organs capable of performing similar functions, although aesthetically they may be vastly different. Even their nanomachines are closer to a hive of microscopic insects than actual machines. Flesh is not the only form a Typhometi can mold though.

There is a smaller collection of more druidic Typhometi that resemble plant life rather than meat and bone. Bark armor, spore-launching weapons, even glowing, luminescent fungi embedded in the skin to help pattern it. These flesh-based and plant-based Typhometi are the fundamental basis of the

two-party Theocracy – with Typhometi of Flesh occupying an ardent, crusader-like zeal and the plant-like opposition who have a more druidic, growth-based attitude to rulership.

The Naraaki and the Typhometi are not covered in great detail in this book, mainly because they are both rare and incredibly introverted on a global scale. More information will come on both societies in a later publication, including their systems of governance and unique Modifications, Configurations and Equipment. For now, if you wish to play either one of these unique types of Biomodus, you can use one of these plausible backgrounds.



NARAAKI EXILE

It is rare for a Naraaki to be exiled, but when it happens, it is not because of a crime like murder, or perhaps even treason. It is a political ousting to those who would not do their country the dishonor of betraying it. They would never know a home, be looked upon as an outsider and defile their responsibilities by living out in The Wastes with the unworthy wretches who skitter in their tribes.

Exiles consider their punishment in a variety of ways. Some sink into a kind of depression, using the opportunity to free themselves from their societal responsibilities and fall into a life of combat, ever seeking out new enemies to challenge them. Some of them still remain loyal to their position as guardians of their charges. While they may not have Munsu charges in their homeland anymore, these oath-driven Biomodus will seek out victimized communities and defend them.

The reaction to a Naraaki Exile is varied when in the Wastes. As most Munsu are distrustful of outsiders, the Oni-like appearance and their skill with melee weapons often (and not incorrectly, in some cases) help promote a feeling that they may be an eastern version of the Maalkari. Their way of speaking is also somewhat unique. It does not take long for the Naraaki to speak in the local language, but because they were raised in a single language environment, they do not have the innate recognition or inflections to fully grasp social queues when conversing.

FORGE SKILL: DUELING NEMESIS

Restriction: Must be Naraaki - Penalty to Social (-2) when interacting verbally

TYPHOMETI MISSIONARY

The Typhometi have a very contained environment – not because they have walled themselves off like the Naraaki, but because such an environment was forced upon them when an experimental nanite weapon misfired and caused all electronics and technology to fail in the British Isles. With an enforced quarantine on the Isles even before the uplifting of mankind, the Typhometi have often considered those not of their ilk to be enemies or despoiled.

The Typhometi are not without their diplomacy, however. Even the zealous half of the Avalaa Theocracy understands the need to spread out from the islands, and while this may take the form of heavily armed Templars and Crusaders, they also send out Missionaries to develop allies to the Theocracy. Even the more passive, plant-based Missionaries to the Avalaa Theocracy can come across much in the way of resistance, however.

Typhometi – both Munsu and Biomodus – by their nature are almost alien to the biomechanical tribes of The Wastes, and many paranoid Munsu will associate them with an unknown threat. Missionaries are resilient, capable of supporting themselves where the conventional repair of standard Munsu MedTeks will fail and are often well-trained in the social arts to either intimidate or convert people to their way of life.



FORCE SKILL: PAINLESS

Restriction: Must be Typhometi - Cannot regain Health from non-Typhometi MedTek repair rolls. Upgrades, Modifications and Equipment Modules have additional 200TD\$ cost for organic components.

PROFESSIONAL BACKGROUNDS

Sometimes a person is defined by their chosen vocation. When selecting a Professional background over a Cultural one, a character may be less like the stock of Munsis they originate from, and more focused on the task they chose to perform – either within that community or perhaps after leaving it.

Professional backgrounds come from a level of expertise. Before your character became a Biomodus, they more than likely excelled in whatever they put their minds to. Traders always knew the right things to say, scouts could spot threats ahead of a hunting party before anyone else, and in the rare cases of the Spiritualists, they heard the whispers of the Bioforge before it had fully awakened.

Many different backgrounds are surrounding professional histories, but only the more dangerous and vital jobs in The Wastes result in such dedication that they generate a response within the Core – and by default, the Bioforge. Forge Skills are a result of constant pressure or desperation, creating a response by the individuals Bioforge to help them survive. It may well be that a fledgling Munsis would not have been destined to become a Biomodus before they took on their profession, but the sudden increase in danger and exhaustive use forced the Core to self-convert.

CORPSE CLIMBER

FORCE SKILL: VERTICALLY MINDED

Corpse Climbers are usually short-lived, thrill-seeking hunters of great renown. The Corpse Ladders in what was formerly Las Vegas are some of the hardest trials a Biomodus – let alone a Munsis – can face. Huge, vertical city-structures contain thousands of wasteland monsters, untold caches of resources and a host of other structural dangers. While many Biomodus grow tired of survival and fight for the challenge, there are some Munsis who take to the lower, more explored floors to hunt and scavenge.

As a result, Corpse Climbers are not so focused on the glory, but more on the lucrative nature of the Corpse Ladders themselves. They have probably grown up in a nearby Enclave, one used to serving other hunters and taking in their trade while they take advantage of the swathe of destruction left behind by an advancing Biomodus. They are skilled in mobility in tight areas, used to climbing through vents and watching their corners.

The danger is often far too unpredictable, however. Falling structures, collapsing floors or even a new nest of Maarith setting up in a place recently thought cleared – all of these things can lead to the premature end of a Corpse Climber. Losing mobility sends them into a panic, and when in a situation where they cannot head to a nearby window to make a quick escape, they find themselves in a dire predicament. Corpse Climbers love the freedom to move as they want, and the thought of being trapped anywhere is harrowing to them.

Restriction: Take double the attack penalty from the Immobilized Condition. -1 Focus Penalty when underground

HOUSE OF LOGISTICS LOSSITAAR

FORCE SKILL: ONE WITH THE ROAD

The House of Trade is presumably the only far-reaching, multinational, multicultural collection of people since the fall of humanity and conversion into Homo biomodi. Where everyone else huddles in Enclaves and tribes, the House of Trade is considered more like a religious institution than a corporate entity. Houses of Conversion rest in every major city or settled area, the House of Ledgers offers jobs to hunters worldwide, and the House of Logistics has the best-defended trade routes across the globe.

They are one part crime conglomerate, one part cult and two parts commercial interest. Any kind of Mungsi can go work for the collective House of Trade if they know the right people or show enough backbone to risk the dangers. Even mercenary guards who show promise to enterprising House of Logistics traders can get invited into the lower ranks.

Such guards and mercenaries become Lossitaar – Official Guard – to the House of Logistics. They are accomplished pilots, and certainly capable of acting under pressure. Many will flank a larger transport on smaller, interceptor-like transports, fighting off raiders and scouting routes. The lifetime of dealing with House of Trade propaganda can stick in there, and most non-house traders often consider the Biomodus untrustworthy or as competition.

Restriction: Known to the House of Trade – Suffer a -1 Penalty to Social when dealing with Non-House of Trade merchants

MAALKARI SPIRITUALIST

FORCE SKILL: MACHINE WHISPERS

Some Maalkari are legitimately mad. Others attempt to appear that way to terrify the rank-and-file while maintaining a level of devious caution and planning. Some warlords are in a volatile middle-ground between the two, but outside of all of these states of mind, the Maalkari Spiritualist can be more frightening or inspiring than any other.



It may have started off with small voices. Others may have come into their gift by hearing the songs of the wind around them, but ultimately, at some point, the Biomodus character realized they could hear the tiny collective voices of not only their own nanites but those of the world around them. They understood the will and the language of these infinitesimally small machines. Of course, some Maalkari tribes think them spirits or the ghosts of their ancestors, depending on who you ask.

Even before becoming a Biomodus, this Homo biomodi aberration may have had some small control over configurations – speaking and talking to the ‘spirits’ around them to help draw in prey or provide healing. These witch-doctors and shaman are not totally exclusive to the Maalkari, but the Maalkari do have a lot more inclination to keep one around. Faith is quickly turned to rally a cause, and some leaders feel that having the voice of the machine spirits can only lend them strength.

Restriction: Must be Maalkari – Penalty to Repair (-2) when dealing with non-Nanite technology (such as weapons, mundane computers, vehicles, etc.)

MUNSI TRADER

FORCE SKILL: SELLING POINT

Not all commerce is done through the House of Trade, in fact, some communities reject the influence of the House altogether, or perhaps are so far outside of its reaches that they have to trade most of their components themselves. In such circumstances, Traders are warriors in and of themselves – they just fight a much more insidious battle.

Trade goods and supplies can mean life or death to a tribe, and political or social opponents will be more than happy to leverage that need against others. Traders are not only mere merchants, but they are often diplomats for their tribes and enclaves too, tasked and trusted to make decisions that could potentially affect the well-being of their entire community on a lucrative trade agreement or a deal gone sour.

Munsi Traders know people. They too know how to leverage need and make their offerings more appealing to others. Their Bioforges attune to the pressure and desperation that comes with tough bargaining, and as a result, adapt and observe to match the unspoken cues within any given negotiation. A Munsi Trader turned Biomodus will often dominate a trading table, confidently bargain with people and increase the income of their community as if it came naturally.

Restriction: Must Be Munsi – Penalty to Social (-1) when dealing with House of Trade Members

SCAAVA RANGER

FORCE SKILL: OUT OF SIGHT OUT OF MIND

The people of the Scaava lands are unique in that they rely on being observant, over taking actions. None more so than the Rangers – a rank of Scaava Hunter that is above the petty rulership of any one community. Once a Scaava Munsi becomes a Ranger, they are in a class of their own. Usually, light and specializing in ranged weapons, they watch from the shadows and strike with precision.

Most Scaava are scouts or spotters for scavenger runs, but also guard the trade routes between the various outposts scattered around the vast landfill that encompasses the Scaava Lands. As a result, they do not interfere with political interactions, considering all citizens of the Scaava lands their charges. They watch for ambushes and Raiders. They are at one with the local flora and fauna. Most of all, they are the judge, jury – and often – executioner for those creatures or raiders that would attack caravans in transit: a grave crime in the eyes of the Scaava.

There is a certain reverence for these ‘Ghost Watchers,’ and their ability to remain hidden is legendary. For many Rangers, they have to rely on camouflage and stealth, but once in a while, a Ranger will find themselves able to disappear from sight at a whim – and most likely, it is a sign that a Ranger is soon to become a Biomodus.

Restriction: -1 penalty to the Melee Skill and the Character takes an additional -1 penalty to Evade, and Athletics (Agility) Skill checks when in a Heavy Case

WASTELANDS GUIDE

FORCE SKILL: PATHFINDER

Some Homo biomodi just cannot adhere to the concept of becoming too attached or settling in one place longer than a few days. Perhaps they have seen too many loved ones die, or they are just socially unable to form the same kind of ties that most civilized people do. These wanderers take to the roads, stopping only when they need to and almost never look back.

Often, these individuals become guides and pathfinders for traveling caravans in search of a new route, or refugees from a city or land that is now under occupation from the Oculari or the Daalum. These scouts and way-finders know where to go, can see the signs of approaching danger and are able to determine what kind of threats may be present from small details that others would miss.

They are often solitary, or at least hard to communicate with, especially as time goes on. These wandering Biomodus can become agitated and withdrawn when they find themselves stuck in one area, to the point of angering those around them with their crass and detached nature. Wasteland Guides are best left to do what they are good at – finding the safest path through dangerous territory.

Restriction: For every day spent in the same area, take a -1 Social penalty to the local populace

THE CORE

The Core could be described as the partly organic, emotional part of the Biomodus. Although in truth, it can take many shapes, there is one common factor that physically makes up a Biomodus Core: a brain (albeit mostly augmented) and a Bioforge.

Often a Biomodus starts out like any other humanoid with legs, arms and a torso, topped with a head. Over the course of their long lives, however, this can change and adapt from damage, willful changes to the body or only because they found something more efficient to use. Once the Bioforge passes its limit and makes the decision to convert its inefficient body (along with the Homo biomodi host), it undergoes the process of conversion, transforming itself and the brain of the person it belongs to into a super-organ, coated in armor and unnaturally modular.

Ultimately, the external, physical form means little to a Biomodus' Core, with some being simply a torso with biomechanical limbs, locked in a floating, orb-like Sentinel shell, other may even look exactly as they did as a Munsi, except a few physiological changes.

Since it houses the brain and Bioforge, the Core is in charge of the cognitive and emotionally reactive parts of the body, as well as generating the dense flow of nanogel that circulates through the Biomodus, much like blood would to an ordinary human of old. These cognitive and biomechanical functions are represented in four traits:

PRODUCTION – Representing the amount of pure output of the Bioforge, this is one of two characteristics unique to Biomodus. Higher levels of this statistic account for the strength of the Bioforge's replication and deconstruction of raw materials.

Production is important for many of your characters secondary stats, and also denotes how many FP your character can spend in any given turn.

Production affects the following: Max AP, AP Regen, Max FP, Health Threshold and Base Move.

ADAPTABILITY – As a measure of the Bioforge's ability to create and modify its own nanomachines, this trait determines how quickly the Bioforge can create different effects and change programs. This is also the second stat unique to Biomodus. Adaptability is directly connected to many physical stats such as your character's Health and Programming Statistics.

Adaptability affects the following: Max FP, FP Regen, Health Threshold, Force and Programming

GNOSIS – Even some good old-fashioned common sense can mean life or death to a Biomodus. Gnosis is a measure of their knowledge and retention of information, as well as their mental fortitude. Gnosis is used for many cerebral activities, but it is most often called upon to enhance skill rolls and interactions

There is also an unmeasurable sense of self that goes into the Gnosis trait. It can also be seen as a measure of the Core's spirituality and defines attributes that are not scientifically measurable. A force of will or the ability to fight through intense pain may come from the use of Gnosis equally.

Gnosis affects the following: Max FP, Accuracy, Programming and Combat Order

AWARENESS – Made of a mixture of situational perception and mental agility, Awareness governs the five senses (or more if you have them installed). Awareness covers a level of humanity and empathy as well as physical senses. Although important to many defensive statistics, awareness sees much of its strength used in skills and situational engagements outside of combat.

Characters lacking in this trait are usually perceived as cold or detached. Awareness not only helps you know what to look for but how to act – letting you react to social cues and interactions with others. Small changes in body function are often spotted within the extraordinary senses of the Biomodus, and awareness helps the character to react in a way that can enhance or shut down that reaction in equal measure.

Awareness affects the following: Defense, Accuracy and Combat Order, as well as many Social and Focus Skills.

Of all the parts that make up a Biomodus, the Core is coveted the most by Munsis, Monsters and Oculari alike. It is the perfect organ in form and efficiency: a self-regulated heart and brain all in one package, as well as the source of the Biomodus' absurd levels of survivability and adaptability to the environment. On top of that, the nanomachine Gel produced by a Core is by far the most nourishing and efficient of any other creature known to The Wastes.

That in itself means that Biomodus are often the target of hunters who either desire high-value fluid, or the prey of starving creatures looking for the equivalent of a juicy, fresh steak to sink their teeth in after a lifetime of feeding on scraps.

As a character grows and adapts, their Core also experiences some changes. The Core itself may increase in size or complexity as it adjusts and rebuilds itself to perform greater feats of strength and redundancy. There are permanent Modifications that can be added to the Core (such as the Vaaldexa Codexi Modification), and such drastic, dangerous changes can affect its appearance. In another Example, the Core of a Typhometi looks drastically different than that of any other, as the shell and functions inside are completely organic – looking much like a regular heart with bone-like plating or scaling to protect it.



SKILLS

Skills are a measure of your Biomodus' learned behavior. Even as an immortal, powerful transhuman, if you don't know how to feed yourself, then you are useless in the brutal world which is out to consume you.

Skills are divided up into two broad categories; Combat and Non-Combat Skills. Both must be increased with XP from a starting rank of 0.

The Skills are described as follows;

COMBAT SKILLS

BLOCK – This Skill is a combination of blocking, turning, cover use, parrying and redirection. Mostly you can use Block against hand-to-hand and thrown weapon attacks to intercept them, swat them aside or to break out of a grapple. Unless you are using a shield or cover, you cannot use this Skill against ranged attacks from firearms, explosions or other impacts that are simply too powerful to be pushed aside.

Blocking can still be used to defend when held in place or in a grapple. As long as the character has one limb free (including a leg or tail), they can still make a Block roll to defend themselves. Disabled or characters otherwise completely immobilized do not get any Defense rolls.

EVADE – As opposed to Defend, Evade can be used to avoid any type of attack, unless there is no space permitting, or the character is either incapacitated or restrained in some way. This Skill is the primary defense of faster Biomodus. Heavy Biomodus gain a penalty to this Skill whereas light Biomodus receive a bonus.

INTERFACE – Acting as both an attack and defensive Skill, Interface is a measure of how Skillful your character is at manipulating the nanomachine effects of Configurations, as well as the ability to interact with computers, machine intelligence, and other intelligent machine items. Any aspiring Codexi specializing in Configuration use is going to want a high Interface Skill level.

GUNNERY – When it comes to handling large-scale firearms, this Skill governs how capable your character is. Unlike the Ranged Skill (see below) Gunnery covers heavy weapons, mounted weapons, vehicle weapons and any kind of artillery. If a firearm requires the Gunnery Skill to use, it will be added in its description.

MELEE – Sometimes, ranged weapons simply don't hit hard enough. The Melee Skill is used when a player's character wishes to engage in hand-to-hand combat, be it with fists, a repurposed fender, an iron girder, or a well-balanced, nanite-sharpened blade - this is the Skill of choice.

RANGED – This Skill represents the user's ability to throw, aim, shoot, launch, or hurl a ranged projectile, either from a gun, bow or from a swung arm. If your target is further than arms reach and you have something capable of crossing that distance, then this is the Skill to use.

NON-COMBAT SKILLS

ATHLETICS – used to perform raw feats of strength and agility, such as heavy lifting, leaping across buildings, maintaining a grip, crushing a can, free running up the side of a moving train, pulling up a telegraph pole, flipping a truck, and ways of leveraging your body. This Skill is used to take advantage of all the physical output the Biomodus is capable of.

FOCUS – When under fire, there are some who run and others who maintain their concentration and wits. Focus is used to perform delicate tasks under fire or stress, to push the body beyond normal limits and is a measure of the mental stamina of the Biomodus. It is also used when resisting emotional and mental fatigue as well as acting as a type of situational awareness trait. Most commonly used in Perception and Searching rolls.

PILOT – Even Biomodus need help to get around. This Skill denotes how proficient your character is when commanding a vehicle, be it flying, driven, wheeled or tracked. Since most craft can be controlled through direct interfaces, the variations of the vehicle are really inconsequential. The operator simply tells the machine where to go or what maneuver to pull, and the craft does the work... For the most part.

REPAIR – Sometimes Nanomachines can't fix everything. This Skill is a measure of how good your character can repair mundane items, engines, constructs and other such articles. Mechanics and drivers often use this Skill to keep their transportation alive and running. Repair also acts as the primary MedTek healing Skill. Combined with the Interface Skill, MedTeks are going to want a high level of Repair.

SOCIAL – As opposed to Interfacing, this Skill represents how good your character is in dealing with intelligent, emotional beings. If Interface can be seen as the way the Biomodus interacts with non-emotional, inorganic creatures, this would be a measure of how they deal with everyone else. Animals, people, sentient machines... Anything with a mind uses the Social Skill to interact with other beings.

STEALTH – There is often need to be silent, or to hide an action in plain sight when you want no one to notice. Your Stealth Skill deals not only with hiding, sneaking and remaining undetected, but also acts as a level of proficiency in pickpocketing and concealment.

USING SKILLS

When using a Skill to see if they succeed in a task, the character takes their Skill value added to an associated Core or Case Statistic and compares it against the task difficulty or opposing trait if it is a contested roll. Whatever value is left over counts as the modifier to the players D20 roll. Die rolls are covered in more detail in the Combat Chapter (see pg. 144), but the basis is essentially the same.

In brief, a character compares their Skill + Statistic Value against a Difficulty Rating (examples given below) or the appropriate Defense of a target. If the characters combined Skill + Statistic total is greater than the Difficulty Rating or target Defense Rating, then that difference is converted into a bonus added to the die roll. If it is less than the Difficulty Rating or target Defense Rating, then it is turned into a penalty and subtracted from the die roll.

If the final number on the die (after the bonus or penalty is applied) is equal to or greater than 10, then the action is a success. If it is 9 or lower, then the action fails.

There is more to die rolls than what is briefly described here, but again, it is covered in more detail in the Combat Chapter (see pg. 144).

When rolling against an object or task, there is no opposing statistic, and the task is defined a Difficulty Rating. This Difficulty Rating is compared to your Skill rating to generate your Dice Modifier.

PLAYER STATISTIC CHOICES AND JUSTIFICATIONS

When deciding an appropriate Statistic to pair with a Skill, some choices are going to be obvious. However, that Skill may not be the best one in a character's repertoire. Players may make a suggestion to the Narrator of a different Statistic to use if the justification is good enough.

Perhaps someone trying to win over the favor of a local Munsu tribe is relatively large - sporting a much more impressive Power Statistic than Awareness - and wishes to use their enormous size and capability. This can be demonstrated by breaking a rock with their bare hands, to frighten and intimidate the local chieftain into submission, rather than sweet-talking them into leaving them alone. In this case, the Player makes the suggestion to use their Power Statistic instead of their Awareness to make the roll. Instead of using a much lower combination of Awareness + Social, the Biomodus now uses their Power + Social totals to determine their modifier as it is a justifiable use. Should the character be weak or physically inept, then this may not be a plausible solution.

In the end, the final say on which Statistic to use is down to the judgment of the Narrator, although smart and inventive thinking should be taken into consideration, even if it is a little obscure.

SKILLS CHART

TASK DIFFICULTY	DIFFICULTY RATING
Mundane (Opening a door, waving, leaping over a small gap with ample preparation)	Automatic Success. No roll required.
Simple (Writing a name neatly, hopping a gap of a few feet, catching a ball)	2
Easy (Repairing a broken cup, throwing a ball into a hole, jumping a hurdle at a sprint.)	4
Standard (Climbing a rock wall, leaping a wide gap over a drop, repairing a small electrical device.)	6
Challenging (Repairing an engine, piloting a skiff transport under fire, pushing over a large, heavy obstruction.)	9
Daunting (Jumping over a wide crevasse, pushing over a stone structure, throwing a ball into a hole only a few inches wide from a distance.)	12
Nigh Impossible (Flipping a convoy truck at a target, piloting through a magnetic storm, leaping from a flying craft and landing on a small platform without falling.)	15
Act of Legend (Pushing over a massive concrete structure, jumping between two skyscrapers, staring down a rampaging war band of Maalkari.)	18
Untrained in the associated skill.	+2 to the Difficulty Rating

EXAMPLE NON-COMBAT SKILL ROLLS

Pushing a heavy boulder off of a pinned Array Member to free them.	Power + Athletics vs. Difficulty Rating 9.
Piloting a flying vehicle under fire while being untrained in the Pilot skill.	Awareness (or Control) vs. Difficulty Rating 11 (9 + 2 for being untrained in the skill)
Gaining the trust of a local Munsu Tribe through giving them information.	Gnosis + Social vs. Difficulty Rating 6.
Holding a heavy weight above your head while Maalkari put you through a rite of passage by beating you.	Integrity + Focus vs. Difficulty Rating 12.
Convincing the local, sociopathic Lord-Collector of the House of Ledgers to forget about your debt.	Awareness + Social vs. Difficulty Rating 18. (Spoilers: you probably aren't getting out of that debt.)

THE CASE

The Case is the physical, outer form of the body. And is somewhat more complicated than the Core in regards to its capabilities. Each Biomodus chooses a Case type (either Hominid, Chimeric or Sentinel) at character creation, but is not limited to that choice during the course of the game.

Players can also choose what size category their Case falls into. Depending on that size, a Case's stats may change, but it also limits how many Modifications a Biomodus can have active at any time. Light Cases can initially equip up to two additional Modification Slots, Medium can have up to four, and Heavy Cases can fit up to six slots worth of Modifications at character creation. As your Biomodus advances, they will be able to equip more modification slots.

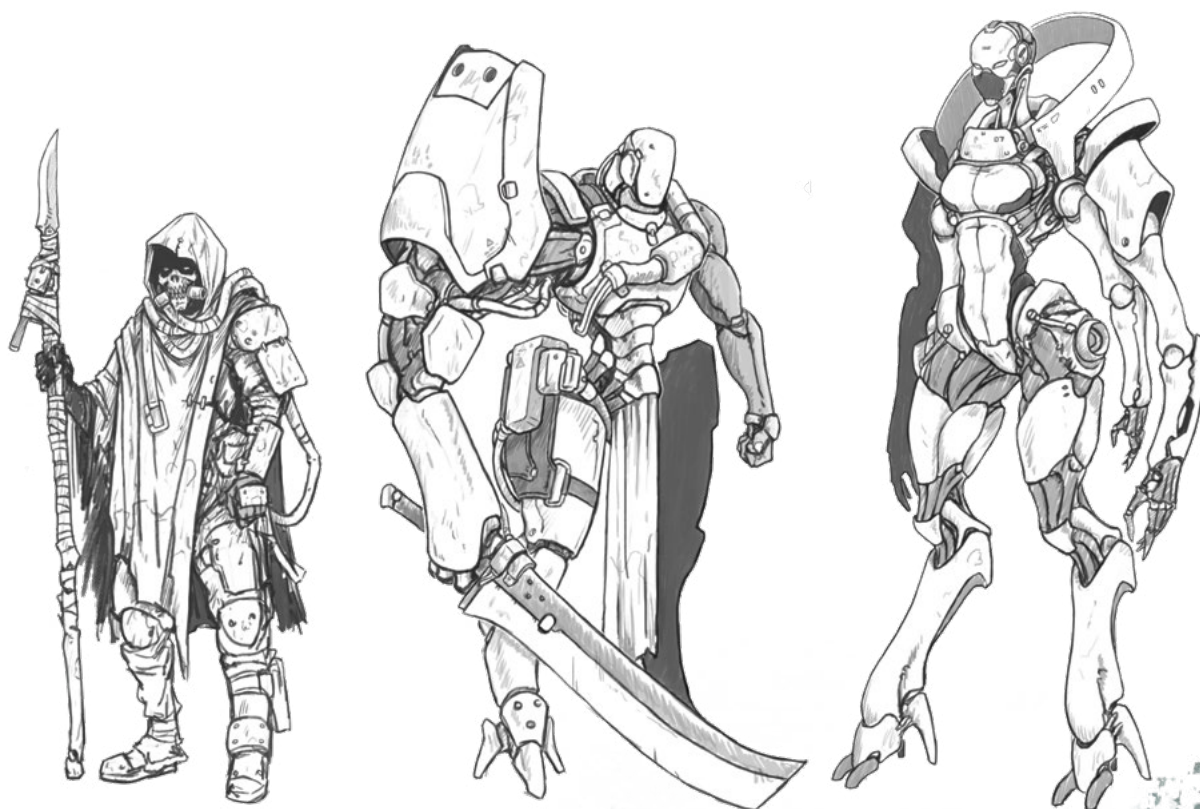
Case size determines some other factors, such as what grade of armor you can use without penalty, how your Base Move (see Secondary Statistics pg. 50) is calculated to determine your speed, as well as things like actual weight and size of your character.

As the character gains experience points, this XP can be spent on increasing the base amount of mods you can equip in a Case, making them more robust and capable of dealing with a wider variety of tasks.

As you increase the number of Modification Slots available for use, it applies to all weight categories. Someone who has purchased two additional Modification slots will have four Slots for a Light Case, six for a Medium and eight for a Heavy.

All Cases also start with a set of free Modifications that do not count against their Modification slots. These starting Modifications can be removed to grant additional space for other Free Modifications, but can potentially leave a character without basic mobility, and do not refund any points in the form of XP.

Case types have a special Forge Skill associated with them. In addition to spending FP on Configurations or other Forge Skills, (see pg. 111) there is a way for the Case to gain a brief, potent increase, with the expenditure of FP. These effects are listed under each individual Case type and can be used regardless of the weight class of the Case used.



HOMINID

Hominid Cases are usually fairly straightforward and are ultimately the most physically akin to humanity in its former form. Consisting of an upright stance and possessing a similar limb arrangement, Hominid Cases are sturdy, reliable and mostly used by wanderers, soldiers, and scavengers.

The Hominid form is natural to all Homo biomodi, and for the most part, Hominid Cases are adaptations to the original body a Biomodus was born with. After time and conflict, the original body is often too weak for the needs of the Biomodus, and so it is cast aside or slowly replaced. Because this form is so familiar to the genetic legacy of humanity, the brain adapts to it quickly, meaning it is more in control of its movements, can bear a lot of weight and reacts well to input.

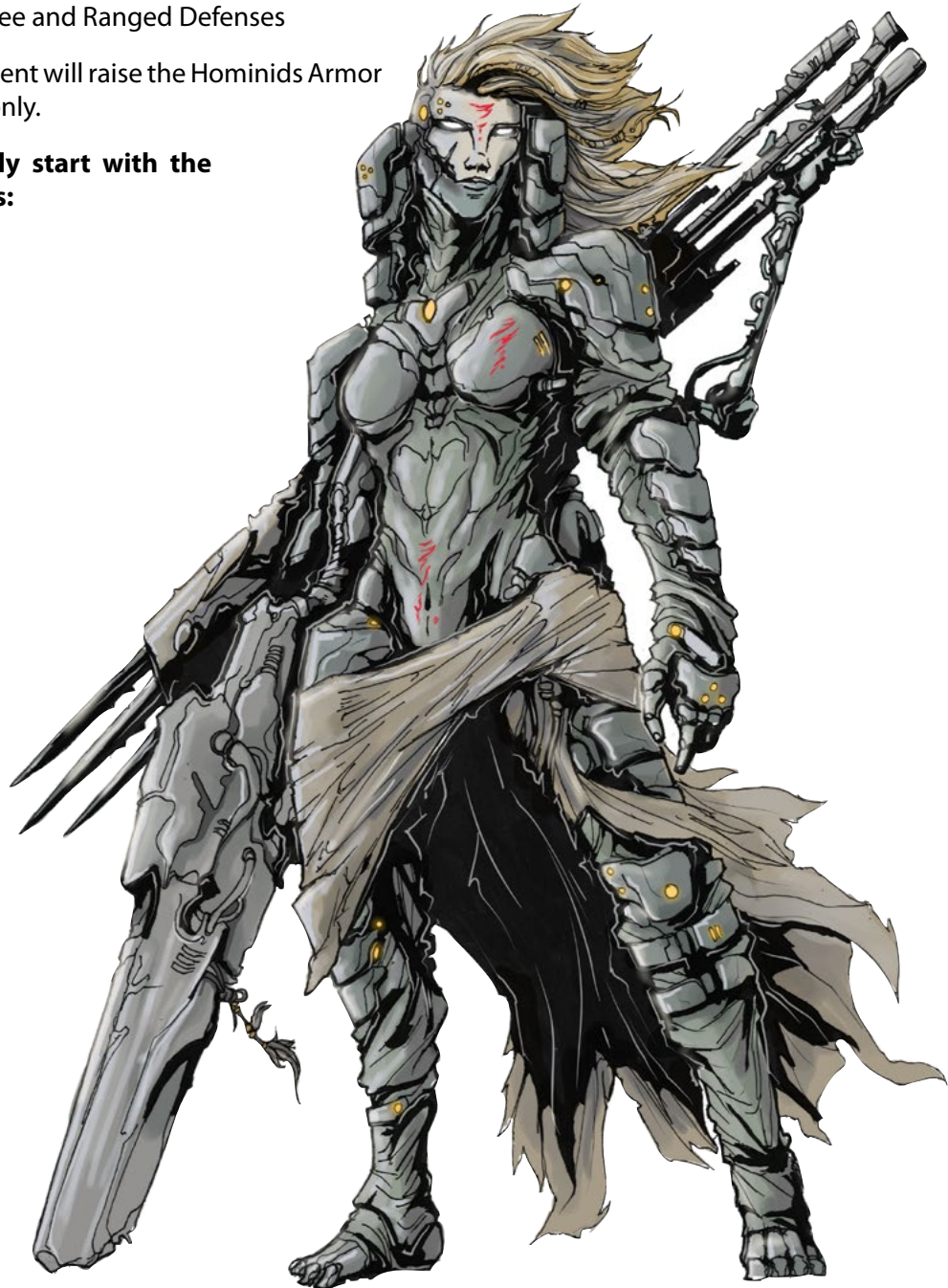
HOMINID CASES HAVE THE FOLLOWING TRAITS:

+1 to your Adjusted Melee and Ranged Defenses

Forge Skill: Every 1 FP spent will raise the Hominids Armor by 2P/2E for one attack only.

Hominid Cases typically start with the following Modifications:

- Arms (Pair)
- Legs (Pair)
- Improved Armor (1P/E)



CHIMERIC

Cases with the Chimeric base are usually more eclectic in their scope. Ranging from four-armed, snake-like creatures to flying, razor-sharp insects, Chimera are adaptable, powerful and generally faster than most of their counterparts, but such fluidity is at the cost of general resilience.

For the most part, Chimera are not naturally occurring in Munsu society, although some tribes out in The Wastes, along with several Maalkari tribes can have occasions when a Chimeric Biomodus - or perhaps a Munsu who have gone through several layers of Chimeric-like adaptations - will give birth to a naturally occurring Chimera.

Sometimes, such children are considered freakish, in other cultures, they are lauded as being in touch with the spiritual essences of this new world's nature.

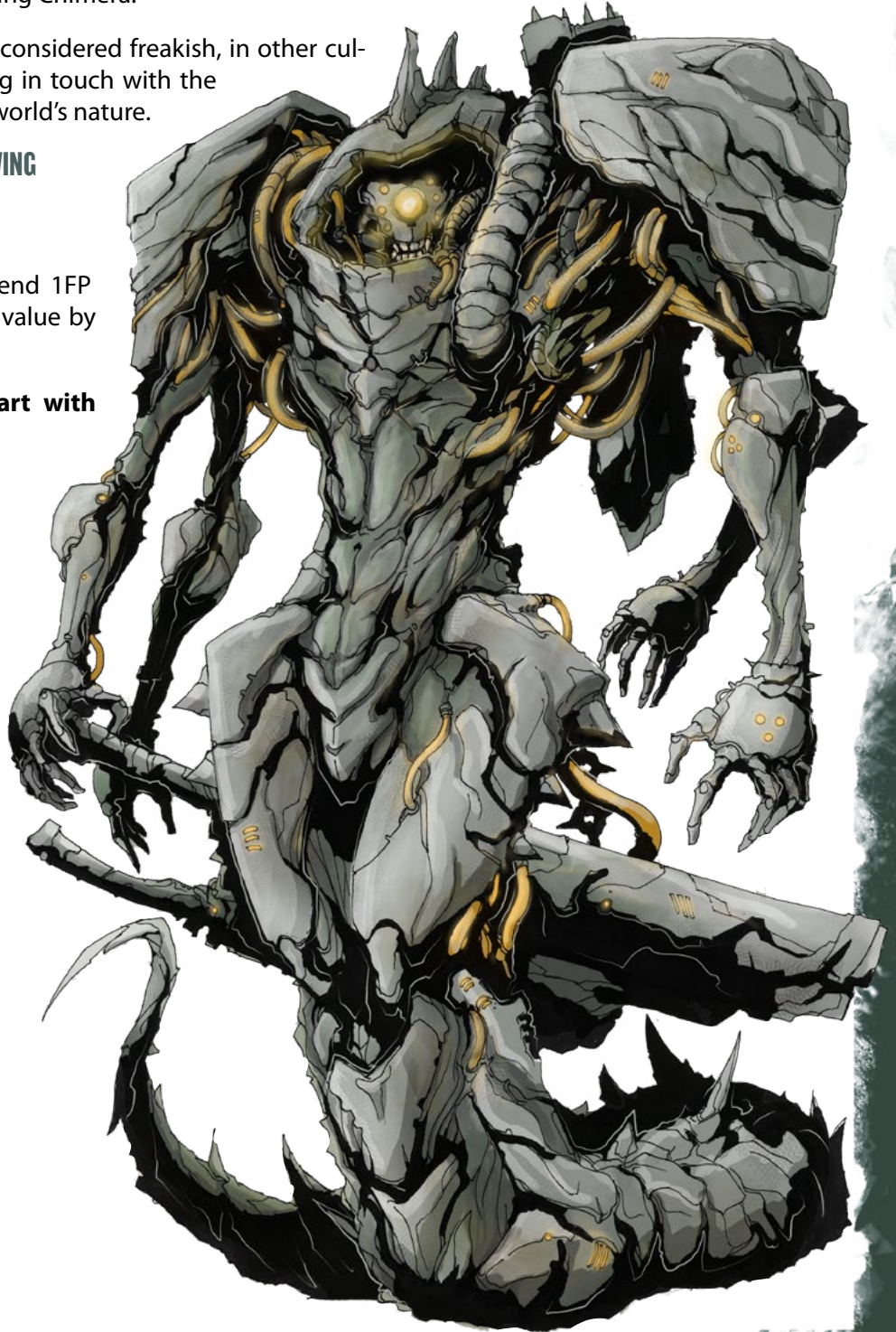
CHIMERIC CASES HAVE THE FOLLOWING TRAITS:

+1 to Action Point Regen

Forge Skill: Chimera may spend 1FP to increase their Adjust Move value by 4 for one turn.

Chimeric Cases typically start with the following Modifications:

- Arms (Pair)
- Legs (Pair)
- Tail – or – Maw (must choose at Character creation, or when first adopting a Chimeric Case)



SENTINEL

Sentinels are the most inhuman of all the Case types. Usually, they are highly simplistic. Floating orbs, or barely mobile monoliths of black metal make up their numbers, and generally, they are more geared towards sensory processes and thought. Although still capable, Sentinel Biomodus tend to rely more on their Configurations and wits to aid them. Sentinels are generally more compact in size than other Cases of similar weight categories, (ranging from only a few feet across), however Sentinels with a lot of armor and mods can be quite vast and intimidating.

Unlike other Cases, the Sentinel is required to take a Sentinel Body Modification and cannot remove it to gain additional points. (This restriction does not apply when the Biomodus assumes a Hominid or Chimeric Case at a later time).

This body usually sets them in a position of caution with other Biomodus and the Munsu that make up a majority of the civilized world. Their inhuman voices and lack of recognizable form was difficult to empathize with and are often too familiar in appearance to the marauding Oculari to inspire trust.

SENTINEL CASES HAVE THE FOLLOWING TRAITS:

+1 to Forge Point Regen

Forge Skill: Sentinels may spend 1FP to gain a +4 Interface check when interacting with machines and machine intelligence.

NOTE: Due to the Sentinel Body being a mandatory Modification, all sentinels have a 2E Armor Rating and a -2 Social Skill penalty with Munsu and non-Sentinel Biomodus.

Sentinel Cases typically start with the following Modifications:

- Sentinel Body (mandatory for Sentinels)
- Spectrum Analyzer
- Levitation Drive



CASE BUILD

LIGHT

Light frames are often bare-boned and agile in nature. They do not have a lot of space or materials to work with when it comes to Modifications, but they are fast and nimble. Light Cases start with only 2 additional Modification slots, but they double the amount of distance they can cover with their Base Move stat, including vertical jumping movement.

Light frames also gain a +1 to their Evade Skill, and speed-based Athletics Skill checks when used for movement (not raw force). Light frames can only equip light armor without affecting this speed. If they wear medium armor, their speed is returned to their flat Base Move stat when calculating their Adjusted Move. This replaces the standard x2 calculation used to determine their Adjust Move value. Light Cases cannot equip Heavy armor.

Light Cases are physically the closest to the size of a regular Homo biomodi in the world. It is much easier for a light Case to blend in, they weigh around the same as an ordinary civilian in Munsu society and stand at around the same height, although often a touch taller.

MEDIUM

Medium Cases sit in the middle ground between speed, defense, and Modification capacity. As such they are generally more balanced in their stats but do not gain or lose any defensive bonuses, and their speed is measured at their unmodified Base Move statistic.

Although considered Medium to other Biomodus, compared to a local Munsu Tribesman a Biomodus in this size category is often much bulkier, taller or more imposing.

Munsu live in a state of constant existential dread; and starvation from a poor hunting season or perhaps a bad run in with raiders means they generally remain relatively mobile and lithe, surviving on whatever they can. Medium Biomodus, by comparison, have to carry Modifications, armor and are usually much more self-sufficient, powered by a Bioforge with much stronger production output and efficiency.

As a result, they often weigh upwards of 400lbs and are larger than an average Homo biomodi in this weight category.

HEAVY

With a massive starting quota of 6 available Modification Slots, these juggernaut-like Cases are often seen lumbering into battle with guns and armor aplenty. Their large size means that their Base Move stat only counts as half (rounding up) when determining their Adjusted Move Statistic, and they also receive a -1 to both the Evade Skill and any movement-based Athletics Skill rolls (not raw feats of strength).

Their stats are usually more geared towards being able to power their large amount of Modifications, and as a result, they are the only case that can use the advanced version of the Improved Armor Modification.

Heavy Biomodus – even Sentinel versions – are imposing on a scale usually unseen by the ordinary Munsu civilian. Heavy biomodus can weigh more than two metric tons, stand at over eight feet tall, or are broad enough to require much larger spaces to move through.

Standing head and shoulders above almost all other sentient creatures around can be helpful when you want to deter a raiding party, but not so much when you wish to avoid the gaze of a circling Melancorth or the long fingers of the House of Audit.

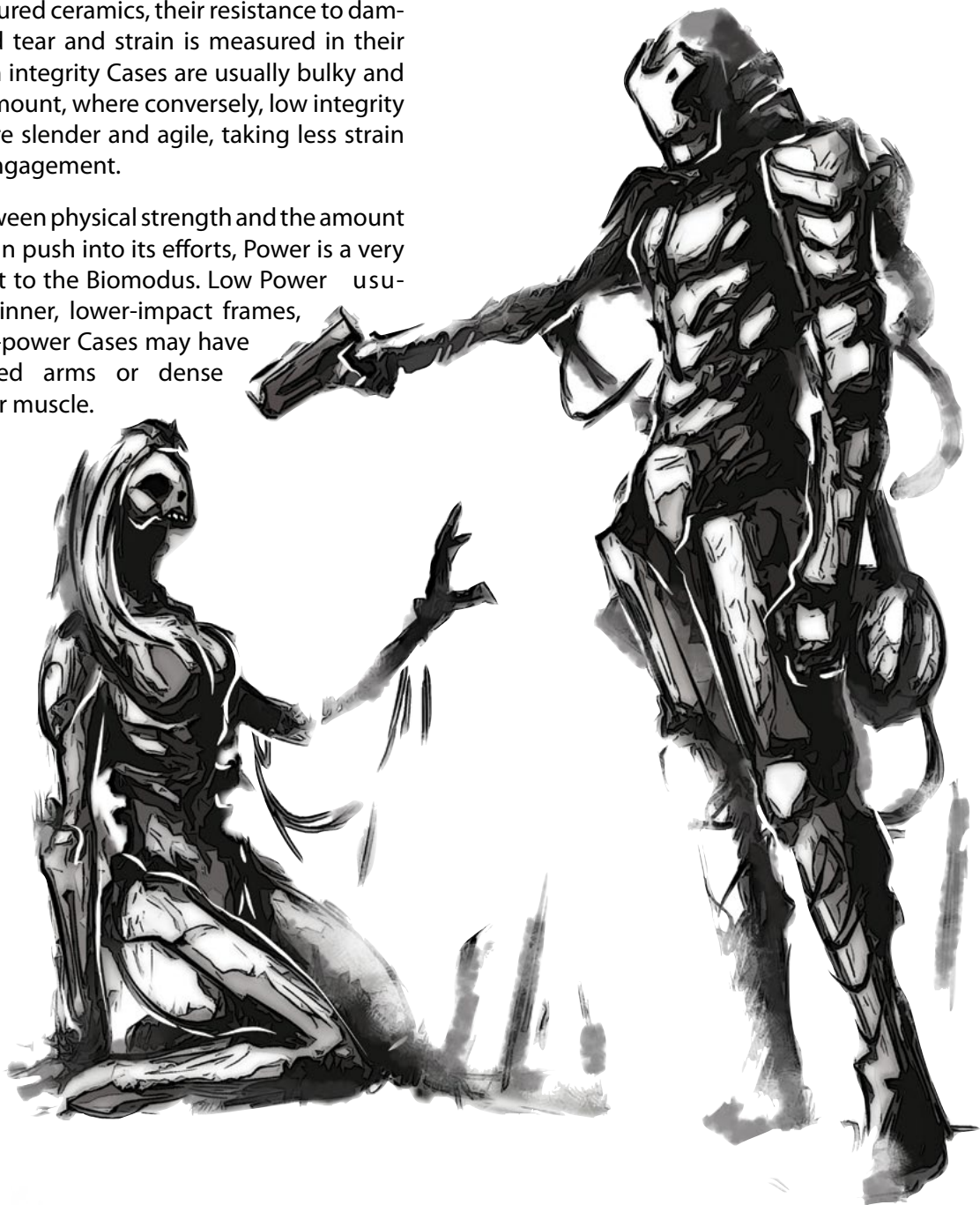
CASE STATS

SPEED – This is a measure of the raw physical speed of your Case. This trait is used to determine how many feet you can move per movement action. The higher this attribute, the faster you can move per action. Depending on your Case size, this may be a more or lesser useful trait than just its number. However, when calculating other secondary characteristics, the weight-based movement modifier does not apply.

INTEGRITY – Since most Cases are made of metal and manufactured ceramics, their resistance to damage, wear and tear and strain is measured in their integrity. High integrity Cases are usually bulky and weigh a fair amount, where conversely, low integrity Cases are more slender and agile, taking less strain to maintain engagement.

POWER – Between physical strength and the amount of energy it can push into its efforts, Power is a very elemental trait to the Biomodus. Low Power usually means thinner, lower-impact frames, whereas high-power Cases may have piston-mounted arms or dense nanoweave for muscle.

CONTROL – Although strength and speed may be the signs of a powerful Case, Control is what determines the agility, dexterity and overall quality of the components in maneuverability. High Control Cases often can perform detailed tasks whereas low Control Cases are often in possession of rudimentary manipulators if any at all.



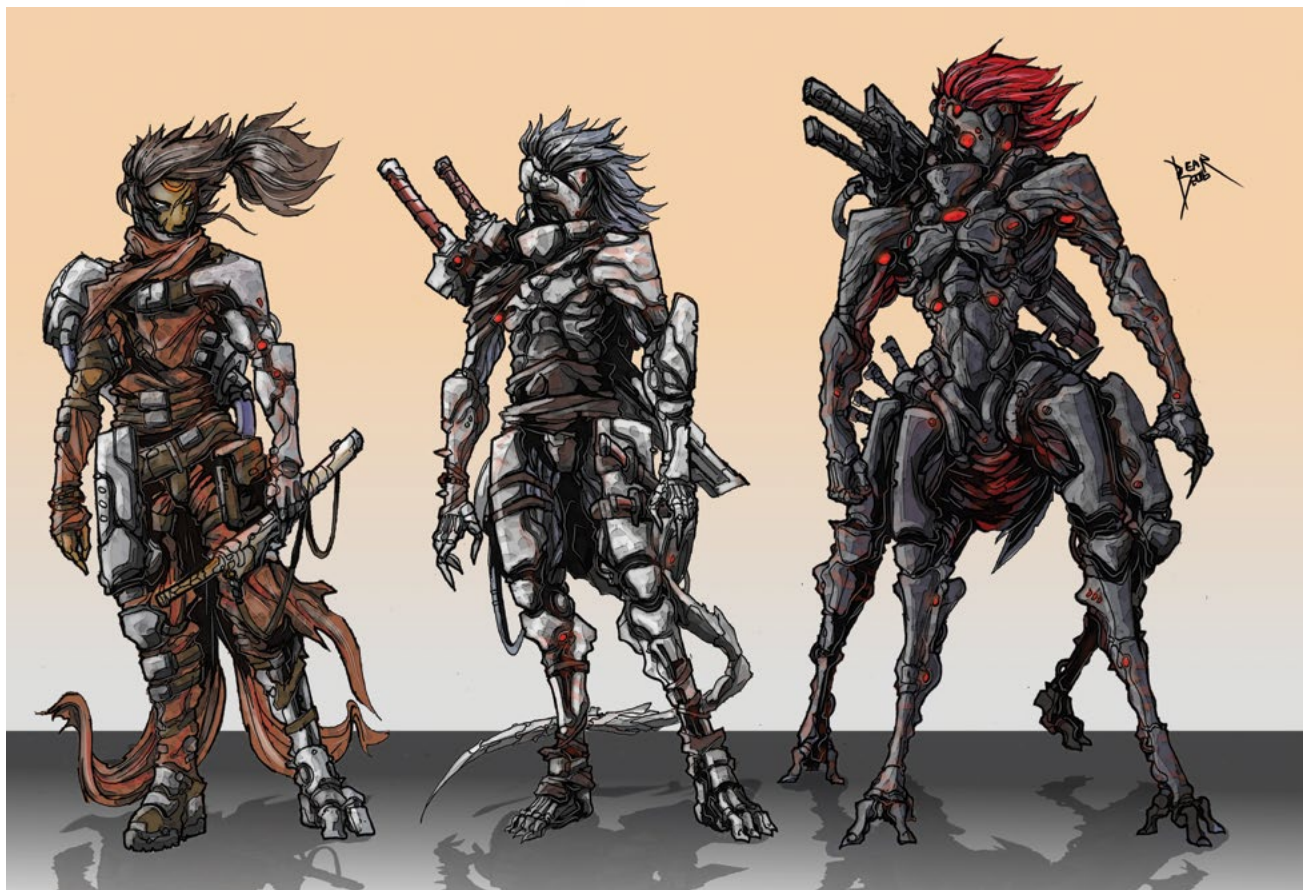
CONFIGURATIONS

There was a time when people looked at chemistry and called it alchemy, or natural occurrences of physics and called them magic. Biomodus is a place where these acts of science are twisted in such a way that to a person from the 21st century, it is nothing short of wizardry. However, when you are in possession of millions of tiny machines, capable of rewriting the fundamental building blocks of all matter, magic is arguably the best description.

Configurations get their name from the use of impossibly complicated, energy hungry and dangerously powerful programs, designed to take the technological miracles performed by nanite on a daily basis and then supercharging that to the point of destruction. These fast, complicated programs consume nanites as they are used, meaning that only creatures with incredibly robust Bioforges are capable of using Configurations.

Biomodus are the natural choice to use and create these programs and were, in fact, the originator of these dangerous measures. Those who specialize in these configurations are known colloquially as Codexi, and each arm of Homo biomodi have many different cultural embodiments of their creation and position within society. Technically all Biomodus are capable of using configurations, and many of the lower-tier programs are readily available by locals, or by shared information through the tribe or collection of bookish, wise-men that may inhabit the area.

When a Configuration is activated correctly, the Bioforge goes into a forced overdrive of production, forming nanites with a specific purpose – one that is often explosive, abnormal levels of creation, or highly adaptive (if temporary) changes to the Case. This level of power comes at a cost, in that the Bioforge can only generate a finite level of nanites before it starts to degrade and cannot support the basic functions of the body. In game mechanics, this is measured by a character's Forge Points. Whenever a Forge Point is consumed to power a Configuration, it represents the portion of the Bioforge's excess of nanites that is destroyed by the activation.



Eventually, the Bioforge will regenerate these Forge Points, (represented by Forge Point Regeneration) and then the character will be able to unleash the nanite-generated hell generated by Configurations. The level of Configuration difficulty is measured in Tiers.

A Tier 1 Configuration is usually the entry-level Configurations that only need a capable Bioforge and a primary control over the user's internal processes to activate it. As the programs get more complicated, the cost of nanites increases, as does the mental and biomechanical faculties required to understand how it works.

Tier 2 Configurations are usually still somewhat accessible to most Biomodus but are costly to those not prepared or geared towards a large amount of Forge Points needed to power them. Tier 3 configurations are a whole level of difficulty higher, requiring a lot of Forge Points, a large amount of understanding and only a few Codexi in the world are in possession of such treasures. Most of them will not part with the knowledge for free and those found out in the wastes are usually guarded by powerful, dangerous defenses.

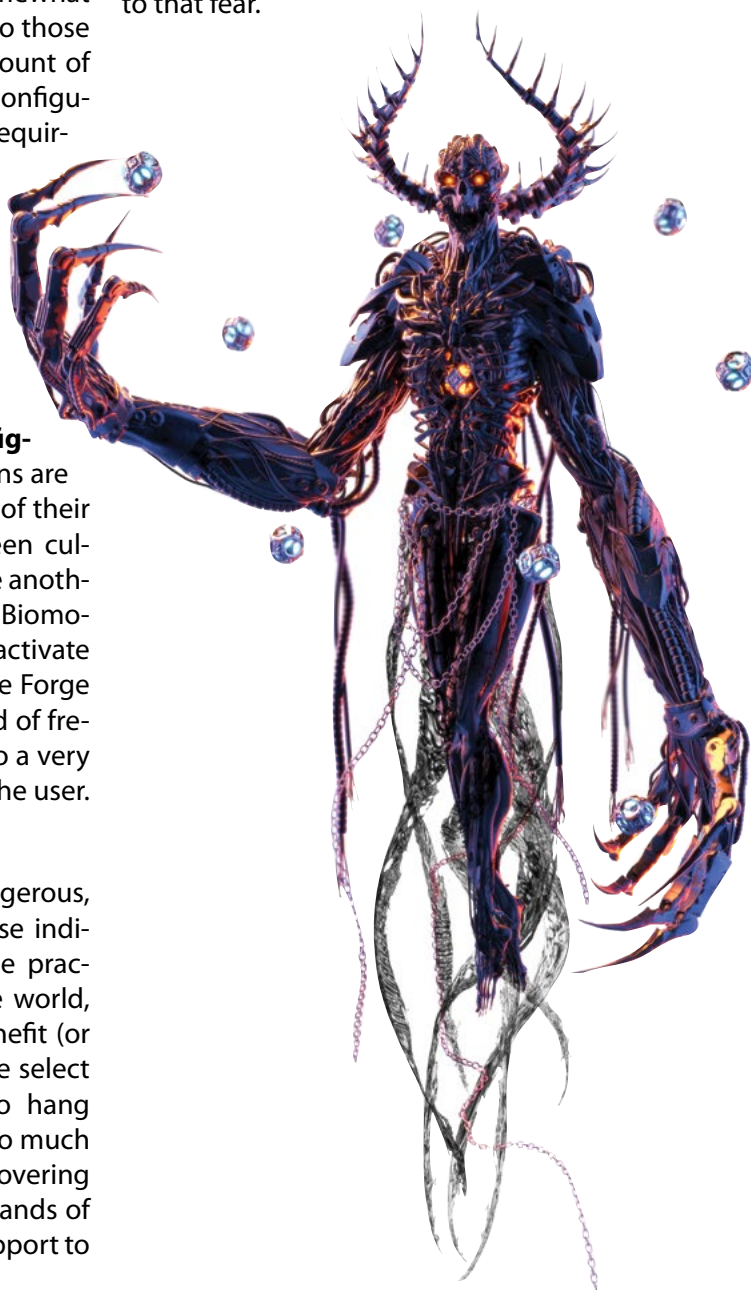
There are rumors of legendary **Tier 4 Configurations**. These reality-shaping configurations are a myth more than anything else, but stories of their use appear all over the globe, even between cultures that do not have any connection to one another. Regardless of their rumored power, most Biomodus will not have the strength or faculties to activate such a high-level Configuration, let alone the Forge Points available to utilize them with any kind of frequency. Often these stories are connected to a very explosive – and messy – death on behalf of the user.

CODEXI

Some Biomodus find their calling in the dangerous, knowledge-filled life of Configurations. These individuals are known as Codexi. Usually, these practitioners are closed off from the rest of the world, using their power over their Bioforge to benefit (or rule over) their communities. There are some select Biomodus who are simply not content to hang around in their communities when there is so much delicious knowledge out there for the discovering and taking. In these cases, the Codexi join bands of other Biomodus, lending their power and support to

those around them but ultimately most Codexi hunger for only one thing: more secrets of the Bioforge and unlocking its power.

The first Codexi was perhaps the most famous; The Engineer. It was this power that raised The Engineer above even that of the other evolved Biomodus, and their following were all very skilled in the use of Configurations. Most – if not all – Configurations find their roots in The Engineer's original work. This is also one of the reasons why cultures who are opposed to the Biomodus consider the Codexi to be even more of a threat. Such explosive, magic-like power is a sure sign of The Engineers influence, and sadly, the destruction which follows them often lend support to that fear.



Some Codexi will go as far as to solidify their standing as a fount of power in a world searching for strength. Those Biomodus search out a long-term increase in their power by installing a permanent Modification to their Core called a Vaaldexa. This Modification increases the capability of their Bioforge, and allows the user to channel their Forge Points in unique, destructive ways... But there is always a cost. The Vaaldexi cannot be removed when it is installed, and so it permanently takes up a user's Modification Slots. This removes a fundamental part of being a Biomodus – being their adaptability – in exchange for a more solid grasp on the elemental powers of their Core.

There is another threat with the installation of the Vaaldexa – that of corruption. Should a Biomodus with a Vaaldexi fall to the ravages of the Daalum Virus, the – mercifully rare – result is a Vangaast. These abnormally smart creatures hunger in a way that overwhelms the comparatively meager rumbling of their Gaast or even Malgaast kin. Although their Core is fundamentally dead, the Vaaldexa remains active, feeding corrupted, Daalum-ridden Nanites into their Configurations, causing widespread disease, havoc, and infection through unspeakable and forbidden Configurations. By using the Cores and Bioforges of their prey, Vangaast power their insane scriptures and warped Configurations without the limits of damage caused by relying on their own power.

The Vaaldexa Modification (including its many pros and cons), is covered in detail in the Modifications section of this book (see pg. 107).

Codexi run the gauntlet of power and danger daily, sometimes more so than their other hunter-kin. Whereas most Biomodus see the enemy as the risk without, the Codexi fight against the hunger within themselves and the inherent temptation of pushing themselves one step further in their quest for ultimate power and knowledge.

Codexi can take the form of many different societal roles. Some are healers and wise men. Others are sorcerous advisers and tyrants. Others are only drawn to the call of forbidden knowledge and have to hide their nature from their unforgiving Munsu kin. Whatever form they take, Codexi are both considered exceptional in their sphere of influence, either as a benefit or a potent threat.

USING CONFIGURATIONS

Configurations are split into three broad groups; Physical, Transformative and Sensory. Each individual Configuration is an effect that the Biomodus can create to achieve a single, yet often powerful change in themselves or the others around them. There is another school of forbidden Configurations, but these are mostly in the sphere of Vangaast, demented and corrupted Maalkari Warlords, or from cultures that are too young to understand their inherent danger. These Configurations are normally unavailable for player characters... At least without a sizable risk and cost in exchange for learning them.

For a character to use or learn any of the following, they must also meet the prerequisites needed to activate the program. Some Configurations require a lot of energy or understanding to use, and sometimes, this power can be too much for an inexperienced Biomodus to handle.

For a Biomodus to use Configurations, they must have a Programming Secondary Statistic equal to the Configuration's Tier, times 5 (Configuration Tier x 5). For example, a Tier 3 Configuration requires a Programming trait of 15.

Since a character's Programming Secondary Statistic is partially reliant on their Case Statistics, a Biomodus changing Case may drop their Programming trait below the minimum number needed to use Configuration of a higher tier. This does not mean that the Biomodus does not lose the knowledge of the Configuration, they simply do not have the kind of control and synergy with their Case needed to activate the Configuration.

Should they spend XP and raise their Programming, they can start to use the Configuration again, or they could switch back to a Case which brings their Programming Statistic back to the required level.

OBTAINING CONFIGURATIONS

Tier 1 and Tier 2 Configurations can be purchased during character creation. Even if your character meets the requirements to use a Tier 3 Configuration (although difficult to do), you may only learn a Tier 3 Configuration during play, either by being taught it by a powerful Codexi or discovering the program as part of an adventure.

Since they are mostly complex programs, Configurations can be discovered out in The Wastes on data chips, as a loot reward on monsters and antagonists, or given as a reward by employers and leaders. Some can even be purchased from traders at a high price. As a general rule, Tier 1 configurations can be acquired relatively easily, either through speaking to locals, learning from other party members or the like.

Tier 2 Configurations are more in the realm of dedicated Codexi, well-stocked traders in the main enclaves or as decent rewards from hunting and scavenging. Tier 3 Configurations are usually much harder to come by and require a considerable amount of work to secure even one.

The Narrator is always the final arbiter of how easy a Configuration is to obtain, their cost in local TD\$ and the type of work the characters need to undertake to get such rare knowledge. If the game is set in a Biomodus-hostile environment, Codexi are going to be rare encounters and not readily available to offer jobs or provide a safe place for 'disciples' to learn their newly discovered power.

Even if a Biomodus manages to get one of these rare treasures, that alone is not enough for the Biomodus to learn the Configuration, however. They must first possess the required Programming Secondary Statistic to learn the Configuration in the first place (even if that score is only temporarily reduced), and they must also spend the required XP as part of their advancement, along with one day per Tier of Configuration learned. This represents the time and effort needed to study, dissect and ultimately, consume the Program.

Once the Bioforge has fully reverse-engineered, embraced and absorbed the program, the stored data chip is useless. After the information has been dissected so often, the remnants and encoding are so fundamentally altered to the individual Core that it is unusable to any other Biomodus.

USING FORCE POINTS WITH CONFIGURATIONS

Configurations cost FP to use. FP (or Forge Points) are represented by the characters Max FP Secondary Statistic. In some cases, Configurations also require an additional amount of AP to use, but as a general rule, it will cost 1FP for a Tier 1 Configuration, 2FP for a Tier 2 and 4FP for a Tier 3. For example, Bunker – a Tier 2 Configuration – requires 2FP to activate. FP regenerates slowly in comparison to AP but provides a huge burst of power in varying forms. Additional costs may be listed in the individual Configuration listing.

NOTE: Some Configurations give the option of spending more FP to gain an extra effect. Unless stated otherwise, the most amount of FP a Biomodus can spend in a turn equals their Forge Point Regen Secondary Statistic. This applies to all attacks using Forge Points in the turn.

For example: if a Biomodus has an FPR of 9, they would be able to use the Tier 3, Barrage Configuration (4FP) and add an additional 2 targets (+2FP each) for a total of 8FP. Since adding a target costs an additional 2FP and the Biomodus has an FPR of 9, they cannot fully cover the cost of another target. Hence they are limited to spending 8FP in this activation.

Forge Points are explained in more detail under their listing in the Final Calculations section of the book (see pg. 125).

Unless stated in the Configuration's description, any FP must be expended before the roll is made. This represents the flow of power being used to activate the Configuration, even if it fails. Configurations are usually loud, colorful and energy-laden affairs, and enabling one requires a burst of power just to build up the initial charge. Unless stated in the individual descriptions, it is impossible to use a Configuration with any sort of stealth, further lending to the difficulty in hiding a Codexi's nature when it comes to the crunch.

When a Biomodus runs out of FP (either through expenditure or other, more sinister means), they cannot use any more configurations. This does not have to be the end of the matter, however, and Biomodus can push themselves past the brink to continue fueling their Configurations.

If the Biomodus has no remaining FP (or not enough to cover the full cost of the Configuration), they may opt to take 1 die of Lethal Damage for every 1FP needed to complete the Configuration. This damage is taken after the activation roll is resolved and all the consequences of that damage are applied then.

This damage cannot be reduced by any kind of armor, and if it invokes a roll on the Structural Damage table, then the roll is made with a -5 modifier (making it easier to do lasting damage to the Case.) Damage caused by feeding into Forge Points is on top of the usual effects of the Core Starvation Condition inherent to running a Biomodus on 0 FP, and all Activation rolls are made with the appropriate penalty. Since the FP is spent before the roll is made, even if the character has points to cover part of the cost, the Core Starvation Condition comes into play before the roll is made.

For example, Danielle's character Ixaal has been in a prolonged fight for a while, and he is down to 1FP. There is one final remaining Gaast remaining and in retreat, so as a last-ditch attack, Ixaal activates his newly acquired Napalm Configuration to finish the Daalum-infected creature off. Since Napalm has an initial cost of 2FP to activate with another 1FP for some extra damage, Danielle opts to take the risk.

Spending her last Forge Point, she also decides to take an additional 2 dice of Lethal Damage to add an extra 2FP to the total amount used. Because that FP is spent before the roll is made, this applies the Core Starvation Condition on her before the roll is even made. When she makes the activation roll, the penalties are applied immediately.

Regardless of if she succeeds or fails, Ixaal resolves the turn, rolls the damage against the Gaast if it succeeds, then rolls two dice to determine how much lethal damage Ixaal sustains, as a result of devouring his body's nanites to power the attack.

Lethal Damage, Structural Damage, and the Core Starvation Condition are covered in the Health, Healing and Death section of the book (see pg. 162).

ACTIVATION

The following Configuration list includes the types of rolls needed to perform a successful activation. Some of these rolls and actions and how they are resolved is covered in more detail in the Combat Chapter (see pg. 144), although they are listed here for reference. In most cases, it will use the Biomodus' Systems value versus an appropriate defense.

On a successful activation roll or attack (if required) the Configuration activates with the listed effect. If there is a damage value listed in the description, then that is rolled against the target. If the Configuration fails, then the burst of power is evident, but the effect does not take place or misses the intended target. Perhaps something in compiling the code went awry, or the targeting parameters were off.

Critical successes and failures should use this burst of power appropriately, resulting in potentially dangerous damage to structures around the Biomodus, or perhaps intimidating the remaining opposition as the display of authority shocks them into inaction. Codexi with a Vaaldexa installed, run the risk of these effects being amplified. These additional benefits and complications are detailed in the Modifications section (see pg. 107) of the book where the Vaaldexa Modification is listed.

Unless used as part of an attack, activating a Configuration is usually a flat 5AP cost on top of the FP cost needed to complete the effect. This is included in the description of the specific Configuration in the following explanations. Some Configurations do not require this cost and use a particular attack's AP (which can vary depending on the weapon), and will be listed as such.

SUSTAINING AN EFFECT

Some Configurations require a cost in FP or AP to be maintained. Sustaining a Configuration means that your character continues the effect into a second turn, usually at a discounted FP cost. Many Configurations are one-shot affairs, with nothing to sustain. It should be noted that sustaining one – or multiple effects continually drain a Biomodus' supply of FP. This can leave a Biomodus with little amounts of FP to spend and even run the risk of leaving the Core vulnerable. If a Configuration can be sustained, it will be listed in its individual entry.

Sustaining an effect always costs 2AP, unless a different number is listed alongside the additional FP cost to sustain the Configuration. If none is listed, then it should be assumed that maintaining the effect will cost 2AP.

If a Biomodus does not have enough FP or AP to sustain an effect, it automatically fails, and the effect is ended. Some Configurations have an ongoing effect with a set duration that does not require the Biomodus to sustain it.

Most Configurations that sustain an effect on a target need a roll each turn. It should be noted that this roll becomes harder as the target adjusts to the effect. Mechanically, this translates to a cumulative -1 penalty to the roll every turn as the target's defenses adapt to the continued attack. If the effect ends and is then reactivated on the same target, this resistance is reset as the Activation opens up a new weakness or hole in the target's defenses. In the case of some monsters (most notably Solo-type monsters and antagonists – see the Antagonists Chapter pg. 240), still apply sizable penalties to rolls, even when it is used a second time. This represents their much more robust defenses or an understanding of Configurations themselves.

Once the effect is over (either by choosing not to sustain the effect, running out of AP or FP or by a failed roll), the player may reactivate the Configuration for the initial activation cost associated with it. If they choose to sustain this effect again, they may do so, but still, must pay the FP and AP costs related to the Configuration.

DEFENSIVE CONFIGURATIONS

Some Configurations can be used as a defensive action. If this is the case, their cost in AP and FP can be employed instead of the usual 1AP needed to roll a defensive action. Once activated, the Configuration applies to all subsequent attacks at the standard 1AP cost to roll a defense. When it comes to the player's turn, they must pay the FP cost to sustain the power if they wish to keep it activated but does not need to reroll the initial activation.

If a Configuration can be used as a defensive action, it will be listed on the Configurations' cost or description.

Defensive Actions are covered in the Combat chapter of the book (see pg. 151).

PHYSICAL CONFIGURATIONS

BARRAGE

Tier: 3

Cost: 5AP + 4FP (+2FP per additional target)

Description: By overdriving the production capability of the Bioforge, the Biomodus can turn a portion of its forge materials into explosives, ejecting them from ports around the body and sending the self-propelled projectiles towards a target. This means that a significant amount of area can be covered by devastating explosions and turning the tide of a battle. This power can attack a single target multiple times or multiple targets at the same time.

Effect: The player makes a Systems Roll vs. Target's Ranged Defense. On a success, the target takes a 6E(3) Hit with the Blast 5/10 Trait. The Player must roll for each shot, even if the target is the same. An enemy's armor applies to each individual Barrage shot fired.

BUNKER

Tier: 2

Cost: 5AP + 2FP to activate (+1FP per round to sustain)

Description: A much heavier version of the Reinforce Skill, this locks down the Biomodus into an even greater protective state. This limits their movement speed further but increases their Defense.

Effect: No roll required. The player gains a +2 to their Adjusted Ranged and Melee Defenses, but their Adjusted Move value counts as 4 less (minimum of 1).

ELECTRIFY

Tier: 1

Cost: 1FP per 2E(1) Damage added to the roll. The user must spend AP on the attack as normal, +1AP for each 1FP added to the damage.

Description: A Biomodus can channel the electrical power of their bodies to aid them in their melee attacks. When attacking with either a melee weapon or a limb, the Biomodus can add additional electrical damage to the strike by charging the attack. This takes time and energy, but the end result is devastating.

Effect: Player must declare how many AP and FP they are investing in the strike before it is rolled. Roll the attack as normal. If the attack is a success, the attack deals an additional 2E(1) Damage per 1AP and 1FP spent. If the attack misses, the charge dissipates rendering the spent AP, and FP lost.

LAUNCH MECHANISM

Tier: 1

Cost: 1FP to activate. The user must still spend the appropriate AP to move the required distance.

Description: By adjusting the magnetic fields generated by the Case, along with the use of maneuvering thrust or fins, the Biomodus puts a temporary ban on the effects of gravity. With this, the character can make soaring leaps, ignoring the usual restraints on them by their weight category or other limitations.

Effect: No activation roll required. Activating this Configuration lets the player calculate their vertical movement distance by their Base move value times 5 (Base Move x5) for the remainder of their turn. This does not stack with Modifications that increase jumping or any modifier in place for being a Light or Heavy Case. An Athletics Skill roll is still required for some movement actions if they need accuracy or balance. This covers jumping and ground movement.

This Configuration generally ignores the Immobilized Condition for its duration, however, if it is still applicable when the character has changed location, then it is reapplied to their current position. In some cases, this Configuration may conflict with environmental causes of the Immobilized Condition (such as being crushed by rocks), so the Narrator has the final decision if the Condition applies or not.

MONOLITH

Tier: 3

Cost: 5AP + 4FP (+2FP per round to sustain)

Description: This Configuration essentially turns the Biomodus into an immobile block of armor. While this Configuration is active, the Biomodus plants itself into the ground and holds fast, armored and capable of turning, but movement is next to impossible.

Effect: No roll required. The player gains a +4 to their Adjusted Ranged and Melee Defenses but suffers the Immobilized condition, meaning they cannot use any other Configuration (aside from Launch Mechanism), Modification or Skill that requires mobility. The penalty to Attack and Defense Ratings from being Immobilized does not apply in this case, however. This Configuration also provides an additional 3P/3E armor for the duration of its use.

NAPALM

Tier: 2

Cost: 5AP + 2FP

Description: By directing heat and rearranging chemicals into a fluid mix, a player can use this Configuration to eject a plume of burning napalm onto a target. This fluid continues to burn for several seconds, causing continuous damage. This power has a range of 10 yards and has the Adjacent Threat Classification, but deals full damage to everyone affected.

Effect: The player makes a Systems Roll vs. the target's Ranged Defense. On a success, the target takes 4E(4) Damage if struck, which is reduced by 1E(1) every turn after until no damage remains, or the target spends 5AP or an attack to put themselves out.

REFRACTION FIELD

Tier: 2

Cost: 3AP (which can replace the cost of a defensive action) + 2FP (+2FP per round to sustain)

Description: The player generates a field of heat and magnetism to create a refraction barrier around the Biomodus. This barrier alters energy-based projectiles and attacks away from the user and causes a shimmering, 'heated air' effect around the character during its use.

Effect: User rolls their Systems vs. the enemy's Attack Rating if used on an enemies turn. If activated on the player's turn, there is no activation roll. Success means the field is enabled before the attack can hit, whereas failure means the attack connects normally, but the field is still activated against all subsequent attacks until the player's next turn. The decision to activate this power can be made after a successful roll has been achieved, and essentially refunds the 1AP used to make the first defense, although they must still pay the new 3AP activation cost.

While active, Refraction Field adds an additional +2 bonus to Adjusted Ranged Defense and grants 9E Armor in addition to any Energy armor the Biomodus possesses.

REINFORCE

Tier: 1

Cost: 5AP + 1FP (+1FP per round to sustain)

Description: The Biomodus hunkers down and diverts its power and attention to its defensive systems. Locking down holes and tightening gaps in armor to make them more secure. In doing this, the Biomodus loses some mobility, but for the benefit of dramatically increasing its overall defense.

Effect: No activation roll required. When active, the Biomodus gains a +1 to its Adjusted Ranged and Melee Defenses, but its Adjusted Move value is calculated as 2 lower for the purposes of any kind of movement (minimum of 1).

TORSION CONTROL

Tier: 1

Cost: 1FP + the AP needed to complete the attack or Athletics Skill check

Description: By pushing available power to the musculature, drives and power supply of the limbs, the Biomodus grants itself a considerable boost in power, allowing it to temporarily lift, throw or push items more than its usual capability. Due to the lack of real control, this power cannot be used to aid in damage in combat, but it does allow the Biomodus to toss a grenade or thrown weapon much further.

Effect: No activation roll required. For one turn, the Biomodus counts its Force stat as being five times greater (Force x 5) for the purpose of throwing distance, as well as providing a +5 bonus any Athletics Skill checks based on brute force (such as pushing, lifting, etc.)

TRANSFORMATIVE CONFIGURATIONS

CANNIBALIZE

Tier: 2

Cost: 2FP (+2FP per additional 1P(1) Damage) + the AP needed to complete the attack

Description: This attack is in addition to a physical, melee attack and cannot be performed at range. When activated, the Configuration coats the limb or installed melee weapon with a layer of hungry nanomachines. Once the physical attack hits, Nanomachines eat at the target, then bring the materials back to the Biomodus to put towards repairs.

Effect: The player states how many FP is being spent on the power before rolling. There is no activation roll. However, the player must still succeed on a melee attack (with a natural or installed melee weapon, using the Internal Weapon Mount or another Modification such as Nanoglass claws, a Maw or a Tail) that does Physical Damage. If the attack misses, the FP is expended, and the effect is lost. If a successful hit is scored, the player does an additional 1P(1) Damage.

On the next round, the player receives 1 Health healing per point of Damage dealt by the Configuration (not the melee attack itself) at the start of their next turn. For example, if a character hits a target for 15 Damage with the weapon and an additional 12 damage from the Configuration (for a total of 27 damage), the character would gain 12 Health at the beginning of their next turn.

COMBUSTION

Tier: 1

Cost: 5AP + 1FP per 5 yard radius

Description: The Biomodus deploys a field of nanomachines around itself in a circle, then superheats and detonates them in a dome-like explosion of fire and impact force, focused outwards. The shockwave of the impact is blasted away from the user, knocking over anything in range and forcing flying creatures to lose control.

Effect: The player makes a Systems roll vs. Target's Ranged Defense. On a success, every target in range takes 2E(1) Damage and forces them to fall prone, costing them 1 attack or 2AP to right themselves (which can be done defensively). Flying targets caught in the blast suffer the Out of Control Condition. The player applies a single roll to all affected targets, using the same damage roll. Creatures who are immune to being knocked prone take damage but not the additional effect.

DECAY

Tier: 1

Cost: 5AP + 1FP (+1FP per round to sustain)

Description: The Biomodus uses a series of hacks to force the targets nanomachines to weaken the outer layers of armor and skin of the victim, lowering their structural integrity. This effect lasts until the defenses of the target kick in to nullify the damage and restructure the armor.

Effect: The player makes a Systems roll vs. the target's System Defense. On a success, the target takes a -2 penalty to their Melee and Ranged Defense Ratings (not System Defense, however). The player may choose to sustain the attack on the next turn, but must succeed on another Systems vs. the target's System Defense but at a cumulative -1 penalty per turn of maintenance.

DISINTEGRATE

Tier: 3

Cost: 5AP + 4FP (+4FP per additional 4E(4) Damage)

Description: A deadly Configuration to most, this deadly blast of sickly green energy targets the underlying atomic structure of the victim and breaks it down. When successfully used, the target suffers considerable damage and can have their equipment, Modifications and other benefits disabled.

Effect: The player makes a Systems roll vs. the target's System Defense on any single monster or antagonist within 10 yards (this also applies to mobs). On a success, the target takes a 4E(4) Hit for every 4FP used to activate this Configuration. For every 10 points of Lethal Damage received (after reduction by armor), the target also loses one of the following, decided by the attacker:

- 1 Point from all Adjusted Defense Ratings.
- 2 Point from the target's Adjusted Move value.
- Reduction of all Attack Ratings by 1.
- Reduction of the target's armor value by 1P/1E
- If the target is another player or an antagonist with Modifications, it can reduce the maximum Modification pool by 1.

If this power reduces the available Modification slots below what is required to make a Modification work, then the Modification ceases to function until it can be repaired. If a weapon or Armor is reduced to 0 in this fashion, then it is considered destroyed. The reduced Modification slots points and adjusted values are returned to normal when the target returns to full health. Damaged weapons and armor must be repaired (unless built into the target).

HEALING FIELD

Tier: 2

Cost: 2 FP and 5 Lethal Health per 2H(1) Healing

Description: Some healers give of themselves for the wellbeing of others. When activated, the users nanomachines become nourishing, energy-filled reservoirs designed not to fight against the system that consumes them. These nanomachines fall upon the Codexi's allies and heal them for a certain amount of damage if they fall under the field of effect.

Although this Configuration damages the healer, the act can keep some Biomodus allies in the fight, as well as stabilize fallen Biomodus if the amount healed is enough to bring them above 0 Health. This healing field only effects allies (not the user) and heals for 2H(1) Health (meaning that the highest dice is lethal and the lowest die is Scratch). A user may also spend an additional 2FP and 5 Health to make this roll 4H(2) but doing so can leave a Codexi Vulnerable.

Effect: The user spends 2FP + 5 Lethal Health per 2H(1) Health healed. Any ally within 10 yards receives this healing, but not the Codexi using this configuration. This can be spent multiple times up to the users FP maximum (or their health runs out). Dropping to 0 (or below) Health when casting this Configuration will cause the user to go into immediate Core Shutdown and start to lose Health normally, even if it does not hit the -10 Health requirement.

Damage done to the user by the Configuration cannot be reduced by armor or Modification in any way. There is no roll to activate this Configuration.

LIMB SPLIT

Tier: 1

Cost: 5AP + 1FP (+1FP per round of use)

Description: This Configuration allows the Biomodus to split one set of its limbs in half, making two such limbs become four. This can be cast multiple times to turn 4 limbs into 8, but the full FP and AP cost must be spent, and upkeep paid for every turn using this Configuration. By gaining extra limbs, the Biomodus grants itself better efficiency at the price of limb strength.

Effect: No activation roll required. While active, Limb Split turns a pair of limbs into 4. This means that the character's Power (or Control) statistic is halved (rounded down – minimum of 1) for the purposes of strength-related Skills and determining minimum Lethal Damage, but does not alter the Force score to hit a target in melee combat.

Splitting a pair of limbs means a Biomodus can gain a potential of 2 more attacks per round, and any installed Weapon Modifications (such as Internally Mounted Melee Weapons or nanoglass claws) still apply to the split arms. Splitting a pair of legs grants a +4 bonus to their Adjusted Move value. The Case must have either the Arms, Legs, Tail or similar limb Modifications to use this Configuration. Arms split in this way also count as additional arms in a Grapple when determining the modifier to the Dice roll.

RAMPAGE

Tier: 1

Cost: 1FP and 5 Lethal Health per 5AP Gained

Description: In a pinch, this Configuration can mean life or death. It is a high-risk, high-reward move that can give a user another boost of AP at the cost of damaging their Case. Once activated the user spends 1FP and loses 5 Health (which counts as Lethal Damage) but gains an additional 5AP.

This AP can be used for any purpose and can even be used to negate the limitations on having one attack with a weapon that does not have the Rate of Fire Classification. This Configuration can be activated at the end of a user's turn (when they have run out of AP), and may be performed multiple times for the same cost if required.

There is a downside. If the user is reduced to 0 Health in the same round as using Rampage, the Case is considered completely destroyed (as if they have hit -10 Health) and the user goes into immediate Core Shutdown. Use this configuration wisely.

Effect: The user spends 1FP and takes 5 Lethal Damage. As a result they gain 5AP that can be used for any purpose, including making an attack with a weapon not normally able to do so. If they are reduced to 0 Health in the same turn, then their Case is immediately destroyed and the user goes into Core Shutdown.

REASSEMBLE

Tier: 2

Cost: 5AP + 2FP

Description: This Configuration allows the Biomodus to swap out a significant amount of its available Modifications during combat. This Configuration takes a full round to settle into place, during which the Biomodus cannot use any of the Modifications being changed in or out of its suite of Installed Modifications.

Effect: No activation roll required. Upon use, the Biomodus decides which Modifications it is removing (up to 4 points worth) and loses the ability to use any of those Modifications, including legs, arms or weapons. If they swap Modifications that are responsible for attacking, movement or any other function, then they are unable to perform that task in the current or following round. After the next round has passed, a player may choose up to 4 points of Modifications to equip and use as long as they do not go over their total Modification Slot count.

REBUILD

Tier: 3

Cost: 5AP + 4FP

Description: The Biomodus can essentially rebuild itself from scratch in the middle of combat. Or at will, if it is outside of combat. This takes time but essentially means that a Biomodus can adjust to any combat scenario at a moment's notice. Biomodus who learn this Configuration are true shapeshifters.

Effect: No activation roll required. Upon use, the Biomodus decides which Modifications it is removing (up to 8 points worth) and loses the ability to use any of those Modifications, including legs, arms or weapons. If they swap Modifications that are responsible for attacking, movement or any other function, then they are unable to perform that task in the current or following round. After the next round has passed, a player may choose up to 8 points of Modifications to equip and use as long as they do not go over their total Modification Slot count.

At this level, the Biomodus may also choose to change its Case size (but not type) by one step during combat, but is virtually unable to act as the entire body is rebuilt from the inside out. Be aware, changing Case size can drastically alter your stats, so having them on hand and prepared may be wise. If lowering their Case size, the Biomodus may freely remove any equipped mods that would put them over their limit, but this does not work in reverse. Adding more slots does not also let a Biomodus add Modifications to their Equipped Modification list, and another use of this Configuration would be needed to add more in on the fly.

RECONFIGURE

Tier: 1

Cost: 5AP + 1FP

Description: The Biomodus can swap out some of its known Modification on the fly and during combat. Although it takes a small amount of time to reset, the Biomodus has a level of adaptability unavailable to those without this Configuration.

Effect: No activation roll required. Upon use, the Biomodus decides which Modifications it is removing (up to 2 points worth) and loses the ability to use any of those Modifications, including legs, arms or weapons. If they swap Modifications that are responsible for attacking, movement or any other function, then they are unable to perform that task in the current or following round. After the next round has passed, a player may choose up to 2 points of Modifications to equip and use as long as they do not go over their total Modification Slot count.

This Configuration cannot be used to change out Modifications that require 3 slots or more.

RERENDER

Tier: 1

Cost: 5AP + 1FP

Description: A player with this Configuration can change their Biomodus' outward appearance to a slight degree. A change of face, markings, eye color, a metallic sheen, or other minor aesthetic changes are possible to fit a situation, or to add to intimidation and seduction attempts. This effect lasts for a whole scene with no additional cost.

Effect: No roll is required. When activated, the Biomodus gains a +2 bonus to all Social interactions that would benefit from the new look. The final choice of if the change in appearance benefits a situation is down to the Narrator. For example, a Biomodus making themselves more alluring would not necessarily gain favor with someone they are trying to intimidate.

SAVE DATA

Tier: 3

Cost: The initial cost of the Original Configuration + 1FP

Description: By using Save Data, the Codexi may copy down one of their known Configurations into a physical data shard, usable by anyone else. This process can take up to an hour (20 minutes per Configuration Tier) and requires that the Codexi channel the full cost of the Configuration – including all additional FP if a higher effect is required – plus an additional 1FP.

When used, the Codexi condenses all the nanomachines along with their charge into a semi-opaque data shard, although the exact size, shape and general aesthetic is down to the Codexi. Generally they are no bigger than a few inches. This data shard can be given to another Biomodus, who can then activate the Configuration without having to meet the prerequisites. If the activation does not involve a roll, it succeeds automatically at the power level given to the data shard upon creation.

If it does require a roll, then the user must succeed on that roll using their own statistics for it to take effect. Once used, the data shard is expended and the Configuration gone. Instead of activating the Data Shard, a user may instead spend XP to learn the configuration at a discount. Instead of 25XP per tier, the cost is reduced to 20XP per tier and the data shard is still consumed by the process. The user must still meet all the requirements to learn the new Configuration if used in this way, however.

Effect: The Codexi spends the casting cost of the Configuration they wish to save (FP only, as it is an out of combat action) as well as one additional FP. This process takes 20 minutes per Configuration Tier. Once saved, the Configuration may be cast or learned by another Biomodus while ignoring the requirements. A data shard lasts for as many days as the original Codexi's Programming Trait before it loses power and disappears.

SENSORY CONFIGURATIONS

ACTUATOR HACK

Tier: 2

Cost: 5AP + 2FP (+1FP per round to sustain)

Description: The Biomodus sends out a viral nanite signal to hack the target's Nanomachines and shut down their movement functions. This effect can be continued as long as the Biomodus retains control of the hacked nanites.

Effect: The player makes a Systems roll vs. the target's System Defense. If the hack succeeds, the target is unable to move and suffers the Immobile Condition. The player may choose to continue the hack next turn but must succeed on another Systems roll, but at a cumulative -1 penalty for every turn of sustained effect.

EM FLUX

Tier: 1

Cost: 5AP + 1FP

Description: By generating a pulse of electromagnetic energy and some IR flaring, the Biomodus attacks one or several targets with flashing, disrupting pulses and causes sensory systems to temporarily shut down or get distracted before the vision can adjust.

Effect: The player makes a Systems roll vs. the target's System Defense. On a successful activation, all targets adjacent to the user take 2E(1) Damage and suffers from the Disrupted Condition for 1 turn. The user applies one attack and damage roll to the System Defense Rating of every target within range of the attack. Multiple applications of this attack do not stack or increase the duration of the Disrupted Condition.

FULL SPECTRUM

Tier: 1

Cost: 5AP + 1FP

Description: The Biomodus diverts its Nanomachines production into its sensory systems, relaying information back to the brain through the whole electromagnetic spectrum. This new Sensor array gives the Biomodus a new awareness of its surroundings and makes even highly concealed people and objects obvious to see.

Effect: No activation roll required. When active, Full Spectrum allows the Biomodus to ignore all concealment penalties (such as smoke, darkness, etc.) and grants a +2 to all Focus-related rolls to spot, detect and search for hidden or stealthy targets. This effect lasts for the remainder of the scene.

GLITCH

Tier: 2

Cost: 5AP + 2FP (+1FP per round to sustain)

Description: The user hacks a small portion of the targets limb control, causing muscle spasms and misaligned sensors. This is not enough to change the limb's ability on a large scale, but enough to make bullets aimed with an arm miss at range, or to poorly calculate a throw.

Effect: The player makes a Systems roll vs. the target's System Defense. On a success, the target's Ranged Attacks suffer a -4 penalty, as they are unable to aim correctly, judge distance and suffer from minor hand and muscle spasms. This applies to Ranged and Thrown attacks only. The player may choose to continue the hack next turn, but must succeed on another Systems roll but at a cumulative -1 penalty for every turn of sustaining the effect.

OVERLORD

Tier: 3

Cost: 5AP + 4FP (+4FP per round to sustain, does not cost 2AP to sustain, but user must be able to Spend AP to force a target's actions – see below)

Description: A full system hack, placing a target under the Biomodus' control and imposes the Dominated condition. There are some limitations, as the controlling Biomodus cannot activate any of the targets known Configurations, but may activate Modifications possessed by the target. This is a costly hack but can be very effective.

Effect: The player makes a Systems roll vs. the target's System Defense. If the hack succeeds, the target suffers the Dominated Condition. The Biomodus may direct the targets regular attacks and installed Modifications but must spend 3AP for every attack or action they want the target to make. These activities cannot exceed the maximum amount of actions available to the target.

If the Biomodus does not have the AP to cover the action, then they are unable to control their victim, and the target is considered helpless. The player may choose to continue the hack next turn, but must succeed on another Systems roll but at a cumulative -1 penalty for every turn of maintenance. Once a target successfully defends against this Configuration, it becomes immune to further attempts at using Overlord by the same Biomodus for the remainder of the scene.

PING

Tier: 2

Cost: 5AP + 2FP (+1FP per round to sustain)

Description: By sending out a pulse of communication that forces a reply back from target Nanomachines, the user becomes aware of the position of everything possessing Nanomachines nearby. This includes other Biomodus, Munsis, altered creatures and other inhabited lifeforms.

Effect: The player makes a Systems roll vs. the System Defense of every viable target in the area, applying one roll to all targets in range. For every target that the roll beats, the Biomodus gets a brief flash of their current location and their direction of movement. This lasts for a second and is gone by the next round. This also reveals targets behind cover, invisible, or otherwise concealed. Attempts to perceive successfully pinged targets gain a +4 bonus, and indirect attacks which have penalties for not having a line of sight or a spotter have this negative modifier completely removed.

PROJECTION

Tier: 1

Cost: 5AP + 1FP

Description: Using AR projections and deflections of light, the user may create a projected image that looks and sounds like the real thing. By warming nanites, the image may also gain a heat signature, fooling visual aids like thermal vision.

Effect: The user must make a Systems roll vs. an onlookers perception check. On a success, the observer believes the projection is real. A failure on the roll means the observer sees through the illusion and identifies it as a ruse. A projection may make simple actions (such as walking, sitting, drinking a cup of nanocaff, etc.) but may not interact with any real object.

SHUTDOWN HACK

Tier: 3

Cost: 5AP + 4FP

Description: By running feedback, EM Pulses and targeted hacks, the Biomodus sends a global shutdown command to all active Nanomachines in the local area (100 feet.)

Effect: The player makes a Systems roll. The difficulty in shutting down any given Configuration in the area is equal to the Configuration's Tier times 6. The same roll is applied to all Configurations. This effect will still work on Configurations that do not beat the roll but will not affect any that exceed it.

If the roll succeeds then, the target Configuration stops, and cannot be continued until recast. If a given roll does not beat a level of a Configuration but hits another active effect, then it only shuts down the effects that it succeeds against.

For example: if a Biomodus with a Systems rating of 17 activates this Configuration and rolls a 7, then they would successfully shut down all Tier 1 and Tier 2 Configurations (at difficulty 6 (+8 modifier) and 12 (+5 modifier). However, they would fail against a Tier 3 Configuration (at difficulty 18, resulting in a -1 modifier). As a result, all Tier 1 and 2 Configurations in 100 feet would immediately end, whereas any Tier 3 Configurations would still be active.

SILENT RUNNING

Tier: 1

Cost: 5AP + 1FP

Description: By shutting down all unnecessary systems and using Nanomachines to mute external sounds, the Biomodus reduces their aural and visual footprint.

Effect: No activation roll required. When used, Silent Running grants a +2 to all stealth rolls involving moving silently, remaining unseen or any form of physical concealment. This does not cover sleight of hand or any kind of subtle movement to do things in plain sight. This effect lasts for one scene.

MODIFICATIONS

Modifications are the physical and mechanical basis of the Biomodus. When a Homo biomodi crosses the threshold into becoming a Biomodus, the body they were born with becomes their first Case (most likely a light Hominid). This Case is entirely modular, requiring only a minimal amount of reserved space for ingestion, processing, and sensory organs and this is most often close to the Core.

When looking at the rest of the body, it is essentially a vast open space for replacements and upgrades. Joins and limbs can be replaced with larger, denser weaves of nanites and metal instead of musculature. Hands can be easily converted to metal claws or fingers that can split into several digits capable of incredibly fine manipulation. Where organs once resided, the newly born Biomodus can install high-output magnetic coils or ARM-generating filter arrays.

On top of that, the Biomodus can increase the mass and storage of their Case by upgrading their frame. By increasing their Case size to a medium or even a large version, the amount of space to install Modifications likewise increases, opening up new possibilities for hunting, protection, and support.

MODIFICATIONS AND CASE TYPES

When a Biomodus takes on a new kind of Case, there are changes that they must get used to. Areas of the new Case may be more tooled towards high-speed and mobility, or perhaps there is a much larger area of space dedicated to sensory organs and support equipment. This is represented by the categories of Modifications.

Free Modifications – These Modifications are learned upon becoming a Biomodus and never have to be bought with XP. Free Modifications do not incur a penalty to any Case type, but they do have rules around how they can be equipped.

Generic Modifications – These installations are fairly universal in their design, and provide a baseline level of complexity and compatibility. Any Case type can equip these Modifications without penalty.

Weapon Modifications – Designed to wound, injure and harm, these basic Modifications are also universally compatible. Any Case type can equip these Modifications without penalty.

Hominid Modifications – Designed around durability, stability and having a level of structural support usually found in a Hominid, these Modifications may be too heavy or immobile for the other Case types. Only Hominid Cases may equip these Modifications without penalty.

Chimeric Modifications – Centered on fluidity, change, movement and deftness, these Modifications require a Case with a penchant for adaptation. Only Chimeric Cases may equip these Modifications without penalty.

Sentinel Modifications – Heavily focused on support, sensory ability, and other, more complex functions, these Modifications require a lot of processing, stability, and control. Only Sentinel Cases may equip these Modifications without penalty.

Special / Permanent Modifications – These Modifications have no particular penchant for any Case type, but there are unique requirements for each one. The limitations to use are listed under each one individually.

The penalty for equipping a Modification outside of your Biomodus' current Case type is listed below in the Equipping Modifications section pg. 92.

LEARNING MODIFICATIONS

Modifications can be learned during character creation with the simple expenditure of XP. How this is translated into story terms is a little more complicated. When a Biomodus grows and adapts, they will find themselves in situations where they may need to replace an arm or find themselves with a need to keep a constant supply of ARM on them.

When a character installs a new Modification, the Bioforge has to adapt and learn the pattern of the new installation. Once the Bioforge has developed that pattern for itself, it stores it in memory and can convert materials in the body to the right configurations. If a Modification, limb or some other physical damage happens where a part of the body needs to be replaced, the Bioforge does not need to relearn the Modification. It simply needs the raw materials to rebuild and then it can activate the Modification again.

As a character progresses through the world, they find new and exciting ways to modify their body. In character advancement, this is not only reflected in an expenditure of XP but in the world through the story. The process can be anything from purchasing a Modification pattern from a local MedTek, pulling some function out of a newly discovered monster out in the wastes, or learning it from a member of the Biomodus' Array.

Learning a Modification means it can be equipped. Once it is purchased, the Modification cannot be forgotten and remains with the character regardless of if they unequipped the Modification, change Case (either by choice or destruction) or suffer some sort of story-driven amnesia. The Core stores these patterns separate from a character's mental function and although a character can teach (or be shown) new Modifications, the design is unique to the character, and so this is represented by the expenditure of XP.

EQUIPPING MODIFICATIONS

Equipping Modifications require using Modification Slots. These slots represent the amount of raw materials and control the Core has, as well as the carrying capacity of the Case your Biomodus currently inhabits. These slots are split up into three different categories.

Free Slots – All Biomodus have three (3) Modification Slots to use for their free Modifications. No other type of Modification can be equipped in these slots, and represent the primary motor and systems functions of your Case. Most commonly, Biomodus will equip a set of arms, legs and a utility Modification such as sensors, another utility limb such as a tail or some additional armor.

Case Slots – These slots are assigned, based on your Case weight, regardless of the Case type. Light Cases will have 2 slots, Medium Cases have 4 slots, and Heavy Cases have a total of 6 Modification Slots.

Purchased Slots – These slots are additional slots purchased through XP, either through character creation or advancement. Whereas a Biomodus' Free and Case slots are predefined, Purchased slots can increase without limit as long as XP is used to buy them.

ROLEPLAYING MODIFICATIONS

Modifications – and how you're a character came across them – can be just as much of a story hook as any other part of a character's background. Perhaps your Biomodus grew up in the towering buildings of The Corpse Ladders, in the ruins of former Las Vegas? There may have been a need for the Friction Grip Modification because of years of scaling the outsides of massive, ruinous skyscrapers.

Having a story in mind when selecting your Modifications can help you build out the character's depth, not just how functional they are. Modifications are a fundamental and remembered part of your Core, not just a replaceable limb with some fancy features. Perhaps your Biomodus has invested in a Modification to help them more appealing to people because of a history of being hated? They can represent a character's desires as much as they can their function in a party.

Modification Slots are taken up when Modifications are equipped. It should be noted that a learned Modification can be equipped multiple times, without needing to spend additional XP. As long as your Biomodus has enough Modification Slots to fit the Modification multiple times, then there is no extra XP cost.

For example, Ixaal has 3 Free Slots, taken up by Arms, Legs and Improved Armor (all at 1 Slot per Modification) and 4 Case Slots for using a Medium Chimeric Case. Also, he also has 3 Purchased Slots from XP used in advancement. Right now, Ixaal has 7 slots available for any Modifications he wants to equip and is looking at Modifications to purchase in Advancement.

Ixaal decides that he wants to buy the EM Lance Weapon Modification for 60XP (3 Slot Modification and the cost is 20XP per slot required.) Equipping the Modification only takes up 3 of the 7 remaining slots, and since he has 4 left, Ixaal decides to equip it again.

At this point, Ixaal has two installations of the EM Lance, (for a total of 6 Modification Slots). Since he has already purchased the Modification itself for 60XP, he does not need to pay that amount again. He only needs to have enough available Modification Slots for a second installation. Since he has 1 remaining open slot left, he decides to equip a second pair of Arms (again, costing no additional XP because it is already known), leaving him with the following Equipped Modifications:

Arms (x2), Legs, Improved Armor, EM Lance (x2)

Should a character unequip a Modification later on and replace it with something else, the Biomodus does not lose the knowledge of that Modification. Once it is learned and available for the Core to use, it can be swapped in and out of the Case when the Biomodus has enough downtime to make those changes (or uses a Configuration which allows them to change out Modifications rapidly.)

PENALTIES FOR MODIFICATIONS FROM ANOTHER CATEGORY

Usually, a Biomodus can install any of the following without penalty:

- Free Modifications
- Generic Modifications
- Weapon Modifications
- Modifications from their Case Category

Some Modifications may incur a penalty to equip:

- Modifications not from a characters Case Category
- Some Special / Permanent Modifications

Equipping a Modification from outside of the currently equipped Case type is the most likely form of penalty a Biomodus will incur. The thematic reasons behind this are varied, but there is some aspect of the Modifications from another Case type that require extra tooling and work to equip on a Case not matching their type.

For example, the mobility Modifications of the Chimeric category require a degree of lightweight flexibility to use. Hominid and Sentinel cases are relatively rigid and – in the form of Hominid Cases especially – built to resist vast changes and damage.

This lack of flexibility means that installing a Modification of the Chimeric category on a Hominid Case results in a less efficient installation, taking up more space and systems resources that would be needed on a Case built around such requirements.

As far as the game mechanics go, this translates into an additional Modification Slot required to use the Modification. This penalty is levied against the Biomodus for every Modification that does not match the Biomodus' equipped Case type.

For example, if Ixaal were still using his Chimeric Case and wanted to install a Modification from the Free, Generic, Weapon or Chimeric Categories, it would use the standard amount of slots to equip them. If he wanted to equip the Friction Grip Modification from the Hominid Category (which typically costs 1 Modification slot to equip), it would cost him 2 Modification Slots to equip it.

Should a Biomodus switch to another Case type, later on, they must apply this penalty to any Modifications from their previous Case type. However, Modifications of the category from their currently equipped Case will no longer incur 1 Slot penalty.

NOTE: This penalty does not apply to learning a Modification with XP during character creation or advancement. When determining how much XP a Modification costs to purchase, use the base value of the Modification without any slot penalties applied. As stated before, a Modification can be learned without having to equip it. Since learning the Modification is a function of the Core, it is not hindered by the category it falls under.

FREE MODIFICATIONS

There is a number of Modifications available to all Biomodus characters, regardless of their Case type or experience levels. All Biomodus consider these Modifications as learned and may equip any of them in any available Modification slot. The three (3) Free Modification Slots available to characters can only be used to equip a Modification from the following list of Free Modifications. Although none of them are mandatory for a character to survive, some of these starting Modifications provide essential mobility and interactive functions.

The only exception to this list is the Sentinel Body Modification. Only Sentinels may equip this Modification, and it is mandatory for them (although it only takes up one of the available 3 slots for Free Modifications). Once a character changes out of a Sentinel Case, they must unequip the Sentinel Body Modification and use something else. Likewise, a character changing to a Sentinel Case must unequip one of their Free Modification slots and replace it with the Sentinel Body Modification.

ARMS (PAIR)

Modification Cost: 1

Description: Just a simple, basic pair of arms. These Modifications come in all sorts of shapes and sizes, with a variety of appearances, but work just as regular human arms would. Wielding a weapon requires arms (unless installed in the body using the Internal Weapon Mount Modification). Light Melee, Light Ranged, and Medium Melee weapons can all be wielded in one hand, whereas Medium Ranged, Heavy Melee and Heavy Ranged weapons require two hands to use. All weapons that require the Gunner skill to fire also need two free hands.

Having multiple instances of the Arms Modification can help in several ways. More arms mean a character can have more available attacks in a turn with weapons without the Rate of Fire Classification on them. For every additional pair of arms committed to a grapple attempt, the character gains a +2 bonus to the attempt. Grappling is covered in more detail under the Combat Section of the book (see pg. 158).

Activation: None. This is a passive Modification.

FINE MANIPULATORS

Modification Cost: 1

Description: This foldable or retractable limb, tentacle-like cable or other manipulator is used to interact swiftly, accurately and delicately with subtle tasks. Computer operation, lock picking, reaching into a small space – all possible uses for Fine Manipulators. All Fine Manipulators can reach out to 3 yards and convey a +2 bonus to any roll requiring fine manipulation. A Fine Manipulator cannot be used to wield a weapon or lift anything particularly heavy. It is a tool to interact, nothing more.

Activation: None. This is a passive Modification.

IMPROVED ARMOR

Modification Cost: 1 per point of Physical and Energy Armor

Description: For every Mod Slot used to grant Improved Armor, the character increases their armor by 1P/1E. This is accomplished through the use of upgrades to the internal infrastructure of the Case frame, reinforcing joints and granting any powered components with a layer of additional insulation and EMP protection.

For example, this Modification would turn light armor from 3P/2E into 4P/3E (covered later in the Equipment Section pg. 178.) This can be taken a maximum of twice for Light and Medium Cases, and three times for Heavy Cases. Use of this Modification does not remove the x2 Base Move modifier on Cases in the Light category by increasing their armor rating in this way. Unarmored Biomodus would gain a flat rating of 1P/1E per installation up to the maximum mentioned above.

Activation: None. This is a passive Modification.

LEGS (PAIR)

Modification Cost: 1

Description: Just a standard pair of legs. These Modifications come in all sorts of shapes and sizes, with a variety of appearances, but work just as regular human legs would. Legs are required to move normally across the ground and jump. Characters without legs and no other method of propulsion can crawl as a Base Move of 1 and cannot jump. Characters that lose only one leg (due to injury or it is transformed into a weapon), have their Adjusted move reduced by half, rounding down to a minimum of 1. For every pair of legs over your first, you increase your Base Move score by 2. This is in addition to other movement altering Modifications, such as the Quadruped Body Modification.

NOTE: Legs can be replaced by something aesthetically more in line with your Biomodus, depending on the approval of your Narrator. Perhaps instead you would want your Biomodus to have wheels or even tracks? Maybe some kind of stilt-like pogo sticks? They cannot replicate the abilities of other Modifications, however, only what is described above. Your Narrator may impose small bonuses or penalties, depending on a task however, so discuss it with them first

Activation: None. This is a passive Modification.

LEVITATION DRIVE

Modification Cost: 1

Description: This torso-mounted mod allows the Biomodus to float above the ground between a few inches and roughly six feet, and move around without needing to touch the floor. It does not alter base movement, and Biomodus with legs may choose to use either method to propel themselves. This Modification renders a Biomodus immune to knockdown effects and cannot be knocked prone, although impact can still drive them into the floor for damage, they simply float back up if not destroyed.

This does impose a -2 penalty to climbing and jumping related tasks if it is the sole method of propulsion. If a character also has equipped Modifications like legs or other climbing aids, this penalty is removed.

Levitation Drives can anchor themselves to fast moving objects, such as vehicles and the like, but do so by actively choosing to impose the Immobilized condition on themselves. When used in this way, the Immobilized Condition can be ended at will, but momentum will still take effect.

Activation: None. This is a passive Modification.

SPECTRUM ANALYZER

Modification Cost: 1

Description: This Modification to the eyes or optical ports allows the Biomodus to see in varying arrays of light. The Biomodus may switch between normal light, Infrared and UV Night Vision. This also provides a zooming function of up to 8x normal sight. Use of this Modification to assist in noticing details, long-distance scouting or other such tasks grant a +2 Focus Skill bonus for these purposes.

Activation: None. This is a passive Modification.

TAIL

Modification Cost: 1

Description: A tail is a basic and reliable attachment to the base of the spine or the neck. Although it is not capable of fine enough movement to wield a weapon, it can count as another unarmed attack which can be used as a mounting point for Nanoglass Spurs or a Blade replacement. Without any other mods attached to it, a Tail provides a +4 bonus to all Athletics checks that involve balance and maneuverability. With Mods equipped (such as Nanoglass spurs), this bonus drops to +2.

Additional tails installed provide an additional Unarmed Melee attack, but do not stack the Athletics bonus gained from the first installation. The maximum benefit a tail can provide is +4 without other attachments, or +2 with attachments, even if only one of the installations has them equipped.

Activation: None. This is a passive Modification.

GENERIC MODIFICATIONS

Generic Modifications can be used by all Case types without penalty. In many cases, they are more useful versions of Free Modifications, but unlike Free Modifications, they require either a Case Slot or a Purchased Slot to Equip. Generic Modifications are relatively easy to teach and come across in The Wastes. Most of the parts are fairly routine to come across and are mostly very functional in design.

ADVANCED ARMOR

Modification Cost: 2 or 3

Description: By tightening down holes, making shock-absorbent amendments to the already reinforced frame of the Case and having a passive flow of repairing nanites to the outer armor, a Biomodus can reduce the lethality of an attack received by it. For two slots, the lethality of an attack is reduced by 1. For the 3-point version, the lethality is reduced by 2.

For example, if a Biomodus with the 3-point version of Advanced Armor were to receive a 4P(3) hit, the damage category would be reduced to 4P(1). The same Biomodus would reduce it to a 4P(2) hit when using the 2-point version. While it does reduce the threat of taking some damage, Biomodus with Advanced Armor are more likely to stay in action with less downtime over a longer period of time.

Activation: None. This is a passive Modification.

COLLAPSING GLIDER

Modification Cost: 1

Description: This Modification was originally inspired by the Typhometi, but has found some mechanical alternatives after its use in battle. Much like an installed weapon, the Biomodus may choose to convert two of its arms into a pair of wings, allowing it to fall safely from a distance or glide silently above the battlefield.

While in use, the limbs may not be utilized for any other purpose but to glide. While gliding the Biomodus may travel its Move Rating x10 in yards while descending 5 yards a turn for 2AP. If struck in flight, they must make an Athletics (Agility) check in order not to suffer the Out of Control Condition. The Biomodus may also choose to dive during its glide, descending at a rapid speed and then opening its wings again to slow the fall.

If there is an updraft, the Narrator may allow a climb in altitude, but the final call is down to the Narrator.

Activation: Spend 3AP to transform a pair of arms into the Glider formation, and 3AP to turn them back into conventional arms. When installed, the Biomodus may not install any other weapons or systems into the arms except Nanoglass Claws. These natural weapons cannot be used while in glider formation, but they do not impede the use of them either.

INTERNAL STORAGE BAY

Modification Cost: 1

Description: This small housing set in a limb or the torso is completely protected and obfuscated by the Biomodus Case. The storage space is big enough to hold a light weapon, a pair of grenades or explosives, or some supplies and TD\$. The Narrator will decide if an item fits in the end. This storage bay is hidden to all but the most invasive investigations. In combat, retrieving an item from the bay costs an additional +1AP.

Activation: None. This is a passive Modification.

JAGER CHARGE

Modification Cost: 2

Description: Although this Modification can take a form of varying aesthetics, it has a particular function – and that is to launch yourself at an enemy. Hard. When activated, the Modification causes a blast of thrust in one direction, causing huge impact with a melee attack and rapidly crossing a sizable distance.

Activation: The user expends 1FP to activate the Modification, then must make either an attack or a combat maneuver (such as Pin, Death From Above or some other functional Combat Maneuver) on a target within 40 yards. The Biomodus must also spend the appropriate attack AP + 2AP for the additional use of the Modification. Upon a successful hit, the attack does an extra 4P(2) damage. It does not cost the Biomodus any AP to cross the 40-yard distance, and the Biomodus penalties or bonuses do not apply to this movement.

If a player misses the attack, they must make an Agility-based Athletics roll or crash into an appropriate obstacle or the floor taking 2P(1) Damage. If a Biomodus fails, they end their movement on the first solid object, or the remainder of the distance behind the target (whichever is closer).

OPTICAL MALWEAVE

Modification Cost: 2

Description: By using an array of photosensitive emitters, optical feed hacks, and sound dampeners, a Biomodus may activate a full set of optical camouflage. Although this leaves behind a slightly shimmering after-image, the Biomodus is incredibly difficult to see when it is active. However, the Modification is delicate and fades upon receipt of damage, or when making an attack. Once activated, Optical Malweave lasts for a whole scene or until the user is spotted, makes an attack, or is hit by an attack.

As a result, the Biomodus gains a +6 modifier to Stealth Rolls when stationary, and +4 when mobile. When spotted, Optical Malweave no longer affects the viewer, as the spotters Bioforge adjusts to the optical hacks and outlines the target for them. However, if an attack is made from stealth and the user is able to break line of sight and hide again before they are spotted, they can re-engage Optical Malweave for 1FP, instead of a whole new activation cost and remain hidden.

In any other case, the user must break line of sight to re-engage the Optical Malweave Modification.

Activation: 5AP + 1FP

SNAKE-TONGUED GAMBIT

Modification Cost: 1

Description: This Modification is installed in the throat (or wherever your character speaks from) and modulates the sounds provided to cause the most amount of reaction from the listener. However, this is a bit of a double-edged sword, and most Biomodus find that they use it only in times of dire need. Whenever your character wishes to overcome a person, situation or task with talking, shouting or any other kind of oral test, they may activate this Modification. The Modification floods the aural pathways with subliminal white noise, and blasts of potentially confusing code in an attempt to shock-start the listener's brain into agreement.

On a success, the user succeeds as if they had rolled a Natural 20 on their dice. Some interesting additional effect will accompany a success, usually with the target going the extra mile to comply without any logical reason. It just feels right. As with regular rolls of a 20, the Narrator will be the final judge of what is allowed.

On a failure, the result will be treated as if the player had rolled a Natural 1 on the dice, followed by some additional harsh reaction from the listener. Perhaps an effect completely contrary to the wants of the user.

Activation Cost: 6AP

HOMINID MODIFICATIONS

Hominid frames are built for survivability and robustness. This is reflected in the types of Modifications that fall under their category. For the most part, they require reinforcing of an already sturdy frame, building up on armor, resilience, and strength over flexibility or mobility. For this reason, the Hominid frame is the go-to Case for a majority of Biomodus due to their ability to survive in the harsh climate and nature of The Wastes.

ABLATIVE DEFENSE

Modification Cost: 3

Description: By expending a small amount of Nanite-rich fuel and detonating the external layer of segmented armor, the Biomodus can reduce the damage of an attack as well as causing damage to anyone in Melee range. This Modification can be activated if a roll to defend themselves has failed but must be declared before the damage is rolled.

Activation: the Biomodus spends 4AP (on top of the 1AP for the failed defensive action) and 1FP. This grants a one-off 6P/6E armor bonus against the attack but lowers your total armor value (provided by equipment and other Modifications) by 1P/1E after every following use, until the end of combat. Also, if the enemy is attacking with a melee attack, they take an unavoidable 4P(3) Damage hit. If you do not have any remaining levels of equipped armor or FP to spend, you cannot use this Modification again until repairs are made, or your Forge Points are replenished.

A character may choose to activate this Modification during their action. To do so costs 5AP and 1FP. This still reduces the Armor value by 1P/1E per use, and the user must succeed in a Gunnery Attack vs. the Ranged Defense of every target (including allies) in melee range around them, as it essentially turns the Biomodus into a walking claymore mine.

BUFFER FIELD

Modification Cost: 2

Description: When a character is under attack by a grapple or is the subject of a grappling attempt, this Modification causes the outer layers of the Case to heat and charge embedded focus points dotted about the skin to cause discomfort and eventually damage to a grappling foe.

When subject to a grappling attack, the Biomodus can reactively impose a +2 to their rolls in defending against a Grapple. If the grapple still succeeds, using this Modification inflicts a 3E(2) Damage hit that cannot be avoided, but can still be reduced by armor values. For every turn the grapple continues, the damage is reapplied to the other party involved in the grapple.

Activation: 2AP (in addition to the AP needed to sustain or defend against a grapple) and 1FP. If the Biomodus wishes to continue using the Modification, they only need to spend the additional AP required, not the FP. Once the grapple has ended, or the Biomodus does not pay the extra AP to maintain the effect, the Modification needs to be reactivated for the full cost again. Otherwise, it lasts until the end of the scene.



EXTENDED REACH

Modification Cost: 1 (per pair of limbs or tail)

Description: By the use of flexible, nanite-reinforced cabling, magnetic mounting point or some other kind of extension mechanism, a Biomodus with this Modification can extend their limb reach by 3 yards. By growing their legs, they can reach higher vantage points and clear wider gaps with a jump. By growing their arms, they can reach further and strike father away with melee weapons, as well as reach around corners and the like.

Using limbs in this way to attack causes a -2 Penalty to your Adjusted Attack ratings. Limbs extended this way remain so until withdrawn, and can only be extended again by expending the appropriate AP and reactivating the Modification. When activated, all melee attacks gain a range of 3 yards, and weapons held in the hand can reach around corners and the like. If used in such a way, the Narrator may impose additional attack penalties. However, a bonus may be applied if this Modification is used to reach someone falling, grab an item across the room through bars, or some other utility usage that would benefit from having an extended range.

When used in conjunction with the Legs Modification, the Adjusted Move for the Biomodus increases by 4, but all Athletics Skill checks involving Agility suffer a -2 penalty due to the lack of firm control. In the case of Biomodus using multiple sets of legs, they must have the Modification installed on all leg pairs to gain this benefit.

Activation: 5AP to activate, 2AP to retract.

FRICTION GRIP

Modification Cost: 1

Description: By using massive gripping musculature in the hands, heavy-friction lining and even some magnetic attachment, a Biomodus with this Modification gains a +2 modifier to all Grapple and Climbing checks. There is no benefit to installing this Modification multiple times as it applies to all installed limbs capable of grabbing or gripping, and multiple installations do not stack the benefit in this case.

Activation: None. This is a passive Modification.

INTERNAL ARMAMENT GENERATOR

Modification Cost: Varies (See Description)

Description: Housed in the torso, this Modification collects floating particulates, leftover materials from consumption and other such wasted material and converts them – slowly – into raw ARM fluid. The rate of generation and how much ARM the generator can store depends on how many mod slots the generator takes up;

- 1 Point = 1 pellets worth of ARM fluid a day / Max 6
- 2 Points = 2 pellets worth of ARM fluid a day / Max 8
- 3 Points = 3 pellets worth of ARM fluid a day / Max 10

Many traders and scavengers tend to use this Modification, not only to aid in supplies for their hunting but can feasibly generate ARM Fluid for TD\$, other supplies, and trade. If the Character also has an Internal Weapon Mount, the ARM Fluid can be fed directly into the weapon from the body, meaning the weapon does not take any AP to reload.

Due to the size and requirements of the Modification, only Medium and Heavy Hominid Biomodus can equip this Modification. ARM Fluid generated by this Modification does not come in a refined pellet form and as such is worth less than a refined pellet. When sold, unrefined ARM Fluid is worth around 30TD\$ per pellet-sized amount.

NOTE: For the purposes of buying this mod at lower levels and then increasing it, the player need only pay the difference in XP. Once they have the three-slot version of the Modification, they may equip lesser versions as needed. For example, increasing a 1 Slot version of this Modification to a 3 Slot version would only cost an additional 40XP (as opposed to 60XP).

Activation: None. This is a passive Modification.

RELOAD / REARM ASSISTANCE

Modification Cost: 1

Description: This small, fast-moving limb is built purposefully to assist people in combat with reloading and swapping out weapons. Although it serves no other function, its primary use is beneficial. Reloading a light or medium weapon or drawing a light or medium melee weapon with this Modification costs a flat 1AP instead 2AP. Heavy weapons cost a flat 2AP to reload or draw.

This also allows the Biomodus to effectively 'drop' a weapon and pull the new one without actually losing the dropped one. The Modification effectively slings and holsters it for them. If you have a holstered weapon that needs reloading, this Modification will reload it for you, but it still costs the appropriate AP. You do not need to have the weapon drawn to reload.

This Modification can only draw, holster or reload one weapon at a time unless you take multiple purchases of this Modification. When equipped with more than one instance of this arm, the character can holster and rearm a different weapon for just 1AP, rather than 1AP per action. They can also reload two weapons for 1AP, instead of 1AP per weapon, or spend a total of 1AP on reloading a single Heavy Weapon.

Although more Reload / Rearm limbs can be equipped, they can never decrease the cost of reloading, equipping or holstering a weapon below 1AP, although an additional action can be performed per arm added.

Activation: 1AP to draw or reload a Light or Medium weapon. 2AP to reload and draw Heavy weapons. Multiple installations decrease this count as listed above.

SHOCK KNUCKLES

Modification Cost: 2

Description: This array of electrical points lining the knuckles and fingers of the Biomodus are primarily used to restrain enemies and targets without doing severe damage to them. This Modification just augments a standard unarmed attack but allows the user to add more non-lethal damage. The more FP used at the time of activation, the more damage is done from overloading systems and the like, making them sluggish and twitchy.

Activation: The Biomodus spends 1FP. The user must make an unarmed attack as normal. Targets which suffer a hit take 4E(0) Damage on top of the normal damage done by an unarmed attack, although the unarmed attack is converted to Energy Damage as well. If the target suffers any lethal damage, they also suffer the Disrupted Condition until the end of the scene or until they succeed on a Focus roll or spend an attack to shake it off if they are an Antagonist. Multiple attacks do not stack; however, they do reapply the condition should the target recover from it.

CHIMERIC MODIFICATIONS

Chimeric Cases are well known for their animalistic characteristics, as well as their ability to move faster, hit harder and generally show much more savagery in the heat of battle. This also expands out to their level of fluidity in how they run, look and act. It is not unheard of for a Chimeric Biomodus to work as messengers, scouts and transport guards on top of being excellent hand-to-hand combatants – mainly due to their flexible nature.

FLIGHT SYSTEMS

Modification Cost: 2 (3 for Heavy Cases)

Description: By using a mixture of magnetic fields, hard thrust and perhaps additional folding wings, the Chimeric Biomodus can take to the sky and gains a flight speed base on its Adjusted Move value times 2 (Adjusted Move x 2) in yards, per 2 AP spent.

This Modification can only be used in Heavy Cases if they take it for three (3) slots. Biomodus with the Flight Systems mod wishing to upgrade to the Heavy variant need only spend the remaining XP for the additional slot cost (20XP to go to the three-point version if the two-point version is already known). After which they can switch freely between the two versions if they return to a Light or Medium Case.

Activation: 2FP for a scene (or an hour if out of combat) + standard move action as described above.

AQUATIC PROPULSION

Modification Cost: 1

Description: Although rare, this Modification makes underwater movement incredibly fast. Most Biomodus find themselves in much danger underwater, but this Modification, a Character can travel through liquids at their Adjusted Move value times 2 (Adjusted Move x 2) in yards per 2AP spent.

Activation: None, however, a Movement action must be made as described above.

IMPROVED LIMBS (PAIR)

Modification Cost: 2 (per pair)

Description: Much like an ordinary pair of limbs gained from the Arms / Legs Modification, these additions grant the same benefits. However, there are some improvements to the base model. Loaded with much more capable neurological interfaces, they can act in tandem with other limbs to make attacks and tasks more efficient. If you are using these arms to melee attack, wield a melee weapon or engage in a grapple, they reduce the AP cost of each attack by 1.

When used in conjunction with a non-combat Skill that could benefit from additional arms (such as repair, building, climbing, etc.) then you gain a +2 bonus to said Skill. The Narrator is the final word on what this Modification applies to, and this bonus only applies if you dedicate more than one pair of arms to the task.

When Improved Limbs are used as legs, they grant a +4 bonus to the Base Move Secondary Statistic. This is cumulative for each additional pair equipped.

Activation: None. This is a passive Modification.

MAW

Modification Cost: 1

Description: Your Biomodus can deliver a devastating bite attack. Perhaps the Chimera has an animalistic head with nanoglass fangs or maybe a face that splits open to reveal a row of spinning saw blades, but either way, this unique melee attack can do some serious damage.

This Modification adds another possible unarmed attack with a -2 Handling to use in combat that does 4P(2) Damage. It can also be used while engaging or being involved in a grapple. When utilized in a grapple, its Handling becomes 0.

Activation: None. This is a passive Modification.

QUADRUPED BODY

Modification Cost: 2

Description: Your Case is more animalistic in nature and rests naturally on all fours. A character using this Modification replaces their Arms Modification for Legs (with a minimum of two sets of legs – gaining any movement bonuses from having multiple legs). As a result of this, the character's Base Move (before Case weight calculations) is increased by +4, (which adds to the increase from having two or more sets of legs equipped). Quadruped Biomodus cannot be knocked prone, and gain a +1 to the Athletics Skill (that stacks with Case size modifiers.)

A character can still have arm Modifications that connect to the back or sides (or they perhaps have a centaur-like body), but until they equip additional arms, they cannot use any Modifications that require arms to use, nor use weapons that require hands.

Activation: None. This is a passive Modification.

SERPENTINE BODY

Modification Cost: 3

Description: The Biomodus replaces their lower body with a long, muscular tail that can be used for ground movement. The Biomodus does not have to remove their existing legs if they do not wish, but many Biomodus find them redundant. A Serpentine body grants some excellent benefits and acts as a form of Mobility Modification, meaning a Legs or Levitation Drive Modification in the Free Slot is not required.

The character's Serpentine Body count as a pair of arms in a Grapple Maneuver and on a successful grapple, they may apply a crushing attack on their next turn that does 3P(2) Damage for 2AP, that cannot be avoided although it may be reduced by armor as normal. This may be applied once every round the grapple exists and but still costs 3AP to sustain the grasp.

Serpentine Chimera also gain a +2 bonus to climbing checks. A Biomodus using a Serpentine body counts their Base Move as 2 less, however (minimum of 1). Serpentine Bodies can also be used as a mounting point for Nanoglass Spurs, adding their damage to the crushing attack.

Activation: None. This is a passive Modification.

TRANSPORT DRIVE

Modification Cost: 2

Description: By using some form of stored transit method, the Biomodus can fundamentally change into a transport mode that limits their movement and maneuverability, but drastically increases their ground speed. If the Biomodus also has the Levitation, Flight or Aquatic drives, this will also increase their speed for that method of movement but with the same movement and reaction restrictions.

Taking a round to activate, the Biomodus either reconfigures physically to drop wheels out of its legs, draw its limbs into its body to give itself an aero/hydrodynamic profile or just open up huge thrust ports. On the next round, the Biomodus may travel at their Adjusted Move Rating in yards, depending on how long they remain in the mode. The speeds are listed below;

SPEED	AP COST	MOVEMENT	PILOTING CHECKS	COLLISION DAMAGE
Starting	5	Adjusted Move x5	Normal	2P(1)
Cruising	5	Adjusted Move x10	Normal	3P(2)
Top Speed	5	Adjusted Move x15	-2 Penalty	5P(3)

Like Vehicles (see the Vehicles section pg. 202), the first movement in this mode must be made at starting speed. The next move action can be done at cruising speed, then top speed on the third movement action. Any damage taken by a propulsion system or over the Biomodus' Damage Threshold will force a Piloting Skill check to see if they suffer the Out of Control Condition on top of any other issues that may arise.

Encountering rough terrain, weather, attack and other factors may also trigger a piloting check to see if there are any adverse effects. It takes 1 round to come to a complete stop from up to two rounds worth of speed, but if traveling at top speed, it takes two rounds to come to a full stop.

Biomodus cannot use any limbs for the purpose of attacking or wielding a weapon. If you have an Internal Weapon Mount Modification, you may fire the weapon using their Adjusted Attack Rating, -2.

Light Biomodus can only transport themselves, Medium Cases can carry an additional person of their own weight category or below, whereas Heavy Cases can carry either one Heavy category Biomodus or two Light or Medium weight passengers.

Activation: 6AP for the initial transformation and 1FP for a scene (or an hour if out of combat) + standard move action as described above. Deactivating the Transport Drive requires the Biomodus reactivate the Modification again at the same cost.

SENTINEL MODIFICATIONS

DRONE

Modification Cost: 2 + 1 per drone.

Description: This Modification adds a docking bay for a small, floating drone that maintains close proximity to the Biomodus. The proximity drones can provide the Biomodus with full 360 awareness, as well as share all its visual senses. The drone acts on the Biomodus' Combat Order and has the following stats.

- Ranged Attack – 10
- Defense – 12
- Health – 15
- One 3E(2) attack, once a round
- Stealth – 8
- Weapon Mod Slots – 2

The drone moves with the player and will defend it in combat. The small attack it can produce does not count against the players AP or FP to use and is directed by the player who makes its attack rolls. The drone can be used out of combat to peer around corners, enter enclosed spaces and other such activities. One deployment lasts for the equivalent of one 'scene' or a combat encounter, upon which the drone must return to the character to recharge for 10 minutes.

If the drone is separated forcibly from its owner by more than 50 yards, it falls inert and reserves its energy until the character comes within range of the Drone again, where it will reactivate and return to dock and recharge. Should a Drone be destroyed or rendered unrecoverable, the Drone bay installed into the Biomodus will rebuild a new Drone, but, the process takes around 24 hours, or in an hour if 2 Consumable Health is used to speed up the build.

If the user has more than one Drone, different Weapon Mods can be installed on individual drones, but still cost TD\$. Once installed, the Drone bay will remember and rebuild the drone with its installed Weapons Mods, even if the original is destroyed.

Activation: 3AP and 1FP per deployed Drone.

INTERCEPTOR ARRAY

Modification Cost: 2

Description: This Modification is a small array of hard-point mounted lasers and projectiles built into the outside of the Case. Sensors observe anything approaching the Biomodus with dedicated range finding and tracking lenses. When they identify a threat to the user, they activate and try to intercept the projectile with destructive flak or laser fire before it can make an impact. This does not work on large projectiles (such as falling buildings, hurled boulders), or anything that moves at rapid rates, such as lasers, bullets and other select energy weapons.

However, a slow-moving projectile weapon, such as a grenade, a thrown weapon, missiles, rocks, bombs or other such weapons causes the Interceptor array to kick in, and attempt to intercept the threat. The Narrator has the final say on what kind of projectile is affected.

Activation: 1AP (on top of the normal 1AP for a Defense action) + 1FP per use. Roll a raw Adjusted Ranged Attack check (Accuracy + Ranged Skill. No other Modifiers count.) vs. a Defense of 12. If the attack is successful, then the projectile is successfully neutralized.

The AP cost must be made for every incoming projectile, but the FP cost only needs to be paid once per round.

LEVITATION DRIVE (ADVANCED)

Modification Cost: 3

Description: This Modification replaces the usual Levitation drive and grants a level of rapid maneuverability flight to the Sentinel Biomodus. In every other way, the Advanced version acts like its normal counterpart. However, it is not limited to just hovering.

The Advanced Levitation drive can move in any direction at a speed of the characters Adjusted Move value as if it were moving horizontally (for 2AP). This includes any direction without needing to slow down to turn and can make erratic motions back and forth.

Activation: None. This is a passive Modification.

RETRACTABLE MANIPULATORS

Modification Cost: 1

Description: This Modification is essentially a pair of retractable manipulators that can exit and reenter the Case without much thought. They can act as arms and can wield firearms and the like as a standard arm can, however, they cannot be modified to attach weapons to them, such as Nanoglass Claws or Replacement Blades.

These limbs are entirely prehensile, capable of full movement and are not jointed in such a way that they can be locked. As such they can take many forms, such as thick cables, ball jointed grabbing manipulators or even just a mechanical human arm. Retractable Manipulators have a reach of 3 yards.

Activation: 1AP to Extend, no cost to retract.

SENTINEL BODY

Note: While Sentinel Body shows up under the Sentinel Modifications, Sentinels treat this as a Free Modification. It is impossible for any Biomodus in a non-sentinel case to equip this modification.

Modification Cost: 1 (mandatory for Sentinel Biomodus)

Description: Although not a Modification as such, it is notable that Sentinels receive a natural 2E Armor rating, due to their encased carapaces, however, due to a lack of facial reactions and synthesized voices, they are constantly at a -2 penalty to Social Interactions with Munsis or other so-inclined Biomodus.

Sentinel Biomodus are generally smaller and more compact than other Cases of their weight category. This small size and floating mobility often mean that Sentinels can hide in places others cannot or enter smaller spaces to scout ahead. Sentinels do not come with the Arm Modification so if a Sentinel wishes to equip a weapon, they must either have it mounted, using the Internal Weapon Mount Modification or purchase the Arms Modification.

Sentinels can interact with the world by a single, retractable cable. This cable can press buttons, pick up objects and the like. However, it can only provide a single attack action with a -2 penalty to the appropriate Adjusted Attack Rating and never adds the characters Power stat to Melee Damage.

Activation: None. This is a passive Modification.

TAKEOVER INTERFACE

Modification Cost: 1

Description: This Modification consists of a small interface cable, or jack spike that either connects to a firing mechanism or a thin, extendable arm. When activated, the cable fires out towards the target machine, automaton, computer or whatever the target may be, and the Biomodus can make Interface commands to it directly as the jack spike or plug directly connects to the system and hijacks it.

This means that the direct connection can be done up to ranges of 15 yards and requires the Biomodus to hit the port or data plug with a ranged attack. If successful, any Interface Skills used on the object are done with a +2 bonus. Most systems are going to have a 'Defense' of 12 to hit the right spot.

This can also be used against enemies to get a bonus on Sensory Configurations. The attack must also succeed against their Defenses which gain a +2 bonus against this tiny projectile. When attached, a cable may be attacked and severed for 3AP. However, a new jack regrows within two rounds.

Activation: 3AP plus a successful, raw ranged attack (Accuracy + Ranged Skill. No other modifiers count) against a difficulty set by the Narrator.

TARGETING SYSTEM

Modification Cost: 2

Description: By sending out pulses of information to selected team members and allies, a Biomodus may help coordinate attacks, reveal positions and help direct other members of a team to aid them in attacking a target it is aware of. Other players have the option of accepting this help or not and can opt-out of help at any time during use.

For every enemy the Sentinel can see and is aware of, friendly characters, allies and NPC's gain a +1 bonus to their Weapon Handling to attack the targets. The wider the range, the more power the Biomodus needs to divert to the flow of information and sensor relays.

Activation: 2AP for a 20 yard radius. Increasing this radius costs another 2FP per 10 yards. This cost must be paid every round of use.

WEAPON MODIFICATIONS

BIOPLASMA BATTERY

Note: Typhometi Biomodus consider this a Free Modification.

Modification Cost: 1

Description: This weapon Modification is designed to turn Bioforge energy into corrosive Plasma. By creating a gland or system in the throat, the Bioplasma Battery generates a thick, caustic fluid in a preparation chamber, then coats it in a fragile, spherical sac. This sack is then launched or spat at a target, covering it in Bioplasma that slowly eats away at the victim.

Without spending any Forge Points, the Bioplasma Battery has the following Statistics:

NAME	HANDLING	DAMAGE	RANGE	NOTES
Bioplasma Battery	-	2P(2)	20	On the next round, the target takes 1P(1) automatically.

For every Forge Point Spent (up to the maximum spendable amount) the initial damage increases by 1P(1). This means if the Modification is used and the Biomodus spends an additional 2FP, the original damage becomes 4P(4).

This damage decreases by 2P(2) every round. If there is damage outstanding, then the Target takes that amount of damage in the third round, then the damage is reduced by 2P(2) again until no more remains.

Activation: 5AP to make the attack. The Player may choose to spend an additional 1FP to increase the initial damage by 1P(1)

BLADE REPLACEMENT

Modification Cost: 2 per limb pair

Description: This scything weapon is a collapsible blade made of dense material and locked onto the limb in such a way that it is designed to do one thing; kill. Each blade has a Handling bonus of +1, inflicts a 5P(2) Damage attack on a successful hit and costs 3AP per attack to use.

As an option, the user may choose to only replace one limb on an installed pair, leaving one hand free for another weapon, perhaps. This reduces the Modification Slot cost to 1 for the purposes of equipping it, but the player must spend the full 40XP cost to learn the Modification initially.

Blade Replacements means that the arm cannot be used to wield a weapon in the usual way.

Activation: None. This is a passive Modification.

DEFENSIVE COATING

Modification Cost: 1

Description: The user spends 3AP + 1FP to unfold an ablative armor coating that clamps to the outside of their Melee Weapon. This temporary armor lasts for the rest of the combat before it segments and falls away, turning a melee weapon into a highly stable, defensive tool at the cost of some lethality. For the remainder of the scenario, the user gains a +4 to their blocking skill, but their weapon's Lethality rating is decreased by 1 as it is dulled from the covering.

This may be used as a defensive action, replacing the usual 1AP needed to roll a defense. The user may also deactivate the armor and purge it from the weapon, returning it to normal for the lesser cost of 3AP. Should they do so, they need to reactivate the Modification for the initial 3AP and 1FP cost.

Activation: 3AP + 1FP for one combat scene.

EM LANCE

Modification Cost: 3

Description: The EM Lance is a shaped energy charge converted from energy and programmed nanites from the forge. By using a dedicated emitter (located in an arm or chest for example), it creates a 'lance' of energy that is designed to overload, surge and take down a creature, person or vehicle without too much in the way of damage.

The user must make a Ranged Attack on the target with a Weapon Handling bonus of +1. On a successful hit, this weapon does 6E(1) Damage. The EM lance has the Piercing 6 Classification and a range of 10 yards. When installed, this Modification counts as an Internally Mounted weapon for the purpose of taking up a limb, meaning another weapon cannot be fitted in that location. Creatures or Biomodus reduced to 0 Health with an EM lance are not killed, but forced unconscious or into Core Shutdown.

Activation: 5AP + 2FP per shot.

INTERNAL WEAPON MOUNT

Modification Cost: Per Weapon

Description: This Modification allows a user to build a weapon into a limb or even the head or torso. Using this Modification means that the user must first convert the limb or part of the body to ready the weapon, requiring 2AP. Once activated, the Biomodus can use the weapon with an additional +2 Weapon Handling bonus. However, the limb cannot be used for its normal functions until the weapon is retracted for 2AP.

Mounted weapons cannot be disarmed. Weapons that require ARM to fire, use their cost in ARM as normal and must still be reloaded. Medium or Heavy Ranged Weapons, or a Heavy Melee weapon mounted to a limb does not require two free hands to use, as the installed weapon has stabilizers and reinforced framework. Installed Gunnery Weapons can only be placed in the torso area.

Activation: 2AP to activate, 2AP to deactivate. Gunnery Weapons mounted in such a way require a Heavy Case and either an Arm Feeder to hold the ARM needed to fire, or an Internal Armament Generator Modification. Biomodus may only equip one weapon in a given body location (head, body, arm, leg, etc.)

ADVANCEMENT NOTE: For the purposes of buying this Modification and improving it later, the player need only pay the difference of what they have already purchased to meet the new, required slot level of the Modification. Once the character has bought a higher level of this Modification, they may install any weapon that fits as long as it is equal to or lesser than the amount required by their highest slotted weapon.

Equipping this Modification may be done multiple times (as long as the combined amount of weapons do not exceed the Modification Slots available) and does not cost the character any additional XP.

LOCKJOINT STABILIZER

Modification Slots: 2

Effect: This limb-mounted Modification is installed around the joints, adding bolting mechanisms to the various components to completely lock down movement. Also, a built-in gyroscope helps stabilize the limb to fend off vibration, instability or even impact.

When active, the user can use the Taking Aim action for 2AP, rather than 3AP, and their ranged weapon's Handling is considered to be 2 points higher (for a total bonus of 2 + 1 for every 2AP spent). However – due to the nature of the Modification – any rolls that require the use of the limbs for anything other than holding something steady are made at a -4 penalty. This applies to any skill as well as Combat Actions, such as using or blocking with a melee weapon or using a thrown weapon.

Needless to say, this is a Modification most favored by snipers. When installed, this Modification can apply to all limbs available to the Biomodus, but to activate it on more than one pair of limbs requires a further 5AP to activate or deactivate the Modification.

Activation Cost: 5AP per limb pair to activate / deactivate.

MICROMISSILE ARRAY

Modification Cost: 4

Description: This super heavy mod places launch canisters throughout the body and directly fills them with unstable Nanite Fluid from the Core. The size of the projectiles are relatively small, but they are deadly on impact and can coat a whole area in explosives. As long as the Biomodus has enough FP available, this can turn a character into a walking Missile Platform. When used, a player must make a Ranged Attack roll per volley with a -2 Weapon Handling penalty. A successful hit results in 5E(3) explosion with a 5/10 Blast Classification.

This Modification can strike any enemy within 50 yards. When installed, this Modification counts as an Internally Mounted weapon for the purpose of taking up the torso slot, meaning another weapon cannot be fitted in that location.

Activation: 8AP to activate. Each volley costs 2FP.

NANOGLASS CLAWS / SPURS

Modification Cost: 1 per pair of limbs or tail

Description: This Modification adds Nanoglass claws, spurs, spines and other sharp edges to an existing pair of Arms, Legs or a Tail. Adding claws or spurs to a limb incur a -2 Penalty to any kind of subtle use (such as repairing and the like), but does add an additional 2P(1) Damage to an unarmed attack made with that limb.

Activation: None. This is a passive Modification.

SPECIAL / PERMANENT MODIFICATIONS

Upon installation, the Biomodus permanently loses the use of 2 Modification slots. These two slots must be taken from the base amount of Modification Slots of the Case. This means that after installation, the Biomodus character gains 0 Modification Slots from Light Cases, two from Medium Cases and four from Heavy Cases. Additional Modification slots can still be purchased with XP, and the Free Modification Slots available to a Biomodus remain unchanged.

If a player wishes to install a second permanent Modification, they must first have purchased two additional Modification Slots with XP. These Modification slots are consumed in the installation process. If the Biomodus does not have at least two additional Modification Slots (even if their Case weight allows for extra Modification Slots), then they will need to

purchase them beforehand. It should be noted that permanent Modifications cannot be removed or disabled through damage to the Case, or by Targeted slots. Once installed, they become a permanent fixture of the Core and are contained therein. Regardless of the Case type or weight, Permanent Modifications are always available, even in temporary bodies (assuming the temporary body allows for it).

VAALEXA SUBCORE

Modification Cost: 2 Permanent Modification Slots

Description: The Vaaldexa Subcore is a dangerous, questionable Modification that is considered the first step on an unchangeable road towards the mantle of being a full Codexi. While it is not required to be able to use Configurations, Codexi who install a Vaaldexa take the art to another level.

Unlike other Modifications, the Vaaldexa is installed directly onto the Core, rather than the Case. The process is long, it is dangerous and most importantly, irreversible. When connected, the secondary, artificial core interacts with nanite production, acting as a redundant 'heart' of sorts. It channels additional Nanites and power into the Core, as well as lining the Case with additional nanite emitters, capable of taking raw Nanite Energy and forming a ranged weapon known as a Dex Shot.

Please note that while a Vaaldexa Subcore may be installed along with other permanent Modifications, the Biomodus must have purchased enough additional Modification Slots during creation or advancement to fit them. See the Installing Multiple Permanent Modifications section below.

When successfully installed, the Biomodus gains the following:

- 3 Additional Forge Points added after their statistic calculations.
- Forge Point Regeneration increased by 1.
- Access to the Dex Shot Forge Skill (see the Forge Skill section pg. 112 for details).
- Access to additional, optional Vaaldexa Mods (listed below).

NOTE: When a Biomodus with a Vaaldexa Subcore dies a result of the Daalum Virus, it does not come back as either a Malmorrg or a Malgaast but rather as a Vangaast, a deadly, powerful creature of incredible intelligence and horrific hunger.

Activation: None. This is a Passive Modification. Activating the Dex Shot Forge Skill requires 2FP.

IMPROVED DEX SHOT (VAALDEXA MOD)

Modification Cost: 1

Description: This Modification requires the Vaaldexa Modification to install, although it does not share the permanent nature of it. By increasing the capacity and emitter density around the Case, this Modification increases the destructive capabilities of the Dex Shot Forge Skill, as well as the range. After installing this Modification, the statistics of the Dex Shot become the following:

NAME	HANDLING	DAMAGE	RANGE	NOTES
Dex Shot	+1	4E(3)	100	Can only be used once per round.

Activation: None. This is a Passive Modification.

PATTERN COMPLIER (VAALDEXA MOD)

Modification Cost: 1

Description: This Modification requires the Vaaldexa Modification to install, although it does not share the permanent nature of it. By adding sub-processors and additional computational tools in the chest around the Core, some of the pre-processing for the complex programs are handled automatically.

As a result, all Systems Rolls made to activate Configurations gain a +2 bonus. This bonus only applies to attempts to activate a Configuration and does not refer to any other type of roll that requires a Systems check (such as defending against a Configuration or special attack).

Activation: None. This is a Passive Modification.

FORCE A.G.I.

Modification Cost: 2 Permanent Modification Slots

Note: This Modification and derivatives are not available to Typhometi characters. Their biology just does not allow for it.

Description: Another permanent, highly dangerous Modification to the Core, the Forge A.G.I. is rare, hard to install and - for the most part - horrifically taboo. Many who opt for this Modification do so in secret, as it involves installing Oculari components and granting the Bioforge within a Biomodus Core a semblance of animal-like intelligence.

The process of installing a Forge A.G.I. involves taking several Oculari central process units as well as a Data Iris emitter and attaching them to the Core in a way that can only be described as perilous. During the process, the Core is opened and the parts installed, all while skillfully fooling the Bioforge to not reject the operation out of hand.

When completed, the Bioforge's basic programming and reactive intelligence are replaced by a much more capable, almost independent Artificial General Intelligence. As a result, the Biomodus becomes host to an independently intelligent Bioforge in the form of an NPC - still programmed to preserve the Biomodus at all costs, but now with a variety of extra tools at its command.

The Bioforge gains the following statistics and skills:

PRODUCTION	AS BIOMODUS	FOCUS	1
Adaptability	As Biomodus	Gunnery	1
Gnosis	1	Interface	2
Awareness	1	Pilot	1
Systems	Use A.G.I. Statistics	Programming	Use A.G.I. Statistics

These statistics (except Production and Adaptability, Systems and Programming) can be increased with XP, and are listed separately from the primary character Statistics. These numbers can never exceed the totals held by the Biomodus character, however.

For example, if a Biomodus and their Forge A.G.I. both have a Gnosis of 3 the Biomodus would need to increase their Gnosis to 4 before the player can spend XP on the Forge A.G.I. to raise its Gnosis to 4. This increase also applies to the listed Skills. Forge A.G.I.s can learn other Skills than the ones granted with this Modification. However, they must be purchased as usual with the same limit restrictions.

The player must also choose a Primary Directive for the A.G.I., picking from one of the following:

Protection – The A.G.I. will seek to defend itself and the Biomodus above all other things. It will avoid combat if possible unless ordered otherwise.

Aggression – The A.G.I. sees threats everywhere. It will attempt to eliminate danger, rather than run from it.

Investigation – Although rare, this type of directive will cause an undirected A.G.I. to gather data and store it for safekeeping. It will invade systems, seek to coerce and manipulate overtaking direct action.

Both the Systems and Programming Secondary Statistics are generated using the A.G.I. ratings and are used if the A.G.I. ever takes action of its own accord. The way these Secondary Statistics are calculated is the same as the Biomodus.

The benefits of having a fledgling A.I. in charge of your Bioforge may seem small at first. When active and installed, the A.G.I. can selectively grant back-up functions to the Bioforge as well as help reinforce the essential duties of the Core. As a result, any Biomodus with a Forge A.G.I. gains a +2 Bonus to resisting any effect that would affect the Core, such as Disruption, Domination or Infection. The Narrator gets the final say on when this bonus would apply in the case of more narrative-driven actions.

This Modification can – at the Narrator's discretion – allow a Biomodus to generate a small holographic representation of the A.G.I. This little avatar can take any shape the Biomodus decides, but it is usually small, cannot travel more than a foot or so away from the body and acts much like a child or an intelligent pet.

Also, the user gains access to the Survival Protocol Forge Skill, although it should be noted that using this skill will almost always indicate that the Biomodus has the Forge A.G.I. installed as it manifests a Data Iris – a sign that is high-exclusive to Oculari Technology.

Activation: 1FP for the A.G.I. to take possession of a Case when the Biomodus is forced into Core Shutdown.

DATA FORK (FORGE A.G.I. MOD)

Modification Cost: 1

Description: This Modification requires the Forge A.G.I. Modification to install, although it does not share the permanent nature of it. This augmentation to the Case includes remote transmitters, allowing the A.G.I. to create a limited and temporary copy of itself to complete a small task. This means that they A.G.I. can take the place of a vehicular A.L.I. or even possess a drone or other automaton created or controlled by the Biomodus. When in control of such a device, the 'possessed' system will manifest a Data Iris, showing that it has been co-opted. As a warning, a manifested Data Iris can lead to the assumption that an item is under Oculari Control, and as such may cause issues with Munsu or even hateful team members.

As a side note, this can also mean that building security systems and the like can also be possessed by an A.G.I., granting it autonomous actions to assist a party. While it is a Narrator-controlled NPC, it will follow directions by the Biomodus to the best of its ability.

When possessing a vehicle, use the A.G.I. statistics in place of the regular A.L.I. pilot.

When possessing a Drone created by the Drone Modification, the Drone gains a +2 bonus to all attack and defense ratings. If there are multiple drones, the single use of the Data Fork Modification will apply to all Drones.

Activation: 1FP to generate a Data Fork for 1 hour.

OCULARI COMMAND LINE (FORGE A.G.I MOD)

Modification Cost: 1

Description: This Modification requires the Forge A.G.I. Modification to install, although it does not share the permanent nature of it. This incredibly taboo Modification allows the Biomodus to tap into the Oculari collective data array, temporarily removing an Oculari from the data collective and taking control of it for a limited amount of time.

By installing Oculari transmission modules into the chest cavity surrounding the Core, the A.G.I. can 'spoof' itself as an Oculari Overseer, forcing the Oculari Drone (or Drone Mob) to follow its commands, although it is too complicated to possess with a Data Fork. While connected to the Oculari data network, the Biomodus gains the Drone Defenses granted to Oculari, as well as their Vulnerabilities (including a weakness to Signal Scrambling, although the A.G.I. bonus of +2 applies to this defense).

On a narrative level, possessing an Oculari has a chance of drawing the attention of a real Oculari Overseer. Although this should be a story-based decision, the Narrator may ask for a separate Interface roll to see how smart the Forge A.G.I. is at covering its tracks.

Activation: The Biomodus spends 5AP and makes a Forge A.G.I. Systems vs. Systems Defense roll against a target Oculari or a mob of Oculari Drones. If the roll is successful, the Targeted Oculari unit becomes Dominated and will follow the commands of the Biomodus as if it were an Oculari Overseer.

This roll (and associated AP cost) must be spent each turn with a cumulative -1 penalty. During this time, the Oculari manifest the unique Data Iris of the Forge A.G.I. rather than their own. Once the roll is failed, or command of the Oculari is released, the Oculari reconnect to the network and will turn on their controller unless dealt with first.

BIOHIVE

Modification Cost: 2 Permanent Modification Slots

Note: This Modification is available to Typhometi Players only.

Description: Much like other permanent Modifications, the Typhometi Biohive is a change to the Core of a Biomodus, one that is irreversible and dangerous, but lacking the taboo of the other permanent Modifications.

Many consider those with a Biohive to be real paragons of the Flesh. It is a Modification typically reserved for the Theocracy that rules the Typhometi, but it is not uncommon to see one in a Missionary. The Biohive itself is a separate, dedicated organ that branches out into the underlying flesh of the Biomodus and creates tiny, mindless creatures within pockets of muscle and bone. These biological nano-organisms grow and regenerate over time, but can exit the body in a swarm and surround the Biomodus.

As a result, many of the Typhometi Templars will take this sacred Modification to aid them in melee combat, as the hive will react to danger and surround the Biomodus – impeding visibility and causing close-range attackers to fight against the biting, stinging creatures with every swing.

When grown into the Core, the Typhometi gains the following benefits:

- Access to the Warrior Hive Forge Skill.
- Access to the Biobore Ammo Forge Skill.
- +2 to Melee Defense from the dense cloud of insect-like creatures.

FORGE SKILLS

During character creation, a Biomodus may gain access to one or more Forge Skills. These can come from an optional source (such as your characters societal background), or something more temporary, such as your Current Case type or an Installed Modification. Wherever your character may gain such a skill, they all have something in common - they are not used as a conscious decision by your character.

Just to clarify on that point a little, just because they are not a conscious decision by the character, that does not mean that as a player, you have no control as to when they are used. As a player, you make all the choices of how your Forge Skills are activated and in what way. As far as the game mechanics go, Forge Skills are your character's Bioforge kicking in when it detects a high need or a sense of anxiety and adds just a little bit of a boost to the actions of the character it is housed in.

Perhaps they are the most significant indicator, that in some ways, the Bioforge is somewhat autonomous. Like many organs in the human body of the 21st Century, they work and process and react to things without the conscious decision of the brain to control them. Body temperature rises in response to a virus; pores in the skin close when the temperature drops and the heart beats faster when it detects that it needs more oxygen.

In that way, the functions of the Bioforge are similar, but there is a level of complexity to Forge Skills that hint of some kind of symbiosis, rather than genetic imperative.

When talking about Cultural Forge Skills, the recurring needs of a set group of people are genetically passed down as a form of adaptation to the environment. For example, Enclave-born Munsis are often ambushed out of close quarters, so their reaction times are almost pre-programmed to increase in such situations. The nigh-alien Bioforges of the Typhometi reject even the simplest mechanical influence and are limited in what resources they can use to mend themselves. Thus, their Bioforges have evolved and adapted to allow for quick bursts of regeneration to offset their limitations.

ALWAYS AWARE

Type: Cultural

Skill Origin: Munsis (Enclave)

FP Cost: 1

Enclave Munsis generally do not leave the confines of their armored, encased communities unless the need is desperate or required as part of their profession. City hunting leads to a healthy level of profound paranoia and awareness of their surroundings, where even the slightest movement or sound could be a sign of an impending ambush. As such, many Biomodus raised as a city-dwelling Munsi are tuned to situational awareness, allowing them to react to danger and spot attackers before traps can be sprung.

Effect: A Biomodus with this Forge skill may choose to expend 1FP at the beginning of an exploration scene. For the remainder of that scene, they get a bonus +4 to all Focus Skill checks to resist being surprised and gains a +2 to their Combat Order when engaging in that scene.

BIOBORE AMMO

Type: Modification (Typhometi Only)

Skill Origin: Biohive Modification

FP Cost: 2

The Typhometi are a genuinely frightening race with a brutal approach to biological weapons. This Forge skill allows the Typhometi to inject one of its hive into an ARM Pellet and then fire a living creature into a target. This Skill can only affect Physical-Damage weapons, as the ARM-forged sabot must penetrate the body.

Upon dealing damage, the ARM "shell" breaks, letting the creature inside eat away at the systems within. This effectively adds an additional damaging effect after the initial shot. Once the initial damage is done, the creature consumes for an extra turn, bypassing any armor present on the target.

One use of this Forge Skill is enough to "impregnate" one ARM Pellet's worth of Ammunition. Each time a shot is landed and does damage, the insectile creature enters the body and does damage based on the weapon's size on the next turn.

- Light Weapons – 1P(1)
- Medium Weapons – 2P(2)
- Heavy and Gunnery Weapons – 3P(3)

This damage takes place on the round after the hit and does not get lowered by armor values unless the target has Advanced Improved Armor, in which case the lethality of the secondary damage is reduced as usual.

Effect: Spend 2FP when loading a ranged weapon. Any shot then fired by that weapon also injects as Biobore into the target, which does damage on the next turn (depending on weapon size) that cannot be reduced with armor. If the initial strike does no harm or is entirely soaked by armor, the shot is wasted.

BRUTALITY

Type: Cultural

Skill Origin: Maalkari (Raider)

FP Cost: 1

Maalkari Raiders are savage, wildly dangerous and capable of inflicting hurt quickly to subdue any kind of resistance. When they strike, they strike to maim and kill, with little regret and certainly without restraint. As such Biomodus who are raised in such an environment – even those who have turned away from such practices – know how to maim and wound with powerful strikes and heartless abandon.

Effect: By spending 1FP, the Maalkari-born Biomodus can increase the Lethality of any melee attack by 2. For example, if a sword swing would initially cause a 4P(2*) Damage hit, it would be increased to 4P(4*). This cannot cause the Lethality rating of a weapon to rise above the total Damage of a weapon (so a 3P(2*) Damage weapon would increase to 3P(3*) but not above.) The FP may be spent after the attempt to hit a target has been resolved, but must be spent before any Damage Dice are rolled.

DEX SHOT

Type: Modification

Skill Origin: Maaldexa Modification

FP Cost: 2

The Maaldexa Modification is a permanent addition to the Core of a Biomodus and is one of the few Modifications that cannot be swapped out. There are many limitations inherent in such a process, but the benefits are compelling, including access to the Dex Shot Forge Skill. By channeling Forge Points into charges of raw energy, the Maaldexa Modification essentially adds an additional ranged attack for one Combat Scene, known as the Dex Shot.

This blast can only be fired once per turn, but the accuracy and damage are sizable, can be fired from practically any free point of the body (such as a hand, foot, mouth, chest) without having to ready the weapon, making it a versatile offensive tool.

The Dex Shot has the following weapon Statistics:

NAME	HANDLING	DAMAGE	RANGE	NOTES
Dex Shot	+1	3E(2)	40	Can only be used once per round.

Further Special Modifications can be installed to alter the statistics of the Dex Shot, but those Modifications are listed on the Vaaldexa Modification entry in the Modifications section of this book (see pg. 107).

Effect: Gain the Dexshot Attack (listed above). Although this weapon can be used from any free part of the body, it can only be used once per round. After spending the 2FP to activate this forge skill, it lasts until the end of the current scene. Outside of standard Combat Scenes, Dex Shot lasts for up to an hour, depending on the situation.

DUELING NEMESIS

Type: Cultural

Skill Origin: Naraaki Exile

FP Cost: 1

The Naraaki are well known for their competitive nature, skilled in swordplay and none more so than their duelists. Trained in the skillful, deciding blow, certain Naraaki are capable of focusing all their talent into a single attack, finding a weak point in the enemy's defenses and then striking that weakness with incredible precision.

Effect: When facing a single opponent one-on-one, may spend an FP to get a +2 Handling Bonus on any melee Weapon attack, as well as convert all damage on that attack to Lethal Damage. The FP must be spent before the attack is rolled, as the actual power is channeled into the cognitive function of identifying a weak point, rather than the attack itself. If the attack fails, then the FP is expended and lost.

HARDENED

Type: Case

Skill Origin: Hominid

FP Cost: 1

Hominid cases are sturdy and resilient. They are built to last and survive, and when coming under attack, the Bioforge takes advantage of its structure and layers those defenses with a quick burst of nanite gel to absorb a deadly looking attack.

Effect: Gain a +2P/2E Armor rating against a single successful attack. This Forge Skill can be activated after Damage has been rolled, and does not need to be declared before the attack is resolved. This effect cannot be stacked multiple times against anyone attack but may be used multiple times in the same turn.

MACHINE WHISPERS

Type: Professional

Skill Origin: Maalkari Spiritualist

FP Cost: 1

Some Maalkari have an eclectic way of looking at their existences. Closer to shamans and witch doctors, many of these tribal Maalkari are taught to listen to the small voices of spirits or guides. While the prospect of actual spiritualistic entities existing is low, many Munsu theorize that these oddities have a natural way of 'hearing' nanites from themselves, the people around them and even the twisted wildlife of The Wastes.

This means that these peculiar Maalkari have an instinctive way of commanding nanites, making them some of the more powerful Codexi around. Even before becoming a Biomodus, some of this number may have known a few low-level, mostly harmless Configurations. When they became full Biomodus however, their natural connection to nanites means that their effectiveness only grew exponentially.

Effect: When spending a Forge Point, Maalkari Spiritualists gain either a +2 on their offensive Systems checks (used when attacking with Configurations for example) or a +2 to their Defensive Systems checks (Defending against Configurations or special Antagonist attacks, for instance), for the remainder of the scene. If they spend 2FP, they may take both bonuses simultaneously.

MECHANICALLY MINDED

Type: Case

Skill Origin: Sentinel

FP Cost: 1

Sentinels are widely shunned for looking more like the machine race of the Oculari than they do other transhumans. Although many will claim this is only aesthetic, there is some truth in that a Sentinel is more geared to interface with machines and machine intelligence.

Effect: Gain +4 to any Interface or Repair Skill checks when dealing with computer programs and Machine Intelligence when spending a Forge Point. This lasts for one check only, and any roll that is successful should grant a small benefit as if the player had rolled a natural 20 on a die.

ONE WITH THE ROAD

Type: Professional

Skill Origin: House of Logistics Lossitaar

FP Cost: 1

The Lossitaar is one of The Wastes most dangerous professions and indeed the reason why there are more soldiers in the House of Logistics arm of the House of Trade. Lossitaar are travelers and guards, pilots and gunners, mechanics and boarding staff. As part of their history of traveling all over the globe to bring supplies and trade, most Lossitaar know how to handle a vehicle.

In times of great stress, a Biomodus will naturally feel its connection to the vehicle and use its massive processing power to assist in course correction, quick reactions and regaining stability while under fire, or during various levels of hellish weather.

Effect: The character spends one Forge Point to get a bonus of +4 to all Piloting Skill checks and Immunity to the Out Of Control Condition for the remainder of the scene. If they are knocked unconscious or are not in control of the vehicle for any other reason during this time, they temporarily lose this immunity until they can resume their place at the helm again.

OUT OF SIGHT OUT OF MIND

Type: Professional

Skill Origin: Scaava Ranger

FP Cost: 2

The Scaava are a rare group of tribal Munsis from the vast refuse pits of the Scaava lands. These mountains of waste and industrial ruins hide many cunning and observant foes, all of them capable of setting terrible ambushes and making trade or travel through the areas high impossible. The Scaava Rangers are the answer to that threat. Quiet, unassuming and always trying to stay out of sight, these hunters have gained the ability to naturally blend in with their environments.

Effect: For two Forge Points, the Scaava Ranger may blend into their surroundings, acting like a naturally occurring version of Optical Malweave Modification. They may only activate this Forge Skill once in any given scene (or once an hour if outside of combat) but it lasts for the remainder of that scene or until deactivated by being attacked or spotted (just like the regular Modification version.) Scaava Rangers may still take the Optical Malweave Modification, but it always costs them one Modification Slot less to install it (although they must pay the full amount to learn the Modification with XP.)

PAINLESS

Type: Cultural

Skill Origin: Typhometi Missionary

FP Cost: 1

The Typhometi adjusted to the lack of organic components in a majority of The Wastes shortly after their first large-scale crusade through what was Europe. Missionaries are particularly well suited to surviving, as their Bioforges are keyed towards rebuilding flesh and generating organic components in a fraction of the time it takes non-Typhometi Biomodus.

When pushed, a Typhometi Biomodus puts this organic production into overdrive and begins to rapidly knit together flesh, bone, and organs in a disturbing display of rapid regeneration.

Effect: The Typhometi spends 1FP. When consumed, the player rolls one D6 of Healing dice (or 1H(1) to use the typical formula), healing as many points of Lethal Damage as the die result. This can be done multiple times in a scene, but never more than once in any one of its turns.

PATHFINDER

Type: Professional

Skill Origin: Wastelands Wanderer

FP Cost: 2

Wasteland Wanderers are travelers, through and through. Most were born out of necessity, either from a purging wave of Oculari killing every village in the characters homelands, or perhaps a Daalum Infection that rapidly wiped out a grouping of Enclaves over the years. For whatever reason, these Munsis find no security in a stable life, only content to keep moving on.

Since most Wanderers are solitary and cautious, their minds and Bioforges are geared towards observing the possibilities of danger and marking out new paths. Certain subliminal tells can alert a Wanderer to hazards ahead, although they may not even realize it. The Bioforge knows and processes all sensory input for anything that may be out of place, resulting in a 'bad feeling' to the mind of the Biomodus.

Effect: When scouting an unknown area, a Wanderer Biomodus may opt to spend two forge points while spending at least a short scene in observing the path ahead, The Wastes around them or AR mapping scans.

At the end of the scene, their Bioforge processes all the information and makes its findings known as a 'gut feeling' or pull in a particular direction. They may not even realize it is their Bioforge doing so. As a result, Wasteland Wanderers instinctively choose the safest path to their destination. Narrators have the final say in how that benefits them, but while it may not entirely avert the risk of travel, there should be some benefit to the path they take.

RUSH

Type: Case

Skill Origin: Chimeric

FP Cost: 1

Chimeric Biomodus live by their speed. While frailer than other types of Biomodus, their ferocity is only compounded when their Bioforge adds to it. When the desperate need for speed hits them, the Bioforge pumps extra power into leg musculature, counter-balanced weight and can even help a Biomodus become more aerodynamic.

Effect: Spending 1FP grants a +4 bonus to the Chimeric Biomodus' Move Value for one turn. This counts for horizontal running speed, as well as vertical jumping and climbing movement. This is one of the few Forge Skills that can be stacked. For every 1FP spent in this way, the Move value increases by four.

SEEING VALUE

Type: Cultural

Skill Origin: Maalkari (Scavenger)

FP Cost: 1

Maalkari don't often deal in civil trading and prefer looting to hunting, but every now and then, some city-bound tribes of Maalkari find a calling in the scavenging trade. Either by uncovering new areas in their usual abandon from caution, or by grave-robbing destroyed enclaves and outposts, these Maalkari are experts in finding value in even the small things.

Effect: Spend 1FP when determining rewards gained from enemies. If spent, the Narrator re-rolls each failed Special Salvage item once, but not twice if the first roll successfully grants additional parts. If no Special Salvage items exist, then the character gets double the base Parts and Trade value of the defeated foe.

SELLING POINT

Type: Professional

Skill Origin: Munsu Trader

FP Cost: 1

Munsu Traders often find themselves at the mercy of circumstance. With the House of Trade having a majority share in transit, supply lines and deals with hunters, many independent traders have to eek a living from small communities. As a result, many of them know how to get the best amount of value out of their goods when they become Biomodus and are expected to do the hunting themselves.

When they really need to, many traders can spot tells or signs of how to get more out of their offerings. They can grind down or harvest materials in better ways or know who to talk to when they have something only valuable to a small crowd.

Effect: When spending 1FP while selling or manufacturing parts for sale, the value of the items increases by 50%. Some very strict House of Conversion centers may require some kind of Social Skill check even then, but when it comes to outposts and other independent traders, the Biomodus knows what they need and the best way to sell their wares.

SURVIVAL PROTOCOL

Type: Modification

Skill Origin: Forge A.G.I. Modification

FP Cost: 1

When a Forge A.G.I. is installed, it can take over a Case when the Core loses connection. In most cases, when a Biomodus goes into Core Shutdown, it cannot act and is essentially unconscious. Although there is no way to prevent this outcome when reaching -10 Health, there are other times when a Biomodus may choose to go into Core Shutdown, or an effect or injury causes them to go into Core Shutdown prematurely.

When this happens, the A.G.I. can take 'possession' of the Case and pilot it in the Cores absence. When this happens, a Data Iris manifests (usually over the heart or the forehead) and the NPC-controlled Biomodus will seek to fulfill its Primary Directive (as decided when installing the Modification).

While doing this, all weapon attacks and combat actions are at a -2 Penalty and the A.G.I. uses the Gnosis, Awareness and Skill Ratings it possesses, rather than the ones of the Biomodus. This does not apply to attack actions (which are only calculated at a -2), but any Skill rolls must use the A.G.I.s statistics.

The A.G.I. may use any of the currently installed Modifications, but can only use Configurations up to the limit of its own Programming trait. For example, it cannot use Tier 3 Configurations if it's Programming Statistic is only 9. However, it can use its full Systems Rating to use Configurations without the -2 Penalty.

Effect: When forced (or electing) to go into Core Shutdown, spend 1FP for the A.G.I. to take possession of the Case and continue functioning as an NPC. This lasts for an hour or until the Core can come back online.

SURVIVALIST

Type: Cultural

Skill Origin: Munsu (Tribal)

FP Cost: 1

Tribal Munsu have it hard. Between the Raiders, the monsters of The Wastes and any other environmental or technological disaster to descend upon them, Munsu tribes learn how to live in the harshest of climates. They can spot shelter in a vast desert of spotted cover. They can identify where the tracks of a lost caravan lead. They can find the hidden doors in underground buildings and know just where to look for abandoned supplies.

Effect: This Forge Skill grants a +4 bonus to any Focus Skill checks to determine the location of survival materials, find shelter or identify the areas of potential supplies in a place where some might reasonably be perceived. This skill bonus lasts for a scene, or an hour if outside of standard combat encounters.

VERTICALLY MINDED

Type: Professional

Skill Origin: Corpse Climber

FP Cost: 2

Corpse Climbers are a particular sort of breed. Limited to the larger cities, where massive, far-reaching derelicts stretch up into the atmosphere, the giant buildings are as dangerous as they are lucrative. Some climb these towers for sport and competition – particularly so in the ancient ruins of Las Vegas. Some Enclaves use these buildings – known as Corpse Ladders – to provide the necessary materials for survival, often sticking to well-known floors and hunting routes to avoid unnecessary danger.

As a result, even Munsu who are raised in this environment are naturally athletic and capable of navigating such vertical terrain. When a Corpse Climber becomes a full Biomodus, they are most often seen as the more remarkable hunters, capable of quickly navigating the most dangerous of vertical terrain.

Effect: Spending two Forge Points grants the Biomodus exceptional jumping and climbing speed. When calculating vertical movement, the Biomodus multiplies their Move value by yards (like their normal horizontal movement) instead of feet. While active, these Biomodus also have perfect balance and need not roll to maintain it, even when on perilously thin footing, or during a shift of the terrain. This lasts for one scene, or if out of combat, one hour depending on the scenario.

WARRIOR HIVE

Type: Modification (Typhometi Only)

Skill Origin: Biohive Modification

FP Cost: 2

For the most part, the Biohive surrounds the Biomodus when it detects danger, but by channeling more power into it, the Typhometi may develop the hive further, giving them stingers and blades, or perhaps even caustic blood.

When spending 2FP, the hive produces natural weapons that not only hinder the attackers but also damage them the longer they are in the cloud. Initially, this damage is minor, but as they become more and more engaged in close combat, the hive swarms, and attacks the enemy, causing them increasing damage.

Effect: Spend 2FP. For the remainder of the combat scene, the protective creatures of the Biohive gain the ability to sting and bite, or perhaps have venom of some sort. Upon the beginning of an attacker's turn, they take 1P(1) damage if they are engaged in Melee Combat with the Typhometi. On the next round (assuming they stay in combat), they take 2P(2) damage. This increases for every consecutive round of battle until the damage becomes 4P(4).

Note: this damage can be reduced by armor, but there is no roll to hit. It naturally occurs at the beginning of an attacker's turn. If an attacker does not start their turn in close combat but enters it during their turn, they do not take the first round of damage. They must start their turn within the hive's cloud. Mob-based enemies should always be considered as starting in the cloud if any are close enough to be in close combat. The Narrator has final say on if a Mob is affected by the Biohive or not.

SECONDARY STATISTICS

TRAIT	FORMULA	NOTES
Max AP	Production + Speed + Power	
AP REGEN	PRODUCTION + INTEGRITY	CANNOT EXCEED MAX AP
Max FP	Production + Adaptability + Gnosis	
FP REGEN	ADAPTABILITY + CONTROL	CANNOT EXCEED MAX FP
Health Threshold	Production + Adaptability + Integrity	Total Health = Threshold x3
DEFENSE	AWARENESS + SPEED + INTEGRITY	
Force	Adaptability + Integrity + Power	
ACCURACY	GNOSIS + AWARENESS + CONTROL	
Programming	Adaptability + Gnosis + Control	
BASE MOVE	PRODUCTION + SPEED + POWER	MODIFIED BY CASE TYPE
Combat Order	Gnosis + Awareness + Control	

By combining the traits of your Core and Case, your character ends up with the majority of its working statistics. These secondary attributes are the bread and butter of your character's daily activities.

Most of these traits share a pair of stats from both sources. This means that two characters using a Medium Hominid Case could have very different strengths and skills depending on how their Core is put together.

In contrast, two Cores with the same stats using two very different Cases may see some dramatic differences in their base speed, their FP and AP production and capability, as well as their affinity to ranged combat, programming Configurations and defending themselves.

This difference can spread even further when advancement and differing Modifications come into play. Ultimately, your Biomodus character can be entirely different from another character with just a small alteration.

MAX AP (ACTION POINTS)

This is a measure of how many Action Points your character has when they first engage in combat. Characters with a high amount of action points are usually quick to act and can be brutal in the first stages of conflict, but run out of stamina quickly. Action points also represent the number of things your character can focus on at any one time. Many actions that do not require movement still have an AP cost to reflect this. Running out of AP means that your character is likely fatigued or mentally drained.

It should be noted that running out of AP can leave your character physically vulnerable too. Each time your character wishes to roll to defend themselves, it will cost at least 1AP to do so. If your character has 0AP remaining when they are attacked, the hit is automatically considered a hit and the resulting damage (or effect) rolled.

Always be sure to have Action Points on hand!

AP REGEN (APR)

This statistic denotes how many Action Points your character regenerates at the start of their turn. High levels of regeneration usually are a sign of good combat stamina and thoughtful planning. APR cannot exceed the maximum Action Point pool your Biomodus possesses, as you cannot regenerate more Points than you can hold.

Action Points are used for almost every action your character performs. This total can vary wildly over the course of combat, and so it is best practice to keep a slip of scratch paper or a separate dice with your total available AP on hand. A spare D20 works well for this.

Action Points, their use, and their recovery are covered in the Combat chapter of this book (see pg. 148).

MAX FP (FORGE POINTS)

This trait denotes how many Forge Points your character has access to. These points are used to power your Configurations and Modifications. Unlike AP, FP is a resource that needs to be used carefully, as it replenishes slowly. Running out of FP means your Bioforge is drained and you run the risk of damaging it – something very detrimental to a Biomodus.

Forge Points can also power specific skills granted by a character's profession, background or modifications. These Forge Skills are covered in their own section (see pg. 111) and can provide a number of bonuses to a Biomodus. Case types also have a Forge Skill they can activate for a unique boost, so even if your character does not specialize in Configurations, having Forge Points can help in a variety of ways.

FP REGEN (FPR)

Unlike APR, Forge Points regenerate when the characters have an extended resting period or at the end of a day. Whenever the group has time to catch its breath for a few hours, their Bioforge recovers some of its spent resources. This stat is a limit of how many FP a Biomodus can regenerate in one game day.

FPR also denotes how many FP a character can spend in any given turn. This includes any Configurations, Modifications and Forge Skills that a character may use. Once the next turn starts, the user may spend up to their FPR in Forge Points again.

HEALTH THRESHOLD

Even as an immortal Biomodus, you have limits. The Health Threshold is a measure of how much Lethal Damage your character can take in one attack (after armor applies), before they have to roll on the Structural Damage table. If you sustain an attack which deals lethal damage over this amount, the risk of lasting damage can be very real.

This stat also denotes how much total damage your Biomodus can sustain. Total Health is calculated by your Health Threshold times three (x3). For example, if you have a Health Threshold of 9, your Total Health will be 27.

Once your health score reaches 0, your character is disabled. At this point the Bioforge is vulnerable. Health replenishes after being damaged in two different ways; Lethal Damage heals somewhat slowly, whereas Scratch Damage is repaired quickly. The Section on Health, Healing, and Death (see pg. 162) will cover this and Structural Damage in more detail.

DEFENSE

As a mixture of speed, resistance, and spatial awareness, this trait determines how good your character is at defending themselves from attacks. When rolling to defend your character, this attribute is added to the appropriate Defense Skill to determine the final die modifier. Defending from attacks and how your calculations are made are covered in the Combat chapter (see pg. 151).

FORCE

This is your character's raw, unadulterated physical capability. Used to determine Physical Damage inflicted, carry weight, feats of strength and such other uses of might, this stat is most commonly found in high levels among soldiers and brawlers.

Force also denotes the range your character can hurl a thrown weapon. Usually, this is your Force times two (x2) in yards, although it doesn't necessarily mean your character is any more accurate with the weapon.

ACCURACY

This trait is a measure of your character's hand-eye coordination, their skill with their aim, manual dexterity and balance. Most often used for ranged attacks with either firearms or thrown weapons, this trait is used mainly for combat.

PROGRAMMING

A secondary characteristic unique to the Biomodus, Programming controls the ability to use the Bioforge in ways outside of mere sustenance and the skill your character has in reprogramming nanomachines. This Skill is most often used in activating and defending against Configurations.

Programming also determines the level of Configuration your character can use. If you wish to use a Configuration, you must first have a Programming rating equal to the Configurations tier times five (x5). For example, if your character wants to use the Barrage Tier 3 Configuration, their Programming Secondary Statistic must be 15.

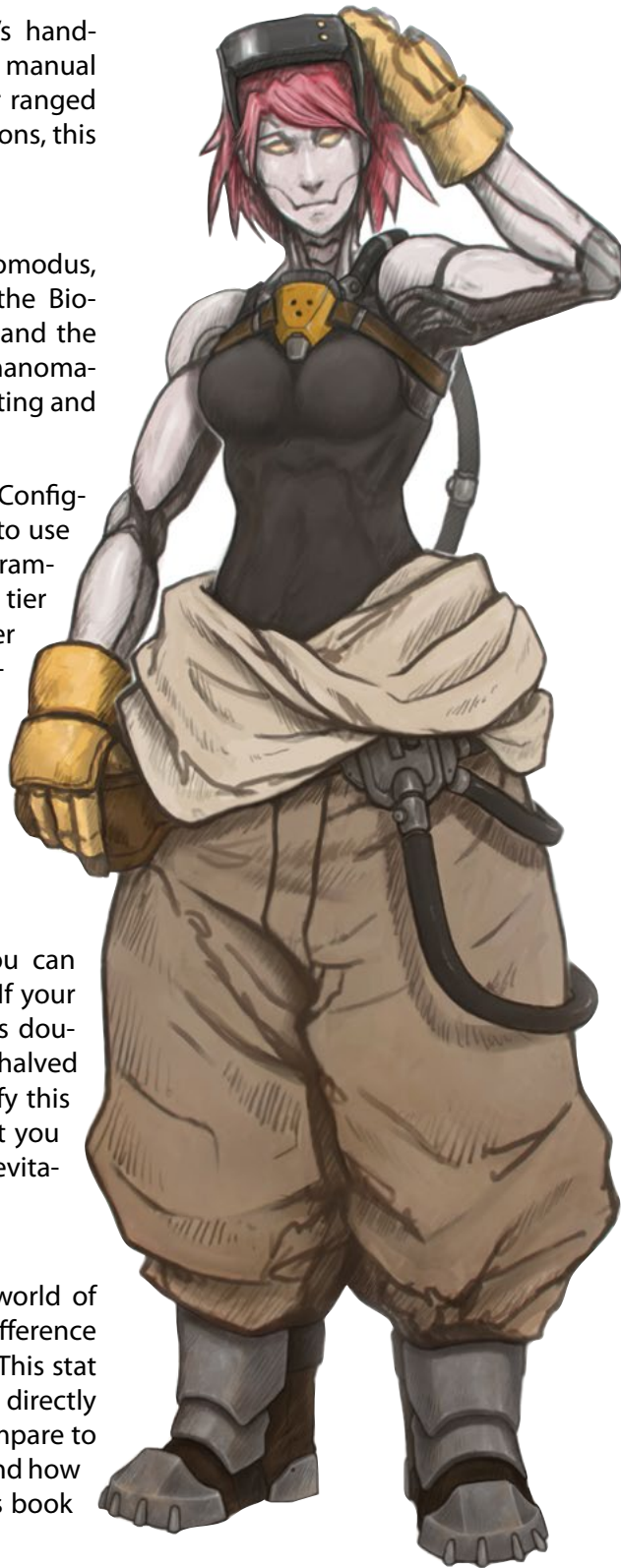
Configurations and their requirements are covered in the Configurations chapter (see pg. 77).

BASE MOVE

This trait determines how many yards you can move across the land for every 2AP spent. If your character is in a Light Case, this attribute is doubled. In a Heavy Case, this attribute is halved (rounding up). Medium Cases do not modify this number. This also calculates how many feet you can travel vertically (through jumping and levitation) per 4AP spent.

COMBAT ORDER

Engaging in combat is dangerous in the world of Biomodus, and acting first can mean the difference between life and death for most creatures. This stat is rolled differently than other traits, as it is directly added to a D20 roll, rather than used to compare to another statistic. Details on Combat Order and how it is rolled are in the Combat section of this book (see pg. 145).



ADVANCEMENT AND GROWTH

As the Biomodus hunts, kills, scavenges and travels around The Wastes, they gain experience, supplies, allies, and enemies. This progression through their lives starts at character creation and continues on throughout a game session, on to chapters and even vast, heroic (or villainous) sagas.

At character generation, the Biomodus begins with 500XP to spend in any way they see fit. Certain traits have different costs, and while it may be easier to train Skills and statistics at lower levels, as you reach the limits set by the body and physics in general, the difficulty to advance your character becomes harder.

Once this starting XP is spent, then your characters can acquire more XP from encounters, missions, rewards and even failures. Awarding XP is covered in the Narration section of the book later on.

Below is a table of your character's statistics, and how much it costs in XP to increase those numbers. These numbers apply to both Starting XP, and Earned XP gained after character creation. It should be noted that Starting XP that is not spent is lost the moment you start playing your character. Any XP earned after that point may be kept, stored and used at a later time.

DESCRIBING ADVANCEMENTS

Looking at the chart does not provide a lot of detail, so below you will find each section's Advancement and Growth outlined in a bit more detail. Note: Increasing a statistic that affects another Secondary Statistic also increases that final number as well. For example, if you were to increase your Integrity and your Adaptability by 1 point, the character's Health trait would increase by 6. (As the base statistic total increased by two, and the final number for calculating Health is multiplied by 3. 2 extra points x 3 = 6 additional Health.)

CORE STATISTICS

When increasing the Core of a Biomodus, you are increasing the fundamental building blocks of the Bioforge, the ego and the mental faculties of the character. These statistics travel with the Biomodus no matter which Case or Case Size they occupy and are difficult to increase. When calculating an increase in either Production, Adaptability, Gnosis or Awareness, you would take your current rating, and multiply it by ten to discover the cost of raising the statistic. For example, if your character wishes to increase their Gnosis from 4 to 5, it would cost 40XP. (Current Gnosis 4 x 10 = 40XP.) The uppermost limit to a Core Statistic is 10.

CASE STATISTICS

Although less granular and much more expensive to increase than the Core, the Case takes advancement in the form of sweeping infrastructure upgrades. To improve all four of the base Case statistics by +1, it costs 100XP. This increase applies to one Case type only (such as Chimeric, Hominid or Sentinel), but it is not restricted by any weight category. This bonus only applies to one Case type at a time, and the cost is individual to a Case. For example, increasing a Hominid and Chimeric Case statistics but +1 each would cost 100XP + 100XP.

If a Biomodus character – Maal, in this case – were to take this increase, he would take his stats from his base Medium Hominid Case and increase them all (Speed, Integrity, Power, and Control) by +1. Should he move to a Light or Heavy Hominid Case, he would take those stats and add one to all of them too. Should Maal ever need to use a temporary body or another type of Case, (such as the Chimeric or Sentinel types), he would lose those bonuses until he acquires another Hominid Case and successfully transfers into it. At that point, any Hominid bonuses are returned, and Maal can continue using his Case of choice.

CASE AFFINITY (APPLIES TO SINGLE TYPE; HOMINID, CHIMERIC, OR SENTINEL)								
RATING	+1	+2	+3	+4	+5	+6	+7	+8
INDIVIDUAL XP COST	100	150	200	250	300	350	400	450
TOTAL XP COST	100	250	450	700	1000	1350	1750	2200

Should he later decide to increase it by an additional +2 (for a total of +3 to the base statistics of a Hominid Case), he would have to spend 150XP. Should he then later wish to apply a +1 increase to Chimeric Case Statistics, it would only cost him 100XP, as he has not advanced that Case before.

Additional bonuses can be purchased, but the increasing cost of the upgrade increases, making later advancements very expensive, but incredibly beneficial.

CONFIGURATIONS

These techno-magical effects can only be purchased at character creation if the Biomodus character meets the Programming prerequisite. Configurations are somewhat expensive and deter from improving other traits, but are powerful and useful in almost any situation. To buy a Configuration the Biomodus must first find someone who knows the Configuration or comes across a specially made file that contains the pattern.

Each Configuration has a tier associated with it. To purchase a given Configuration, the character must meet the prerequisites to use it, (a Programming Rating equal to the Configuration's tier multiplied by 5), and must spend 25XP per tier of the Configuration. Unlike Modifications, Configurations are not limited to particular Case types, though there is some benefit to using a Configuration that is more in line with a Case's abilities.

As an example, Barrage – a Tier 3 Configuration – would require a Programming Rating of 15 and 75XP to learn. If the Biomodus does not meet those requirements, then it fails to acquire the Configuration, although they may be taught again later, or they can keep the Configuration pattern in storage until they can handle the demand put upon them.

SKILLS

Increased Skills travel with your character, much like their Core Statistics. To increase a Combat Skill, you would use your character's current rating and multiply it by 10. Non-combat Skills are the characters current score, multiplied by 5. To purchase a new Skill, it costs 15XP to gain one point, then they are increased as above.

For instance, a Biomodus has no rating in the Ranged Skill and wants to buy a point. This would cost 15XP. Later, they wish to increase the same Skill from 1 to 2 and then from 2 to 3. The first increase would cost 10XP, as it is a current rating of 1 multiplied by 10 (as it is a combat Skill) and to increase it again to 3, it would cost another 20XP. (Current Skill level $2 \times 10 = 20XP$.) Later, they also wish to increase their Social Skill from 4 to 5, costing them 20XP. (Measured at their current level of 4×5 for being a non-combat Skill.) Skills can be increased to a maximum of 5 points.

ADDITIONAL MODIFICATION SLOT

This advancement adds an extra Modification Slot. Without advancement, a character can use up to 2 Points of Modifications in a Light Case, up to 4 points in a Medium Case and up to 6 points as a Heavy Biomodus.

By adding an additional slot, a character can equip more Modifications. This means that for every slot a player purchases, the available slots for their Case weight category increase by one. For example, when a character buys 1 additional Modification slot, all of their Light Cases can now equip up to 3 points of Modifications, Medium can equip up to 5, and Heavy Cases can fit a maximum of 7.

This purchase is not limited to Case type, and it is cumulative. By purchasing three additional Modification slots, this increases the available slots to 7, 8 and 9 for Light, Medium and Heavy Cases respectively. Please note that equipping a Modification that is not in the Generic, Weapon or Case Category matching your currently equipped Case, costs 1 additional slot to equip. For example, if a Biomodus using a Hominid Case equips a Chimeric Modification that typically takes 2 slots to equip, it would actually take 3.

If that character changed to a Chimeric-type Case later, that same Modification would only cost the standard 2 to Equip, but any Modifications from the Hominid Modification list would require an additional slot to equip. This extra cost is applied to every individual Modification it qualifies for.

MODIFICATIONS

During character creation, a Modification costs 20XP per Modification Slot it uses. For example, a set of Retractable Manipulators (taking up 1 Modification slot) would cost 20XP, whereas an EM Lance would cost 60XP, as it takes up 3 Modification Slots. Although you are limited to how many Modifications you can use at any one time, a Biomodus can learn and have as many Modifications available to them as they desire; they simply cannot house them all at once.

If a Heavy Biomodus is using all 6 Modification slots (assuming they have not purchased more), wishes to learn another Modification of two additional slots, the Modification becomes available for use the next time the characters take a full rest and reconfigures themselves as needed. Although, in the case above, the Biomodus would have to replace two points worth of another mod to use the new one they purchased, as they have reached their Modification slot limit.

When buying Modifications, your current Case type does not affect the Modification Slot rating when determining the XP cost to learn it. Even if you are in a Hominid Case and a Chimeric Modification would cost an additional point to equip it, you always calculate the XP cost on its base Modification Slot value, although the extra Modification Slot cost is required to equip it.

TRADERS DUE (TD\$)

Although experience can be used to spend on improving 'the self,' sometimes the players develop trading and allies around them with their reputation, wit or perhaps even charm. This exchange of XP to TD\$ is represented by the investment of the Character into his relationships with those around him. It is a social reward for developing ties.

A Narrator can place a limit on this trade, depending on funds, location and general attitude of the local populace. For every 10XP spent carousing some gullible money bags or visiting family, your character receives 200TD\$. When purchased as part of character creation, this could represent a life of crime or perhaps your character is the offspring of some local leader or merchant. Explaining why you have spent so much XP on TD\$ can be just as much a story hook while being financially useful.

ADDITIONAL EQUIPMENT MODULE SLOT

Biomodus start with 3 Equipment Module slots to install Equipment kits and act as mounting points for things like armor. They have other uses as well (covered in the Equipment section pg. 178), but sometimes, an additional Module slot or two can make all the difference.

Equipment Module slots are expensive in comparison to other improvements, but they carry across all Case types and weight categories.

CORE STATISTICS

- Current Rating x 10XP

CASE STATISTICS (PER CASE TYPE)

- 100XP to increase all Case stats for one Case Type (such as Chimera, Hominid or Sentinel) by +1
- 150XP to increase all Case stats for the same Case Type by another +1 (for a total of +2)
- 200XP to increase all Case stats for one Case Type by another +1 (for a total of +3)
- ...and so on for a maximum of +8. Any stats raised above 10 will be counted as 10 and no more.

SKILLS

- Current Rating x 10XP (Combat Skills)
- Current Rating x 5XP (Non-Combat Skills)
- 15XP for a new Skill (both)

CONFIGURATION

- 25XP per Configuration tier

MODIFICATION

- 20XP per Modification slot required (+components after character generation)

ADDITIONAL MODIFICATION SLOT

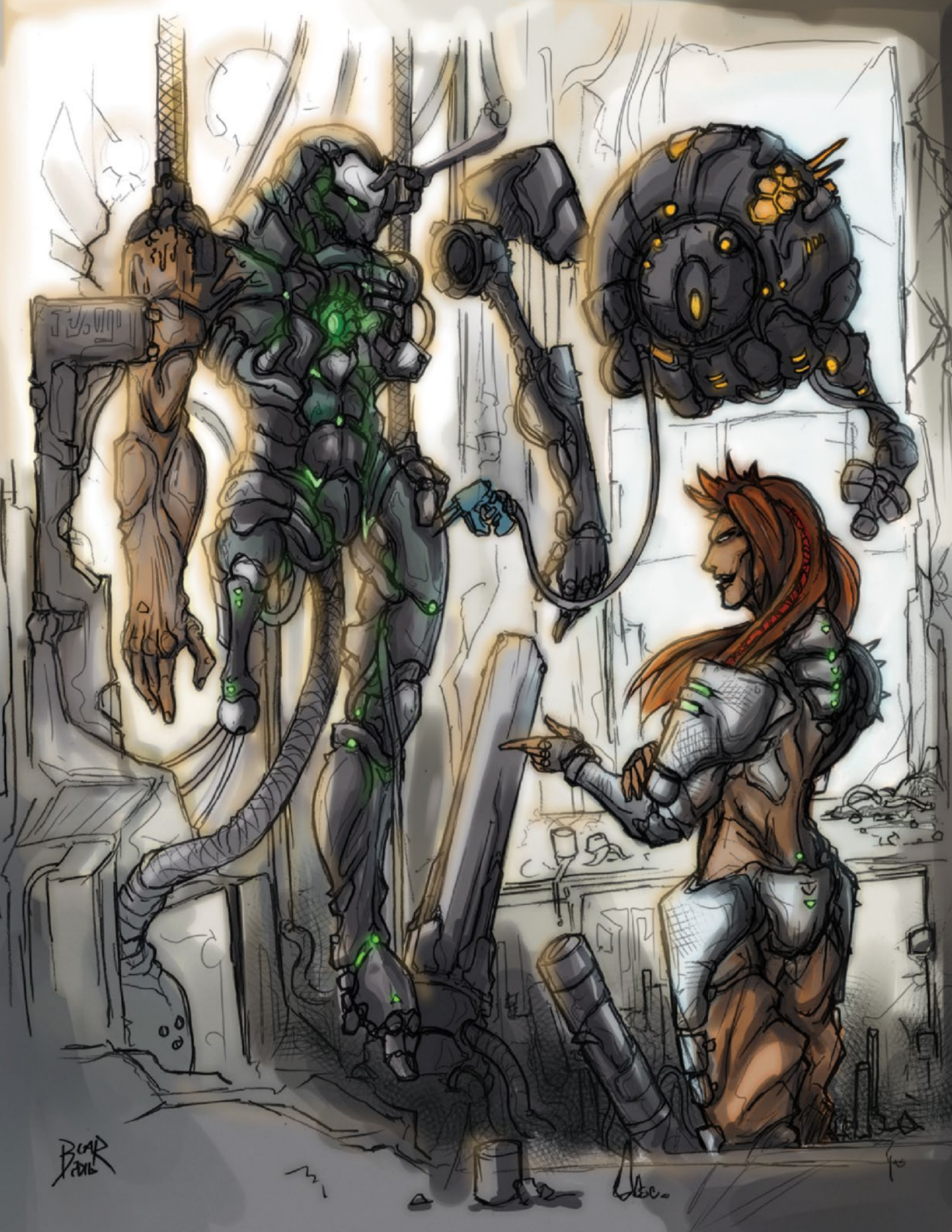
- 60XP per additional Modification slot

ADDITIONAL TD\$

- 10XP per 200TD\$

ADDITIONAL EQUIPMENT MODULE SLOT

- 50XP per additional slot



BOAR
2016

FINAL CALCULATIONS

After you have built your character, spent your XP and chosen your Equipment, Case, and Skills, some final calculations can be made to make your gameplay experience much more straightforward. As the TAPM20 system that powers Project Biomodus relies on a lot of set values to roll against, the 'math' involved in working out your bonuses is frontloaded. This is done during character creation and advancement so you can have an easy reference to go back to when you want to perform an attack or succeed at a task.

There are going to be penalties, bonuses, Configurations, and Modifications that alter this score when activated. These pre-arranged numbers will not always be accurate for the action at hand, but for the most part, those modifiers will apply directly to this figure, meaning you do not have to recalculate the whole thing.

Your character sheet should include some space for you to record some of the following:

ADJUSTED DEFENSES

This area can be used to calculate both your ranged and melee scores. Your adjusted Ranged Defense is a combination of your Base Defense + your Evade Skill + any passive bonuses. (Such as Case weight and other passive, constant effects or equipment.) Melee Defense is calculated the same way, except it uses your Block Skill instead of your Evade.

This final score is unlikely to change often, so having this available makes it easier to know what you are comparing to an enemy's Attack Rating to determine a modifier to your D20 roll. (Covered later in the Combat chapter pg. 145.)

This Defense is used when attacked by some special enemy attacks or Configurations.

• Adjusted Melee Defense

Defense + Block + Bonuses

• Adjusted Ranged Defense

Defense + Evade + Bonuses

• Systems

Programming + Interface

ADJUSTED MOVE

Calculated by taking your Base move and applying the modifier set by your Case's weight category. Light Cases (not wearing anything more than light armor) double the Base Move score. Medium Cases leave this rating untouched. Heavy Cases reduce this score by half, rounding the number up.

Some Modifications passively alter this score too, so be sure to read what your Modifications do! Unless otherwise stated, Adjusted Move represents how many yards your Biomodus character can move horizontally (such as running, rolling, hopping across the ground) for 2AP.

It also measures how far your Biomodus can travel vertically (such as jumping, leaping, climbing, parkour, wall run, etc.) in feet for 4AP. One yard is precisely three feet, so a Biomodus with an Adjusted Move of 12 can sprint 12 yards (or 36 feet) horizontally, or jump 12 feet up onto a roof for 3AP.

• Light

[Base Move +/- Modification Effect] x 2

• Medium

Base Move +/- Modification Effect

• Heavy

[Base Move +/- Modification Effect] / 2 (halved, rounding down, minimum of 1)

ADJUSTED SYSTEM ATTACK RATING

This is a measure of how well your character can use Configurations and the like to attack others, impeding their movement, blasting them with fire or any other number of effects.

This Rating is a combination of your Programming Secondary Trait + Interface Skill + any applicable bonuses.

WEAPONS TABLE

This area of your character sheet lets you list the final costs of using a particular attack in combat. Each weapon has a Weapon Handling modifier, a damage value, a modifier to the 3AP needed to attack with that weapon, a range value, and space to record your final Attack Rating.

Most of these values you can copy from the weapons table, but it is suggested to use the AP box to record how much total AP an attack is going to cost when using that weapon.

Since these values are somewhat static, having them on your sheet to form a base is a handy and memorable way to know what you are comparing an enemy's defense rating against. Sometimes there will be additional modifiers; such as Blindness, Range, Configurations and other effects that can help or hinder your final score, but often these factors are temporary and can be applied to this total, rather than an underlying component.

When you advance your character through XP or change the type of Case your character is using (either by weight or type), these scores can potentially change, sometimes drastically altering the final outcome. However, this is a process that is not often done during a short period of time and can be very risky to the Biomodus.

It is suggested that if you make any significant changes to your Biomodus, go through all of these final calculations to make sure that all the math and legwork does not slow down the pace of your game.

Of course, you may like to work out a lot of math for fun. Stranger things have happened...



CHANGING CASES, MODS, AND STATS

Throughout their time as a Biomodus, your character may find that they wish to (or are forced to) change the type of Case they inhabit. This can occur if the party of Biomodus need to alter their composition to match a job, or perhaps the character was so severely damaged that their Case was destroyed, or devoured by their own Bioforge during Core Shutdown.

One of the most significant strengths of the Biomodus is the modular nature of how their bodies are composed. By moving their Core, a Biomodus can not only inhabit an entirely different Case but also possess temporary bodies from things they have hunted until they can get to a place where they have the right tools and time to make the shell more permanent.

Changing the weight category of a Case is a much simpler and not nearly as risky, but it still does take some time. Modification changes are also relatively simple and are often done to suit the needs of a situation. Since changing Case Type is complicated, it is still an inhumanly dominant survival trait of the Biomodus, and such characters have a few options to how they perform this task.

THE SAFE(ER) WAY

Changing to a different type of Case (regardless of weight), or transferring to another Case if your own is beyond repair or temporary, is an incredibly dangerous concept to a Biomodus, as it leaves them in a position of vulnerability.

The process of changing into a whole new requires a voluntary Core Shutdown for only a few minutes to re-establish connections to the new body. During that time, the Biomodus is not just defenseless but utterly unaware of its surroundings, after which they become aware but unable to act for what can potentially be hours.

The safest way to do this is to have the support of trusted party members with excellent Repair Skills or use a service that is known throughout the underground as a trustworthy supporter of the Biomodus. A handful of these places exist and are usually populated by people who consider the Biomodus to be their protectors, or are in some other way indebted to them.

Most Biomodus usually have one of these 'MedTek's to visit in an emergency, unless they are somewhat solitary. This relationship is mostly symbiotic, as Biomodus are often one of the best ways for these mechanics-come-paramedics to get supplies as well as replacement parts for the sick or the wounded, and usually, that is what they expect in payment for their services and discretion.

THE PROCESS BEGINS WITH BUILDING A SIMPLE FRAME.

For a Biomodus this is usually an investment of around 5000TD\$. Some local establishments may cut the cost down significantly if the old frame is still usable and the Biomodus no longer wishes to keep it - using it as a 'trade-in.' The Biomodus can also use a temporary body it resides in (see below) as a basis of a frame, but the Core must first be removed from it for the interim body to be converted into something the Core can work with. These temporary bodies must be at the least viable, and many are not. The Narrator always has the final say on what kind of body is capable of holding a Biomodus Core.

Once the new body is ready, the Biomodus goes into voluntary Core Shutdown for a pre-established amount of time. All connections to the old body are dropped, all Modifications are consumed and stored as raw materials for reestablishing the new Case, and the Core becomes safe to remove. The Party or MedTek will then physically move the encased Core into the new prepared frame, (or remove the Core from a temporary body long enough to convert it to a proper frame). Then, they wait for either the Core Shutdown to end, or some other agreed method, sign or private voice-activation to let the Core know it is safe to proceed.

Once the Core wakes up (hopefully in a working body), it immediately uses its stored materials to connect to all the systems around it. It reinstalls any Modifications that the Biomodus wishes to equip (assuming that they are compatible with the new type), and begins the complicated process of adjusting to the new size, shape, and mobility of the form it now possesses. This process can take upwards of a few hours, during which time, the Biomodus is aware of its surroundings but is otherwise considered suffering the Disabled Condition.

Most MedTekS have preserved stores of Consumable Health, used when the Core awakens. This raw material helps ease the creation of new connections and filling holes generated by the procedure.

Once everything is complete, the Biomodus goes through a few tests, is checked out by their MedTek and then released in their new Case.

THE DANGEROUS WAY

Sometimes, tools, friends or MedTekS are not available to help a Biomodus change their Case. This most likely happens out in The Wastes when their body is beyond repair, is Infected beyond recovery or some other desperate need. This method only works if the Biomodus is capable of interacting with its surroundings, (and not suffering from the Disabled or Core Shutdown Conditions), has a set of limbs capable of subtle manipulation and – most likely – a good Repair Skill.

In some cases, a Biomodus may just wish for a change of body while perfectly healthy and merely evading capture. In such situations, this process is much more comfortable for them (as no rush or injury is hindering them), and all they need is a private place to do so.

The Biomodus usually finds a place it can hide with the new, viable body and prepares it themselves to receive a new Core.

This process involves a Repair Skill roll vs. a Difficulty Rating that is set by the Narrator. Using the Case of another dead Biomodus is relatively simple, but having to gut and remove the Bioforge components from a half-ruined Maalkari corpse and preparing it for accepting a Core is much harder.

This process of preparation for a quick, messy replacement is often complicated by injury, but it also involves a level of self-reliance in the characters Repair and Interface Skills.

When preparing the body, the Biomodus creates a connection bridge between the old body and the new body through an interface with the Core. For a small period of time, the Biomodus directly interfaces with both Cases through external, less efficient methods, but enough to perform some simple functions such as movement.

Then comes the dangerous part. When the Biomodus goes into voluntary Core Shutdown, it uses a pre-determined command to detach its connections to the old (potentially ruined) body and gives control over to the new one.

This requires a Gnosis + Interface Skill roll vs. a difficulty of 15. If the Biomodus has had a lot of time to prepare or perhaps has high-grade materials on hand to assist, then this Difficulty Rating may be dropped by the Narrator. Ultimately the Narrator is the final factor in determining how hard this transfer can be.

Should this roll fail, then the Core has the possibility of reawakening in the old body as the Core aborts the transfer, but depending on the condition of the Original Case, it may remain in Core Shutdown until it is discovered. What happens after that is down to whoever finds the highly vulnerable Biomodus.

A successful transfer will result in the Biomodus regaining consciousness in the eyes of the new Case, most likely looking at its old body and Core resting in it. At this point, the Biomodus is considered to be suffering from the Disabled Condition but is stabilized and removed from any conditions it previously suffered. This lasts for at least a few hours while the Core attempts to activate vital functions such as movement and fine motor control over an inefficient connection.

After a few hours, the new Case is capable of movement. At this point, the Biomodus carefully withdraws their Core from the old body and places it in the one it is connected to. The Core locks itself in place and begins the process of removing or upgrading the inefficient, damaged connections to direct, Bioforge generated ones.

For at least an hour afterward, the Biomodus suffers from the Disrupted Condition until the Bioforge can correct the jury-rigged connection to the body. If the Biomodus has any stores of preserved Consumable Health, they can use 5 Points of their supply to immediately regenerate these links and ignore the Disrupted Condition.

Once the Core has been successfully installed, it is ready to apply its available Modifications and transfer its equipment and other materials.

CASE COLLECTIONS

Some Biomodus late in their years may have a stable base of operations and perhaps have kept their old bodies to change into when they need something different, or purely because they are not content with being confined to one choice. The process of moving into a Case that previously belonged to you (and has not been used by anyone else) is much more straightforward.

In regards to the safe(er) and dangerous methods listed above, the period of adaptation is not required. The moment the Core wakes up in its old Case, it already has a memory of the former interfaces and only needs an hour or so to re-establish a seamless connection to the flesh and machinery. No preparation is necessary for the replacement body, other than establishing a link to it if a Biomodus is performing its own transfer.

Some Biomodus may have such good relationships with their MedTek that they may keep spare Cases safe for them in the event of an emergency. This kind of risk is often taken only because of excellent working relationships, however. That kind of charity does not come freely.

CHANGING SIZE CATEGORY

The process of changing size category is a much more straightforward affair. The Core does not need to shut itself down to make these changes. However, there is a lot of retooling involved. Increasing your own size category is a process that takes much longer, as it means making careful changes on active parts.

For each size category the character goes through, the process takes about an hour. For example, going from Medium to Heavy would take one hour, but then going from Heavy to Light would require at least two. This can be reduced if the Biomodus has party members willing to help them with successful Repair checks.

The Biomodus finds a place where it is not interrupted (not something that can be performed in combat, obviously) and takes the required time to reconfigure itself.

This reconfiguration requires a successful Gnosis + Repair Skill roll vs. a Difficulty Rating of 10. Other Biomodus can also make this roll for the player if desired. Failure adds another hour to the process, and then another Roll must be made.

The Bioforge generates the organic and engineered materials needed to alter the underlying structure, helped by whatever materials the Biomodus can add, then reinitializes its connection to flesh and metal.

For around five minutes, the Biomodus suffers the Disabled condition, then comes back online in their new Size Category with whichever viable Modifications the Biomodus wants to equip.

CHANGING MODIFICATIONS

Modifications are one of the staple basics of being a Biomodus. Whereas Munsu are limited to what Modifications can be grafted onto their bodies, (along with a comparatively excessive time needed to adjust and heal), Biomodus can quickly swap out known Modifications with a little effort and time. Changing a Modification takes roughly 10 minutes per Modification slot replaced or added.



For example, if Maal were to replace his internally-mounted Medium Laser (2 slots) and his Ablative Armor (3 slots) and installed an EM Lance (3 slots) and Advanced Improved Armor (3 slots), it would take 60 minutes. Although 5 slots were removed, 6 slots were altered from replacements, ergo, 6 x 10 minutes.

THE LAST RESORT: TEMPORARY BODIES

Sometimes the only option available to the Biomodus is to inhabit a body not designed or capable of being a Case to its fullest. This resort is dangerous, complicated and limiting, but when compared to being a helpless Core outside of any kind of body and unable to affect the world around it, this option can be the lesser of two evils.

Temporary bodies are simplistic and generally not very physically capable. Perhaps after a battle with some sly Ghaast, the only thing that is available to you is their barely functional, high skeletal frames. Maybe a local animal corpse is all you can find that is big enough to hold your Core. These bodies are not designed to keep the vast power of a Biomodus Core, and so it is not compatible.

However, with some last-resort jury-rigging, these bodies can be crudely used as puppets to help move the character to a place where it can at least find a suitable replacement or – if viable – a MedTek to help convert the body into a proper frame.

Temporary bodies must be in a general state of togetherness. Even a long-dead corpse can be a useable puppet if all of its pieces are in place and corrosion or rot have not claimed a majority of its systems. As long as the body is still structurally sound, it is usable as a temporary container for a Core.

Most creatures that are found out in The Wastes are not viable candidates for temporary bodies. The massive size of a Melancorth, along with its complex Nanite processing system is beyond the mental faculties of a Biomodus, along with the warped, distorted bodies of the Morrjs and the alien interfaces of high-level Oculari. Temporary bodies are always simple, easy to understand, but ultimately inferior.

The process of moving to a temporary shell can be done alone as described in the Dangerous method, or with the help of the character's Array of fellow Biomodus or a trustworthy or charitable NPC. A Gnosis + Repair Skill vs. a Difficulty Rating of 15 is required to succeed in this dangerous maneuver, however. Having Preserved Consumable Health on hand can reduce the Difficult Rating by 5 for every 5 Consumable Health used in the process. This use does not grant any Health back to the delicate frame and is consumed in the process, even if the roll results in a failure.

Temporary bodies have set stats, which replace the previous Case Statistics, altering the characters Secondary Stats and anything else connected to them. Biomodus in temporary bodies are unable to Equip Modifications, Equipment Slots, use Configurations, and suffer the Disrupted Condition until placed in a new, viable Case.

As a rule of thumb, temporary bodies will have a statistic of 1 across the board with maybe one Statistic at 2 if it is not wholly in a state of ruin or has some natural use that is key to its form. For the most part, Temporary bodies will have a hard time defending itself, performing basic tasks, and lasting under duress. All temporary bodies have a Maximum Health of 10 that cannot be improved.

If a temporary body ever drops below 0 Health, it is immediately considered beyond repair, in addition to any Structural Damage it receives.

ARRAYS

If the internet taught the world anything, it was that machines and computers that worked in tandem became greater than the sum of its parts. Arrays work in a similar function to this concept of synergized devices lending power to one another and are often the binding connection between different Biomodus characters.

Arrays form when a group of Biomodus work together enough and invest (as a group) into their well-being. Often times, an Array is formed without the immediate knowledge of the members involved, but when it happens, the effects are profound.

The Bioforge is essentially an untrusting, jealous organ. It is driven by the need to survive, and it does so at the cost of interactions with anything other than itself and the body it resides in for the most part. The establishment of an Array is when the Bioforge picks up on the Biomodus' feelings of trust and reliance on its close group of fellow Homo biomodi. When it reaches a point where it feels that it can trust the other members or considers them a necessity to continue surviving (by whatever formula and calculations it uses), it reaches out in a brief wireless communication to the Bioforges of the other party members.

In some cases, the connection is rejected. Perhaps another party member doesn't trust the others as much as the initial member, and so its Bioforge rejects all forms of contact with the risk of being compromised. In such cases, the process halts. When it does come along a likewise-minded Bioforge, a handshake is made.

In this way, the establishment of an Array is an ultimate form of loyalty detection. For the most part, establishing the connection is a process entirely outside of the awareness of the Biomodus, and by the time it has happened, it just seemed to make sense. When you find yourself in an Array with another, you can rest assured that the trust or existential reliance is mutual. Of course, things may happen down the road that breaks that belief, but once the Array is formed, it takes a lot of distance, time and hurt to cut the connection.

Forming an Array is both a story-driven and system-driven mechanic. The characters must have some kind of connection or a length of time working with each other. Narrators are encouraged to help the party members (especially if a new group) encounter difficulties that require teamwork and trust, to help the developing Array find common ground and have some stories to share.

Arrays are not mandatory to enjoy a character or to play a good game, but it does provide another layer of investment in the party that is rewarded with unique abilities called Adaptations. The Adaptations start small and offer a few simple utility bonuses to everyone in the Array. As the Array progresses and the players invest more in its growth, the Array can have access to wireless communications, can share FP in times of need, and even 'lend' high-level Configurations to members of the Array that generally would not be able to activate them.

ARRAY GENERATION

An Array is established when two or more Biomodus characters donate 50XP into a shared pool that is consumed by the establishment of the connection. Once given, the characters cannot recover this XP and unused, donated XP cannot be 'loaned' back out to the party. When these two (or more) Biomodus give their portion of XP (totaling at least 100XP), they must decide between them which of the Adaptations to buy. This 50XP price is mandatory to either start an Array or join an existing one, and must be paid by each Biomodus taking part.

Arrays cannot be established until at least one Adaptation is purchased with the Initial XP. If four or more members have initiated the Array (generating a starting pool of at least 200XP), then two beginning Adaptations may be purchased, but only one is required to start the Array.

Once the Adaptation is decided on and purchased, the Array is formed. Each member of the Array gains the effects generated by the Adaptation. As the Array progresses and grows, each member of the Array gains the benefits unlocked by its progression.

Party members may find themselves joining an Array later than others, as their trust increases or their reliance on their party members grows. This is normal and represented in the TAPM20 system by spending a minimum of 50XP in advancing the Array. Joining an established Array (as a latecomer character, for example) does not mean that a new Adaptation has to be purchased. The newcomer's donated XP can be stored for future use by new members. Once a member of the Array, the new member gains the benefits already purchased previously.

Narrators are encouraged to have some gameplay requirements for joining an Array – especially if the campaign is expected to run for multiple sessions. Arrays are just as much a developed story as they are a mechanic, and joining one should be the final step in establishing trust or reliance in a world of cannibalistic survivalists. This applies to the players in the existing Array as well. A majority of the Array has to consider the new member trustworthy enough to join for them to grant them access to the meshed network.

For short games, this requirement is arguably less important, and some Narrators may just allow access by spending the XP needed. It is ultimately up to the Narrator if the game if there must be some established gameplay that results in an open connection between characters.

ARRAYS AND OTHER TRANSHUMANS

To say that the Array is unique to the Biomodus is untrue. Biomodus have a much more straightforward time of establishing these connections to one another; mostly due to the adaptive nature of their unique Bioforges, but also because the life of a Biomodus is fraught with danger and often leads to situations that require trust and reliance on others. Conflict, danger, and survival are better motivators to form an Array than peace, comfort, and boredom.

Although the Munsu and Maalkari are capable of forming connections, their Bioforges are generally weaker and less adaptive, meaning that the shared links are rudimentary at best and usually take a much longer time to develop. This is more common in Munsu families and tight, tribal communities because of the generational span of reliance and combined want to survive.

Arrays are rare enough in non-Biomodus for it to be something special. Although Munsu may have some limited connection to another person, there are occasional rumors of a man sensing his wife was in anger and managing to avert a crisis, after having felt an unexplainable pull.

Often Munsu in Arrays will unconsciously know what a person is thinking if they are lying or have little trouble completing each other's sentences. It is like being in a relationship with someone you know well, except turned up to 11.

Arrays in the Munsu world are rare and - given the survivability of your average citizen - often result in tragedy.

Maalkari connections are few and far between, mostly because the culture of self-reliance, power, and command leads them to be distrustful and self-sufficient. There are tales of Maalkari who have formed in these limited Arrays, but the relationship is often violent, abusive and closer to an electronic form of Stockholm syndrome than anything else. Love, trust or compassion is rare in Maalkari society as it is.

INJURING OR LOSING AN ARRAY MEMBER

Establishing an Array has many benefits. The connection, Adaptations, and shared experience is a boon to any group of Biomodus, but there is always a cost. Once a member of an Array is joined to the group, their Bioforge engages in a networked bond with the Bioforges of the others around them. If this link is severed suddenly and violently, the feedback can cause real problems for the other members of the Array.

When a member of the Array suffers from the Core Shutdown condition (see Condition Effects pg. 168), the feedback causes all other members to undergo an immediate -2 penalty to their Force Point Regeneration (FPR) and Action Point Regeneration (APR) Secondary Statistics. This happens while their Bioforges clamor to make up for the sudden loss of joined processing power. This penalty lasts for two rounds and can only take effect once per combat or 15 minutes if outside of combat.

Should another member of the party go into Core Shutdown, the Bioforge is more prepared for the loss, but does so by shutting off the Array connection. Until all members of the party recover from the Core Shutdown condition, the Array connection remains closed. This means that no Array members can use Adaptations, all passive benefits cease and XP cannot be donated to Array advancement.

If an Array member's Bioforge is annihilated, then the Penalty to FPR and APR lasts for the remainder of the Session as well as the next one - if the Narrator feels that it is within a reasonable time frame.

Losing a member is a massive blow to an Array, and the combined Bioforges have to adjust to fill the hole that is left when a considerable amount of processing power is lost to the cluster. During this time, no advancements can be made to the Array through XP, and no member can use the available Adaptations until the period of Adjustment is made by the networked Bioforges. This is often reflected physically and mentally by the Array in the form of fatigue and distracted mentality, even if no one was particularly close on a personal level to the lost party member.

To Munsu and even Maalkari who form these bonds, the loss of an Array member leads to such levels of depression and despair that most do not survive. When a mundane, weaker Bioforge takes so long to

rely on another, the sudden change causes irreparable damage to the production capabilities of the organ.

Those still capable of producing enough power to survive do not usually retain the strength or energy to feed or hunt, resulting in nanite starvation, physical degradation and – almost always – eventually death.

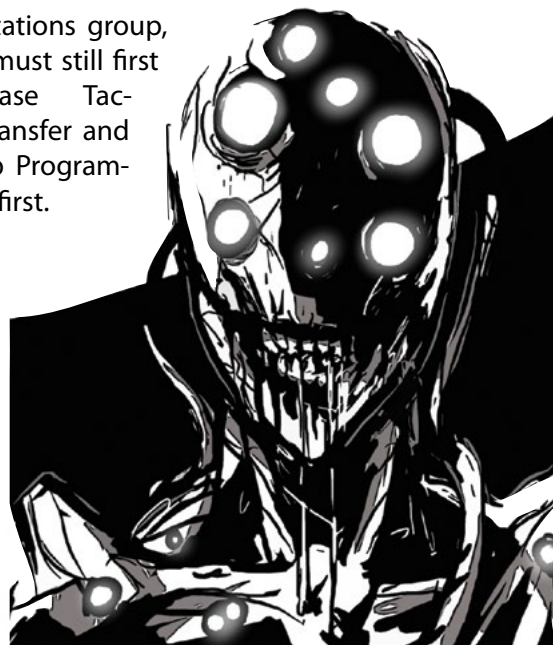
In one rumored case, the loss of a loved one caused so much pain and damage to a Munsu tribesman, that his Bioforge ate itself, transforming him into the only Morrg with a sentient mind – a legendary creature, driven mad with grief and hunger. This creature is satisfied only with the willful destruction and consumption of everything it finds, just creating more Morrgs to try and fill the hole left by the one he lost.

A terrifying story and sadly - a truthful one.

ARRAY ADVANCEMENT

By saving personal experience, a group of Biomodus can all contribute to a collective pool of points to advance and expand their Array. In many ways, it is representative of how the individual Bioforges belonging to the Biomodus network and interact – sharing processing, power, and awareness among them. These shared traits are known as Adaptations.

Adaptations must be purchased in sequence, and each category has its own series to keep. If an Array has Collision Sensor and Impulse Action from the Physical Adaptations, and want to buy Data Relay from the Power Adaptations group, they must still first purchase Tactile Transfer and Group Programming first.



PHYSICAL ADAPTATIONS

COLLISION SENSOR

100XP

Members of the Array do not block or impede another member's movement through their space. This does not apply to ranged attacks, as they still prevent line of sight.

IMPULSE ACTION

150XP

Once per session, each member can perform an action that the Array is inexplicably aware of, meaning members in combat can move aside to not impede vision or line of sight, without penalty or AP cost.

SHIELD WALL

200XP

Once per session, one member can use all adjacent armor values to soak a single attack.

UNIFIED STRIKE

250XP

Once per session, all willing members can attack with a strike in the same turn that counts as a single attack action and must be soaked on one instance of armor. All members must be able to fulfill the AP requirements needed to make the attack.

POWER ADAPTATIONS

TACTILE TRANSFER

100XP

Once per session, each member may transfer 2FP from their reserves to another member of the Array for 2AP by physical contact.

GROUP PROGRAMMING

150XP

Once per session, any Array member using a Configuration may pull up to 2 FP from any and all willing donor members within 10 yards.

DATA RELAY

200XP

A member of the Array can use another member within 50 yards as a point of origin for a Configuration. The member activating the Configuration can do this once per session.

DATA COPY

250XP

For one session, a member of the Array may learn a Configuration that is known by another member. They can only use this Configuration once but do not need to meet the programming Requirements to activate it. They must still pay the associated FP and AP, however.

SENSORY ADAPTATIONS

PINCWARE

100XP

Everyone in the Array is aware of other members nearby within a range of 50 yards. This does not provide exact locations, but an awareness of a nearby member.

WIRELESS VOICE

150XP

Within that 50 yards, Array members can now communicate simple sentences wirelessly and without the need for external sound, allowing for private, encrypted conversations. These messages are always broadcasted to the whole group, however, and cannot be directed privately.

AR MARKERS

200XP

Array members within 100 Yards are now highlighted with an AR marker. All members know the direction, elevation and general position of a fellow Array member within range. Voice communications extend to 100 yards.

STREAMING SERVICE

250XP

Array members within 50 yards can stream their visual, auditory or olfactory data across the Array link for others to experience. Other members may choose to reject this stream if they desire. Biomodus using this feed as a 'Spotter' gain a +2 Attack Rating bonus to attack targets with Indirect Gunnery weapons. Voice communication can now be directed to one Array member privately.



THE TAPM 20 SYSTEM



MEETING RENOUL

"What in the hell happened here?"

I approached the wreckage of the small town, breathing those words through my teeth in sheer amazement. Rocks and rubble lay strewn about, some still smoldering and molten from plasma, others showing the definitive signs of nanite-enacted decay. To my side, Imaaru stood a silent and ready as ever. His hand rested on the hilt of the enormous sword on his hip, and although he looked relaxed and calm, I knew the stealthy, Naraaki Biomodus was more than ready for combat.

It did not take us long to find out the location of our wayward team.

Sevis was busy pulling rubble off of Maaul, who in turn was filled with smoking holes and missing the end of one of his four arms. It was rare that anything short of a tank shell could do that much damage to the giant Maalkari, but oddly Sevis lacked sympathy.

"Stop complaining, you big baby." He barked in a tone that did not sound panicked, and if anything it was frustration.

Oddly, that made me feel a little bit calmer. As I approached, Sevis waved me over, again, showing no sign that there was any present danger, then pulled a small chunk of rubble away from his brother to reveal a set of sparking and leaking actuators.

"Ah. There we go." He said as he leaned down and started work on patching up Maaul.

"Mind telling me what happened here?" I asked the two brothers, but my tone made it sound more of an order than a request. My face can't have been the picture of understanding, as the two of them seemed to find something else to look at, Sevis audibly clearing his throat, regardless of the fact that his biomechanical larynx did not require it.

"The little one. Made things... complicated." Maaul rumbled, and it was quite a sight to see the giant Biomodus sheepish about it.

"The little one? You mean..." I let the question trail off, as I gestured to Sevis.

"No, not me!" Sevis barked, rolling his eyes. "The bloody Sentinel. He's still around here somewhere, I think."

I could almost feel Imaaru smirking in amusement although his demonic face-plating rarely had any other gesture. The bond over the Array made it evident that he found the pair of them humbled by a bureaucratic Sentinel, very, very amusing. Sevis and Maaul did not share that amusement.

"You got something to say, you sneaky Naraaki bastard?" Sevis asked coldly, but Imaaru let out a small shrug and gestured dismissively with his hand to show that he was going to remain silently amused.

Snorting in annoyance, Sevis returned his attention to Maaul and finished patching it up with Nanite Gel. With a pop and a hiss, Maaul's actuators kicked in again, and with a rumble and a crash, the younger brother pushed aside a chunk of fallen debris and rose to his full height. Flexing and twisting, he seemed to make sure that all was in order, even as nanites pulled and reattached cables and hoses together.

"Okay," I said after a moment, pointing at the two brothers grimly.

"Tell me what happened."

"You sure this is the place?" Sevis asked, looking at the floating, 4-foot-wide, biomechanical ball of a Biomodus to his side.

He couldn't help but think that there was something distasteful about working with a Sentinel, but when the hunting season was this dry, bounty hunting became somewhat of a necessity. The Sentinel was a local House of Conversion bookkeeper, by the name of Renoul. Lately, someone had been using his business as a front, and that would just not do.

"I'm certain," Renoul spoke, it's voice a metallic, synthesized rasp, although it's accent was automatically aloof and grating to the two Maalkari brothers. "I traced the money to a trader that has been dead for years, apparently. Someone was using one of his ID tags to pass his crap through my store."

"You could have reported this to your corporate superiors. Why not let the House of Ledgers call in their lap-dogs to deal with it?" Sevis asked.

Renoul spun to fix Sevis with a broad, circular optic on the front of its round body, and the lens narrowed sharply.

"Call in the House of Audit? And have those savages kill everyone in the outpost?" it sputtered with disgust. "Goodness, no. I'll not be responsible for such wholesale slaughter," it added and returned to lead the way, floating along effortlessly as Sevis and Maaul plodded along behind it.

When they reached the warehouse, Renoul paused and seemed to look the place up and down, with as much anxiety as a ball of metal and organics could. Sevis and Maaul looked at each other briefly before the elder brother gestured to the building.

"This the place?"

"Yes," Renoul replied coldly, "It's a bar of sorts. Seedy types meet here and discuss their underhanded dealings."

"Right," Sevis said flatly and gestured to Maaul. "After you."

"Wait," Renoul spluttered out, "You aren't going to just... walk in there, are you?"

Even as Maaul lumbered in that slithering way towards the side of the building, Sevis was striding behind him, although he briefly did look over his shoulder to address the Sentinel's concern.

"It's all about the entrance, my friend."

Inside, a group of Munsis were talking around a table, all of them focused on one man who appeared to be leading the small party. He was well dressed, a sure sign that he was a trader who did business with the Enclaves. The noise was boisterous, the air thick with vapor, and none of them were close to expecting what would come next.

With a dull thud, the noise stopped, and everyone looked at the side wall of the building. It was made from reinforced nanite concrete, so to see a sudden crack running through it was worrisome enough. People started reaching for weapons and moving to the sides of the building, but before they could finish doing so, there was the crack of splitting concrete, the groaning of reinforced bars, and the crash of debris falling around the room.

Out of the settling dust, Sevis strolled, lower arms holding his shotgun, the upper arms held outwards in a greeting gesture. Behind him, the looming shadow of Maaul followed. Maaul was holding a blade in one hand, while the other held the vast, dull, impact ax he had grown fond of.

Of all the people in the room, the only one who had not flung themselves to the floor for shelter was the trader.

"Ferraak," Sevis greeted the man with a long smirk, "I hear you've been a naughty boy."

Immediately, the sound of guns loading filled the air, many of the patrons of this less-than-reputable establishment aware that two Maalkari had suddenly entered the bar, both of them Biomodus. Sevis rolled his eyes and looked at the man who was casually trying to pick a small chunk of concrete out of his drink.

"I'm not sure what you're talking about, Maalkari," The trader asked as he leaned back in his seat, surrounded by armed associates. He apparently didn't seem that upset by the sudden incursion. "But I am going to give you a moment to explain before my friends here start filling you with ARM."

"Oh puh-leeaze," Sevis said, waving a gesture towards the man. With a sudden snap of movement, the two figures to his side turned their guns around in shaky hands and pointed them to either side of Ferraak's head. "Your friends here are a somewhat unreliable resource."

At this point, the tone of the man's demeanor changed from cocky arrogance to dangerously cornered. The two armed Munsis to his side had gone wide-eyed and were sweating profusely as their limbs disobeyed them. To his credit, Ferraak showed little other than a hard swallow from the event, but his voice was low and firm.

"If you want something Maalkari, then spit it out."

"You've been ripping off a local House of Conversion dealer with shoddy product, Ferraak, not that Ferraak is your real name," Sevis said, walking over and placing himself in the seat opposite the false trader. Maaul moved up behind him, prompting the rest of the room to try and shuffle its way to the far end of the establishment to escape the shadow of the giant Chimera.

"Bad ARM pellets, barely usable construction materials. Any of this sound familiar to you?" Sevis asked with that same, long smile.

"It does," The man stated flatly, no hint of hiding his crime, although a small smile had risen on his face. "It was the Sentinel, wasn't it?" He asked, not expecting an answer. "That one was always a little too big for their spherical britches. Well, that's going to bite them in the ass."

"Not from you, it won't," Sevis said darkly as he leaned forward a little. "You are going to hand over all your Teds, whatever gear you have and you are going to leave town. If my brother or I so much as catch wind that you are back in the area, then you won't be leaving it again... certainly not with your head attached."

"That's a bold claim," the trader said with a long grin. "Are you prepared to go to war to back that up?" he asked as he tossed a small data chip on the desk with a casual flick. Picking it up, Sevis looked at it and clipped it to his AR computer, not concerned that this Munsi could generate a virus that could penetrate his system defenses.

Sevis took a second to read the data and frowned. After a moment, he pulled the chip out, stood up and turned around, gesturing for a confused Maaul to follow him.

"We're leaving."

Outside there was a flurry of movement as Renoul darted into the hole created by the two brothers. One of its extendable, cable-like arms held a pistol, and although it seemed ready for conflict, Sevis doubted there was much it was going to do with a gun so small.

"Where are you going? I hired you to get rid of this imposter!" Renoul blurted out, gesturing at the smirking trader with a claw-like manipulator. "I demand you complete the contract or the House of Trade will hear about this."

"They already know," Sevis said glumly as he stepped outside the building. "He's here to transfer ownership."

"W-what?" Renoul stuttered as it faced the trader. "I demand answers!"

"He's a House of Trade Suvisitaar. He's been systematically ruining your business to make it seem like you are dealing in bad goods so he and his associates can get you out of town, take over the outpost and start dealing in goods again. He got the promotion, and you are being systematically fired." Sevis said as he paused and turned around, gesturing to would-be-Ferraak. "...he's your boss, you just don't know it yet."

"Preposterous! How dare they treat me like this!" Renoul raged as Sevis and Maaul moved out of the building, disheartened that the job was not worth risking an all-out conflict with the House of Trade, while they conducted their in-house, perfectly legal business. It may have been 'bad' business, but that was down to them.

"I saw the orders, Renoul. We're gone."

"That's right," the Suvisitaar said with a mocking laugh. "And take this filthy Maacta with you."

Sevis and Maaul stopped dead in their tracks, wincing as if they had just heard a massive explosion going off behind them. There was even some sucked-in air from people within the bar as the sound of silence was deafening.

There was a deathly pause as Sevis looked over his shoulder, seeing Renoul slowly float toward the sitting man.

"What did you call me?"

"I called you," the Suvistaar started, and desperately, Sevis tried to stop it before he could repeat the word.

"Don't do it, man."

"...a filthy..."

Sevis knew it was coming. It was a word that you just didn't use in any kind of polite society. Most people related it to some of the racial or sexual slurs of

humanity before The Conversion, but it had the added bonus of questioning the sexual partners of a beings mother. This one roughly translated into Renoul's parents having an unsavory infatuation with the Oculari, and that was putting it lightly.

"...Maacta."

There was silence as that broad, visual receptor on Renoul's front side, narrowed and focused in on the House of Trade supervisor before him. Sevis was about ready to watch the little guy die for reacting to the insult, but there was a small prickle along his skin. It was a familiar feeling as all the nanites in the local area suddenly started to activate through remote programming. Briefly, green flashes of electricity arced off of Renoul and wide-eyed, Sevis tried in vain to pull his brother to the ground, knowing what was coming.

"Oh sh--"

There was a flash of green light, the scent of ozone, and the kind of sickening feeling of the air turning inside out, as the Suvistaar was enveloped. He barely had a moment to scream before he was suddenly silenced.

All that was left was a lower body, a dissolving ribcage and several piles of writhing, nanite-devoured matter around what once was a man. Everyone in the room was struck dumb, even as a terrifyingly angry Sentinel raised its hover a little, and deployed two drones from the back of its body, drawing beads on the surrounding Munsj.

Sevis could only stare in horror – and a little bit impressed - at the ensuing carnage.

"It disintegrated him?" I asked, my face no doubt the same picture of surprise and horror as Sevis' at the time.

"Yep," Sevis said, rubbing the back of his head. "Mauul too when he tried to grab the little bastard. Who knew that little bucket of wires was a freaking expert Codexi?" he added, shrugging and finishing up on Mauul.

After the larger of the two brothers managed to sort himself out, the party of four turned and started heading into the trading outpost, weapons up and cautiously looking around for a psychotic Sentinel with a penchant for Configurations.

"Where the hell is he?" I hissed as I looked around, trying to spot movement, or pick up some form of reflection. The idea that there was a psychopathic, powerful Codexi laying in wait, was not giving me any form of comfort.

In the back of my head, I got a ping from Imaaru. The Naraaki did not talk very much, rather preferring to keep to himself. What he did do, and do well, was scout. We all paused as the ping came through and in our AR heads-up display. Slowly, we raised our weapons and moved towards the still-smoldering ruins of the fallen trading outpost.

There was a crunch and a rumble from the pile of the debris. We all snapped our guns to the sound, and advancing slowly on the fallen building, we awaited the worst.

"Urgh..."

Renoul was dragging itself out of some fallen debris. It certainly didn't look like the emotionless killer Sevis described, rather a victim of collateral damage.

"Stay where you are," I said with all the force I could muster, and immediately, the Sentinel raised its cable-like arms in a sign of surrender. "You make so much as a funny move, we'll put you down so hard, your next Case will have a limp."

"Please," Renoul said, looking between the group, "...I'm done. I just got a little carried away."

"Carried away?" Sevis barked, half laughing, half shocked. "You murdered a House of Trade Suvisitaar, destroyed a bar and then what... came back to your own building and razed it to the ground?" he asked. "I mean... I understand that he called you... well, the M-word, but hell..."

"Not good." Maaul grumbled with a tone that sounded like a slab of concrete dropping on the floor.

"The House of Trade will not let this stand," I said, slowly lowering my weapon, but keeping acutely aware of the Sentinel.

Imaaru placed another ping, showing he was watching from the top of another building. Were it not for the marker, I would never know he was there, sheltered as he was behind his Optical Malweave Modification. Should the Sentinel show signs of aggression, Imaaru would end it before it could begin.

"I don't care," Renoul said glumly as his arms slowly lowered into a slump. "Years. Years I gave my life trying to run this place and for what? Some uppity Suvisitaar comes in and runs me out of town... again." It said, the defeat in its electronic voice evident. "Then when he called me a... a..."

"Yes," I replied cautiously, "I know what he called you."

"Settling down is not working," Renoul said with a depressed sigh.

"That's a bloody understatement," Sevis added quietly in my ear, and waving the comment back, I took a few steps up the rubble of what was the House of Conversion and lowered my weapon to look at the Sentinel. Renoul floated back a few steps, naturally concerned about what I was about to do, but looking at them, I felt a sense of empathy.

There was a time where I thought I could reject being who I was. All I wanted was to be able to fit in with my family, but ultimately being a Biomodus – and a sentinel, no less – meant that there was no refuge for us in the world of the Munsu.

"You are a Codexi, right?" I asked him.

"I mean," Renoul stuttered out, "...well, yes."

"Good. Sevis may have a few tricks up his sleeve, but you seem to be able to pack quite a punch." I added, gesturing to the ruins upon which we stood. "How about you stop moping, and pick up whatever gear you can?" I said firmly and directly.

"Wait, you can't mean to take this guy around with us?" Sevis asked, but was cut off when I turned to give him a look that probably felt like a brand to his backside. Regardless of our beginnings, Sevis and Maaul never really wanted to lead or direct, so it fell to me to make the decisions. Right now, I was making one.

"Why not?" I asked, "I mean, look at what it can do. You can't tell me we couldn't use this kind of firepower in a hunt?"

Maaul made a grumble, and although it was hard to tell exactly what he meant, the implication was that he was in agreement to have the Sentinel join the group.

"You too? He blew a hole in you! One I had to fix!" Sevis said, looking to his younger brother while throwing up his hands. "I swear. First the Naraaki, then this. We are turning into a regular band of misfits." He stated flatly but then paused as a small smile crept onto his face.

"I suppose it's not all bad then."

Turning back to a stunned-looking Renoul, I extended out my hand and offered it to them.

"So what do you say?" I asked with a sideways smile. "Interested?"

THE TAPM20 SYSTEM

As stated before, TAPM20 stands for Tactical Action and Power Management – D20.

The goal of the TAPM20 System is to center around two premises; namely Derived Statistics, and Fluid Actions. It is by using this combination of customizable, granular character building and advancement and quick, dangerous and exciting die resolution that gives the TAPM20 System its unique feel. Players are encouraged to tweak and alter their characters to fit their situations, and because of the violent and fast-paced rate of play, a character may need to be very careful in how they act.

So, what does **Derived Statistics** mean? Simply, the act of taking two components of the character to create a suite of Secondary, active Statistics. In the case of a Biomodus character, these Secondary Statistics are taken from their Core and their chosen Case. Modifications, configurations and other active or passive conditions to a character can also tweak and alter these statistics somewhat, but for the most part, Secondary Statistics are the central mechanics of how a Biomodus interacts with the world. When either the Core or the Case is altered, the Secondary statistics can change drastically and create a whole new level of proficiency. The Core is a constant, traveling set of statistics that the Biomodus levels independently, whereas the Case comes with a set spread of statistics that are harder to increase but have more extensive improvements.

What about **Fluid Actions**? In the TAPM20 System, there is no such thing as standardized actions. Each maneuver, move, attack and skill have an associated Action Point cost. A regular Biomodus has a pool of Actions points they can pull from to fuel these actions, but they can take time to regenerate if the Biomodus character over-exerts themselves. This is also another aspect of how a Biomodus must be tactical. Action points not only cover movement, attacking and skill use in combat, but they also denote how much attention a character can dedicate to defending themselves. If a Biomodus runs out of action points from several dazzling attacks and is then attacked, then they are wide open to damage and – potentially – dying.

Every turn, a Biomodus regenerates an amount of Action Points. While it is unlikely that this will fill their Action Point pool in full, it still should provide enough to maintain a few actions or several defensive rolls. It is also possible that certain builds of Biomodus need several rounds to fully regenerate their AP pool, and so must be doubly sure that spending all of their Actions points is the right thing to do.

DETERMINING SUCCESS OR FAILURE

To determine if a character succeeds at a given task or not, the player must make a roll using a twenty-sided dice (otherwise known as a D20) and score 10 or above on the die roll. Although this seems like a straightforward method, some complications can increase or decrease the chance of a Biomodus successfully completing their action(s) of choice.

To summarize this system, the simple description goes something like this;

- The player compares their appropriate statistic to the difficulty (or defense) of the task.
- Whatever the difference is (positive or negative), that number becomes either a plus or a minus modifier to the dice roll.
- The player rolls a d20. If the result (after applying the modifier) is a 10 or more, the Player succeeds. If it is 9 or below, then it is a failure.
- A natural roll of 20 on the die is an exceptional success.
- A natural roll of 1 on the die is an exceptional failure.

For example, a Biomodus wishes to shoot a target with a rifle they have equipped. During character creation, the player would have determined the Biomodus' character's Attack Rating for that weapon, and after consulting their character sheet, they see that Attack Rating is 12. The Narrator tells the player that they target they are aiming for has a Defense Rating of 10.

In this case, the Biomodus has a modifier of +2, because their Attack Rating is greater than the Defense Rating by two points. When the player rolls the D20, they will add that +2 to whatever number shows up on the dice roll.

Let's say the same Biomodus wants to attack something a little more powerful. The Attack Rating remains the same at 12, but the enemy's Defense Rating is a much more solid 15. In this case, the Attack Rating is lesser than the Defense rating by three points, resulting in a -3 modifier to the D20 roll. When the player rolls the die, whatever number comes up will be three less when determining if it meets the 10-or-above-to-succeed rule.

Regardless of the numbers involved or the level of skill, a die modifier can never exceed a -8 penalty or be greater than a +8 bonus. Any benefits or hindrances that would move the modifier beyond 8 in either direction is simply lost or not counted.

ROLLING AGAINST STATLESS TASKS AND OBJECTS

In the case where a roll is being made against a task or object without set stats, the Narrator assigns a level of difficulty to exceed, representing how easy or hard the task is to overcome. This number works in exactly the same way, where the player compares the appropriate score used to succeed in the task vs. the Difficulty Rating set by the Narrator.

This is most commonly seen in skill rolls, where a Biomodus will pit a combination of their Skill level with an appropriate Core or Case Statistic against a Difficulty Rating. Difficulty Ratings for Skills and examples of how Skills and Statistics are paired is covered in the Skills section of the book (see pg. 68).

For example, a Biomodus wishes to push a collapsed pillar away from an entrance to an abandoned facility. The Narrator says that it will be an Athletics Skill check, and sets the Difficulty Rating at 7, as it is a relatively large pillar. The Biomodus character has an Athletics of 2, and a Power Statistic (from their Case) of 3, totaling 5.

Since the Biomodus' Athletics Skill and Power Statistic equals 5, and the Difficulty Rating is 7, the roll will be made at a -2 penalty, because the difficulty of the task is two points greater than the Skill rating of the Biomodus attempting it. When the player rolls a D20, the result will count as two points less when determining if they succeed.

EXCEPTIONAL SUCCESSES AND FAILURES

Exceptional Successes happen on a natural (or unmodified) roll of 20 on a D20. In the case of this, the task not only succeeds but succeeds in a way that causes some additional effect in the player's favor. This should be a narrative or descriptive event. The Narrator may be able to suggest some other benefits to the attack, but players are encouraged to add a description or a suggestion of how it can go well for them.

In the case of Exceptional Successes on an attack roll, the attack could wind the target, reducing their movement for a turn, or perhaps knock them off balance and into a wall. Maybe a rifle shot manages to hit an electrical conduit behind the target, causing some disorientation or a distraction. In any case, Exceptional Successes should not add additional damage in the form of rolled dice, automatically kill a target or perform a non-narrative event.

Exceptional Failures follow a similar path as the successes. However, the failed roll is also accompanied by some other happenstance which further hinders the player(s). Exceptional Failures are harsh, but not life-threateningly brutal. This can come in the form of jammed weapons, slipping and falling, dropping a valuable item, breaking an old support structure or drawing attention to themselves.

This can be suggested by the player in the same way as the Exceptional Success, but ultimately this can be used by Narrators to create interesting scenarios, extra dramatic scenes and other such storyline modifications that can ultimately advance a scene, rather than cripple it. For example, a Biomodus suffers an Exceptional Failure on a jumping attempt and misses the ledge they were aiming for. Not only do they fall, but they happen to crash through a weak part of the floor into an abandoned, underground parking lot, drawing the attention of several Morrg who have taken up residence.

Where it may seem somewhat harsh at first, the Narrator has meant to set the party up against the Morrg hive as part of the story, and the failure has directly helped move the story along. Still, the feeling of tension and danger is still genuine.

COMBAT

Combat is an unavoidable part of the world of Project Biomodus. As a character, the Biomodus is one of the most capable and adaptive creatures on the planet, and to continue that existence and advance, many Biomodus find themselves in a position of danger. Although there are many forms of non-combative danger, the hideous, monstrous creatures of The Wastes tend to act mainly on instinct, and as such will attack anything, they consider potential prey.

Even those trying to hide ultimately draw the attention of those who would see the planet cleared of the Biomodus legacy, or starving creatures in search of a powerful Bioforge to continue their own existence. While it is not impossible to live a life of passivity, the nature of the Biomodus existence - as well as the dependency on hunting to survive - means that even the most sheltered of these Chosen Few will likely encounter some aggressor to defend against.

Combat is defined by three broad terms;

TURN

A turn is the name given to the actions performed by a single Character, Non-Player Character (NPC) or Monster. The turn begins when the mob or individual's position in the combat order comes around. When that mob or individual has performed all the actions it wants to take within the turn, it moves to the next person or creature in the combat order so they may take their own turn.

In the world of Project Biomodus, turns take mere seconds in time as the transhuman inhabitants of the world are incredibly fast, capable of superhuman feats of dexterity and impossibly strong. To a regular human from the 21st century, it would be hard to keep up with the slowest Biomodus, let alone some of the lightning-fast, light Biomodus out there.

ROUND

When the first entity in the combat order starts their turn, the also begins the start of the round. The round continues until the last creature in the Combat Order finishes their turn. Once that turn is completed, and the Combat Order returns to the first entity, the round restarts anew.

Rounds last only a few seconds in time. Most of the actions taken within occur almost simultaneously with very little space in-between. Since most combats are historically resolved within a few rounds, the real-time aspects of combat are usually swift, brutal and bloody.

SCENE

A battle scene refers to the collection of turns and rounds within any given combat. There are some rare cases where a conflict may stretch into multiple scenes (say a large-scale battle with the party moving from one skirmish to another). For the most part, the encounter will remain within one scene, starting with the events leading up to the combat, all the way through to combat resolution and the following cleanup of the battlefield.

A whole combat scene usually involves discovering prey and the initial approach, or perhaps getting ambushed by a sly pack of Gaast. Once the Narrator agrees that combat has started, they will ask for a Combat Order roll. When Combat order is determined, the character (or monster) with the highest number goes first. This also signifies the beginning of the round, as well as the first player's turn.

IN BRIEF

The narrator determines Combat Order of the scene.

The Player or Monster / Antagonist with the highest Combat Order goes first. In their turn, they may choose to attack, move, activate a configuration or perform whatever actions they are capable of. In the case of players, each action they take decreases their AP pool. Monsters and Antagonists have a limited amount of actions they can perform, which are decided on by the Narrator.

The players roll dice to see if the attempted action succeeds or not, and apply damage, changes, conditions and the like, depending on the outcome. Once everything has been resolved, the turn ends, and the next player or narrator-controlled NPC in the combat order starts their actions. If the players are defending themselves, there may be an Action Point cost associated with that too, further reducing their AP pool.

This continues until all players and enemies have taken their turn, and the round concludes. The next round starts when the Combat Order returns to the player on the top of the list.

The process repeats again, but this time they apply their APR score to their total AP Pool to determine how many actions points they have to spend for that round: determining actions and rolling the die to attempt to succeed. This continues until all the enemies of the players (or the players themselves) are dead or otherwise incapacitated.

STEP 1: COMBAT ORDER

Determining a Combat Order is a simple process. Enemy units have a set value that does not change. If the Narrator wants to have enemies act in different timing, they can roll a D6 to either add or subtract from that order so not all the enemies' act in unison.

When a Biomodus is determining their combat order, they take their Combat Order Statistic and roll a D20, adding the two together. This is not a compared roll, it is a raw number generated by a D20 and the Statistic. The total is the characters place on the Combat Order, with a higher score being better than a lower one.

It may be helpful to have a piece of paper with a list of numbers that players and enemies can leave individual tokens next to. This is a central way of keeping track of Combat Order and making sure combat flows comfortably. There are other methods (digital and analog) of keeping track of such things. Just use whatever method feels best for you.

Once combat order is determined, the player or the enemy at the top of the order goes first.

STEP 2: TAKING ACTION

This is where the meat of the system comes into play. When a player's turn comes up in the Combat order, there is a variety of options available for Characters to inflict damage on a target, hinder them with some Condition or effect or position themselves to an advantage. These options generally fall into three different categories.

Melee Combat – The act of using either limbs, attached blades, wielded weapons, body slams and grappling at close, immediate range. There are various Combat Maneuvers that can all be performed as a Biomodus, all of which will be covered in detail.

Ranged Combat – By using a thrown, fired, launched, mounted or otherwise ranged weapon that fires a projectile or beam at the target. Ranged combat is a powerful way to engage an enemy and often safer than being in the fray, but powering modern firearms is an expensive way to hunt. Pick those shots carefully.

Modification and Configuration Combat – almost solely unique to the Biomodus, some Modifications and Configurations can cause damage, requiring an attack roll to connect with a target. Configurations cost Forge Points to use (along with some Modifications), and while they are incredibly powerful, the price to pay for their use is high. The Damage and effects of Configurations and Modifications are listed under the individual item, in their respective sections in the Character Creation chapter (see pg. 48).

COMBAT BASICS: ATTACKING

All attacks have an Attack Rating. While the final number is simple to reference, the Attack Rating has several different components working together, all to give a numerical representation of a character's ability with any given weapon or power.

To figure out an Attack Rating, the character uses the following formula:

- **Melee Attacks:** Force Secondary Statistic + Melee Skill + Melee Weapon Handling.
- **Ranged (Small Arms):** Accuracy Secondary Statistic + Ranged Skill + Weapon Handling
- **Ranged (Thrown):** Force Secondary Statistic + Ranged Skill + Weapon Handling
- **Ranged (Large Guns and Vehicles):** Accuracy Secondary Statistic + Gunnery Skill + Weapon Handling
- **Configurations (Systems):** Programming + Interface Skill

To attack a target in combat, the Player takes their governing secondary trait (Either Force or Accuracy) and their appropriate Skill (like Melee or Ranged) and add or subtract the Accuracy Modifier of the weapon they are using. For example, if a character tried to attack a target using a blade or a melee weapon with a Handling value of +2, they would use the following formula;

$[Force + Melee] + Weapon\ Handling (+2) = Adjusted\ Melee\ Attack\ Rating.$

Therefore, a player with a Force of 8, a Melee Skill of 3 and a Weapon with a Handling of +2 would end up with a final Melee Rating of 13.

$[8 + 3] + 2 = 13$

If the player was using a ranged weapon, they might use their Accuracy Statistic and Ranged Skill, instead of their Force Statistic and Melee Skill. Thrown weapons combine raw force with ranged Skill, so they use the Force Statistic and Ranged Skill to determine their Attack Rating.



Configurations are used differently. When a player puts their character's Programming Secondary Statistic and Interface Skill together, they end up with a Systems Statistic. This Systems Statistic is used in both attacking and defense and is not modified by any weapon handling. Certain specific Modifications can alter this number slightly, but that is covered in the Modification's listing.

The Gunnery Skill is used when firing any immobile, mounted weapon or larger, heavy-grade guns. Gunnery also covers weapons mounted on the side of vehicles. These weapons are large, can take multiple people to use and reload and are usually devastating.

ROLLING THE DICE

When the appropriate Trait and Skill is decided, the player would compare this Attack Rating against the Defense rating of the Target. The difference in these two ratings determines the modifiers the player would use in their roll. To use another example, let's suppose a player wishes to attack a Maalkari raider during combat with their blade. After consulting their sheet, they see that their Attack Rating with their blade is a 10. The Narrator informs them that the Maalkari raider as a Melee Defense of 10 as well.

Since both the attack and the defense are 10, there is no modifier to the dice roll, because the ratings are equal.

Attack Rating 10 vs. Defense Rating 10 = No Modifier (+/-0)

This means when a D20 is rolled to determine success, it would be with a final +/-0 Modifier. If the player rolls a 10 or above on that D20, then the attack succeeds, and the player can proceed to calculate the damage.

Now if the numbers were different, the modifier will change. Say the Attack Rating was a 14 and the Defense Rating was still 10, then the player would get a +4 Modifier to their D20 roll, as it exceeds the Defense rating by 4 points. Regarding the game, this represents the level of skill the player has with the weapon surpassing the defenses of the target, thereby increasing their chances to roll above a final result of 10 and scoring a success.

If the ratings were reversed, (with an Attack Rating of 10 and a Defense Rating of 14), the player would be making a roll with a -4 penalty. This represents a much more challenging enemy with defenses more advanced than a combination of the player's skill and equipment – therefore making them much harder to hit.

The player would need to roll a D20 and apply the final modifier to their roll. If the resulting number still meets or exceeds a 10, then the attack is a success. If the final number is a 9 or below, then the attack fails.

- Attack 12 vs. Defense 7 = +5
- Attack 10 vs. Defense 12 = -2
- Attack 15 vs. Defense 5 = +8*

*Note: As stated before, a modifier cannot exceed 8 in either direction. Even in the case of such a vast difference that would typically result in a +10, the +8 limit is as high as it can go. This also applies to numbers going in the opposite direction. No penalty to a dice roll can exceed -8.

MULTIPLE ATTACKS

The Biomodus is a creature of speed and power. Even the heaviest, lumbering Biomodus is lightning fast in comparison to the ordinary humans of the late 21st century. Unlike other gaming systems, Project Biomodus does not have a hard limit on what kind of action types can be made in one turn. Taking multiple actions quickly is possible for even the most fledgling Biomodus, but there are still some systemic and thematic limitations on this matter.

- A character is limited on how many attacks they can make in a turn by a few factors;
- The Character must have enough available limbs to make multiple attacks.
- The Character must have enough AP to cover every attack action.
- The Character must have enough FP or ARM to power the attack if such a cost is required.
- Any weapon in use can only be swung or fired once unless it has the Rate of Fire (RoF) Classification. The Rate of Fire and other weapon Classifications are discussed in the Equipment section of this book (see pg. 182).

For every arm, tail, a pair of legs, internally mounted weapon or other dedicated attacking limb the character possesses, you can make one attack at a base of 3AP. Using a weapon or firearm requires a limb that can hold such a weapon. Tails and feet can make unarmed attacks and can only change this type of attack if they have been modified to include additional weapons such as Nanoglass Claws or Spurs. (See Weapon Modifications pg. 105).

Various weapons can require the use of multiple limbs. Light ranged, and Light or Medium Melee weapons only need one open and capable hand to use. Medium Ranged and both Heavy versions of Melee and Ranged weapons require two free hands to operate unless they are housed using the Internal Weapon Mount Modification, only requiring the limb it is installed on.

NOTE: Even if the weapon used is one-handed, it may only be swung or fired once - even if you have another spare hand to hold it. This means that even if a weapon is passed to another limb that could use it, the weapon has already made an attack and cannot be used again, unless it has the RoF Classification of 2 or more, as stated above. Weapons with a RoF 2 Classification can be used twice in one round (with the same hand, although both attacks cost the same amount in AP), and RoF 3 weapons can be used three times (again, if you have the AP to cover all three actions.)

In every case, each weapon used has an associated AP cost. For basic attack using a weapon, the base Action Point cost is always 3AP.

Depending on the type of weapon used, this cost may be reduced or increased to represent how much effort and time it takes to make a swing or steady the weapon and ready it to fire. Some weapons may be engineered to be more or less accurate, depending on their type and size. This is represented by a weapon's Handling modifier, which is applied to an attack roll to determine a character's final Attack Modifier.

Modifications also require AP to activate in some cases. Rather than having a base cost of an attack, Modifications list the required AP costs in their individual entries in the Modifications section of this book. It is good practice to make a note of this AP cost on the character sheet, as it will be easy to reference again later.

Let's use Juula - a Chimeric Biomodus with four arms - as an example. Two of these arms have been converted into wicked, scything razors, using the Blade Replacement Modification. She is also armed with a Heavy Rifle - one that has a lot of kick but incurs an additional 3AP cost to use on top of the usual 3AP needed to make an attack.

In a decision to go all out on the attack, Juula uses the heavy rifle in both hands to shoot the guard captain, and then one attack from each scything blade against the guards surrounding her. In total, this barrage of attacks would cost her 12AP.

The cost to use each Blade Replacement is 3AP (as listed in the Modification list) and her heavy rifle (which requires her two free hands) costs 6AP to fire - 3AP for the base attack and the additional 3AP necessary for the Rifle.

- Blade 1 - 3AP
- Blade 2 - 3AP
- Heavy Rifle - 3AP (basic attack cost) + 3AP (per the weapon)
- Total Used - 12AP

As it stands, Juula better have a pretty high AP pool to pull from, or she is going to be hard-pressed to defend herself if her attackers survive. Of course, if a character does not have enough AP to fund all of these actions, then they automatically fail.

ACTION POINTS IN GENERAL

Action Points make up the basic reaction speed, cognitive functions and response times of your Biomodus character; it is not merely about raw speed. Every target tracked, each change in the environment, every painfully accurate swing from the enemy - all of these factors have to be processed by the Biomodus and a reaction made accordingly. In comparison to humanity of the 21st century, combat is brutal, blindingly fast and Biomodus are much more deadly.

Of course, attacking is not the only action that can be performed in a combat round. For a character to get into position and maneuver, there is also an AP cost associated with that too.

Although attack actions are limited by how many limbs are available, actions around movement, defense, and some other simple actions do not have a limit. In truth, a character could potentially burn all of their AP in a round moving at lightning speed. Movements made like this can often provide defense bonuses based on how much distance is traveled, but can also impede accuracy. There is very little in the world that can catch a Light Case Biomodus when it wants to be somewhere.

GROUND MOVEMENT

Cost: 2AP

The maximum distance covered by general ground movement is a character's Adjusted Move in yards per round, per 2 AP spent.

JUMPING MOVEMENT

Cost: 4AP

Vertical and Jumping movement is calculated by a character's Adjusted Move in feet per round. A running jump may be made after a ground movement to double the Horizontal jumping distance (not vertical)

RECOVERING FROM PRONE

Cost: 2AP

GETTING BACK UP TO A STANDING POSITION.

Using Movement Modifications and Configurations

Cost: As Listed

AP costs in relation to using Modifications and Configurations are listed on their individual entries.

DRAWING, HOLSTERING AND RELOADING A WEAPON

Cost: 2AP (3AP for Gunnery or Large Weapons)

Reloading, Holstering and Drawing a Ranged or Melee weapon requires 2AP as a flat cost unless they are using an Internal Weapon Mount or Reload / Rearm Assistance Modification. This cost can be decreased further with multiple installations of the Modification. Support and large weapons cost 3AP to Reload, Draw or Holster, however, most larger weapons have an ARM Feeder, meaning reloading is not as required as often.

DROPPING AN EQUIPPED WEAPON

Cost: 0AP

The weapon is literally dropped, and it lands on the floor next to the Biomodus. This action cannot be performed on weapons using the Internal Weapon Mount Modification, and require the listed 2AP to withdraw the weapon back into the body.

ATTACKS

Making an attack with a Weapon

Cost: 3AP + Weapon AP Modifier

Requires a free hand/limb as well as the required ARM and FP if needed.

MAKING AN UNARMED ATTACK

Cost: 2 AP

Unarmed attacks cause 2P(1) in damage, and can be performed with a tail, arm, leg, head or any other swung part of the body. Unarmed attacks have a Weapon Handling of 0.

DEFENDING AGAINST AN ATTACK

Cost: 1AP + Special

This action is made as a reaction to an attack from an enemy. If a character has Modifications or Configurations that assist in the defense, they may require additional AP to use. These costs are listed in the individual Modification or Configuration description. If a character does not have any remaining AP left in their pool and they are attacked, the attack automatically hits.

ATTACKING WITH A MODIFICATION OR CONFIGURATION

Cost: As Listed

AP costs in relation to using Modifications and Configurations are listed on their individual entries. Sometimes there is an FP cost associated with a Modification and certainly with all Configurations. If the player is unable to meet both requirements, then the attempt automatically fails.

GRAPPLING A TARGET / BREAK A GRAPPLE

Cost: 5AP to initiate + 3AP to maintain per round

Rules on Grappling can be found on page 158. Grappling is an action that can be utilized by both parties involved and takes up a pair of arms (or a Modification with a dedicated grapple ability – such as a Serpentine Body) to continue to use.

TAKING AIM

Cost: 3AP

For every 3AP spent aiming, the character gains a +1 to their Adjusted Attack ratings with their next attack. This can be done with any kind of weapon, but the bonus only applies to the weapon being used to aim. For example, a character cannot aim at a target with a pistol, only to draw another weapon and gain the bonus with that. Once the roll with the attack has been made, the bonus is used, and the character must aim again to get additional bonuses.

SPECIAL COMBAT MANEUVER

Cost: Varies

Combat maneuvers are listed a little further on in this chapter (see pg. 157). Combat Maneuvers can be a bit more complicated and are more narrative in their executions so the Narrator may require more (or less) AP than listed, depending on the situation at hand.

MISC ACTIONS

CONTROL A VEHICLE

Cost: 4AP

Piloting a vehicle, including maneuvers, slowing down, speeding up, diving or climbing. A vehicle will repeat the action until instructed otherwise with another piloting roll. This means that a command to 'Follow this Path' will remain in effect. Most vehicles have some level of self-piloting and will stop at obstructions and the like if encountered – unless the order was to proceed regardless of the danger.

UNJAM A WEAPON

Cost: 4AP

Requires a repair Skill check against a difficulty of 5. Modern weapons with ARM fluid can take some time to unjam and require two hands to perform this action. For every additional pair of hands used to unjam a weapon, the AP cost decreases by 1AP, but they are unable to be utilized for any other task during that round.

PERFORM A NON-COMBAT SKILL

Cost: 6AP

Using a skill in combat (such as repair, social or some other involved process) is time and process-consuming - and has to be feasible in combat. Social Skills used to intimidate or something else relevant in combat may gain a bonus or penalty if the Narrator finds the situation appropriate or a hindrance to the character performing the action.

DETACH A LIMB / MODIFICATION

Cost: 6AP

All Modified limbs have an emergency detachment protocol. Most embedded weapons can also be ejected, as well as outer layers of armor if required. Once ejected they cannot be used until the Modification is repaired. Although this may be a rare occurrence, this action can be used to immediately escape a grapple, but it costs the character an arm or a limb of some sort. This also lets a Biomodus escape from being pinned by a heavy object or some other form of entrapment. Perhaps a leg has a burrowing parasite in it and is ejected before it can reach the Core.

The Core itself can also be ejected from a Case, but this means the Core goes into a forced Core Shutdown Condition until it is reinstalled in another Case.

EXAMPLE

Our Chimera Juula is back in action again after escaping the Munsu guard unit trying to escort her to a cell block. She is using a Light Case, so her Base Move is doubled for the sake of ground and jumping movement. She has lost the Heavy Rifle and instead is using a pair of daggers in her hands, as well as the Blade Replacements on the extra limbs. Her Base Move is 8 (calculated as 16 again, because she is a Light Biomodus), her AP pool is currently at 14, and her Action Point Regeneration (APR) is 6.

Around the corner, a Munsu guard steps out, but he is caught flat-footed and ends up coming after our Biomodus in the Combat Order. He is a solid 20 yards down the long corridor and some distance away for most characters. Since Juula can move a dizzying 16 yards per 2AP, she realizes that she can make it there in two movement actions and it would cost her 4AP. 2AP would get her close, but not close enough. She needs to spend another 2AP to make up the distance, even if she is not moving the full 16 yards.

Rushing the guard with blinding speed, he cannot even get his makeshift gun up in time to defend himself. Juula decides to push the advantage and uses two attacks with her daggers to see if she can save some AP - as they are a -1AP weapon to use - although the damage is low. She spends another 4AP (2 x 2AP Dagger attacks) makes 2 attacks, one missing on a bad roll, the other striking. After resolving how much damage is done, the guard is still standing but wounded.

As of right now, Juula has spent 8AP from her pool of 14, leaving her with 6AP to spend this turn. She could theoretically spend her remaining AP in striking twice with her Blade Replacement Modifications, but seeing as she can hear other guards down the hall, Juula knows if she has no AP, she cannot make a defensive action until she recovers that AP.

She opts to take a single swing at the guard with a bladed arm, and in a good hit, the guard falls in a slashed mess. As two more guards enter around the corner, Juula now has 3AP to defend herself. The tribal fanatics launch thrown weapons at her, and spending 2AP (1AP per shot taken at her) she is left with 1AP at the end of the round that she cannot really do much with.

When her turn comes up, Juula refreshes her AP pool by adding her Action Point Regeneration score to her pool of points. Seeing as she had one left over from the last round, she adds that to her APR of 6 for a total of 7AP.

With 7AP and now two different targets, Juula has to be tactical with her AP usage. Can she take at least one down and reduce the number of attacks that could hit her, or does she turn and bolt away with her lightning speed to regroup, regenerate her AP and then strike at full efficiency? In a bold decision, she decided to try and hack the doorway her latest victim had just come from. She spends 6AP to make a skill action (in this case Interface), and the Narrator sets the difficulty. Thankfully, the action pays off, and the door slams closed between her and the guards. Now she has a few rounds to regain her AP and take some equipment off the fallen guard while her pursuers fight with the locked door.

There are many ways you can spend AP in the world of Project Biomodus. Some are riskier than others, but the payoff can be worth it. Given Juula's situation above, what would you do?

USING FORGE SKILLS

Forge Skills are special abilities granted by different choices made during character creation or advancement. Forge Skills can also be gained by installing certain Modifications, using specific equipment or through some other way within the world. Individual Forge Skills can be taught as high-level rewards from some of the more... eclectic NPC's in the world, but often there is a cost involved in such things.

Although there is an FP cost associated with Forge Skills, there is never an AP cost, making it the one rare exceptions to the rule that every action has an AP cost associated with it. This is because a Forge Skill is not always representative of a character's direct intervention. When using a Forge Skill in combat, it may be declared at any time, even after a roll is made. It is the Bioforge detecting your character needs something a little extra and adds to it in the last second.

COMBAT BASICS: DEFENDING

In Project Biomodus, there is a lot more to worry about than a rabid, Munsu tribesman trying to take your head back for reprocessing with a Nanoglass machete. Sometimes the danger is much, much more terrifying.

Defending against an attack is similar to the process of attacking. In many Roleplaying Games, the person in the position of the Narrator will often roll dice to see if an enemy succeeds in attacking a character. In Project Biomodus, this process is slightly different.

The process follows the same framework: with the Player rolling a modified die against a set Attack Rating, with the goal of scoring a 10 or higher (after the modifier is applied) on a D20. A result of 10 or higher means the character has succeeded in avoiding or defending against the attack. Once an attack is successfully defended against, it has no further effect unless it is stated in the Attack's description. For the most part, a ranged shot will be dodged, a melee strike will be blocked, or the character will have completely avoided danger in some other way.

The method of doing this depends on the Attack Value of the Enemy, the Characters Defensive Rating and the type of attack being defended against.

When Defending against a Melee Attack, the characters compare their combined Defense Secondary Trait, Block Skill and any miscellaneous bonuses from Modifications or Configurations, to form an Adjusted Melee Defense Rating.

In the case of a ranged attack, they would use their Defense Secondary Statistic, combined with their Evade Skill and any bonuses from Modifications or Configurations, since you cannot easily intercept a bullet or explosive. In some cases, the Narrator may ask that the Skill used to protect your character changes, depending on what is attacking.

For the most part, your defenses will be calculated as follows:

MELEE DEFENSE

Defense + Block + Miscellaneous Modifiers

RANGED DEFENSE

Defense + Evade + Miscellaneous Modifiers

SYSTEM DEFENSE (SYSTEMS)

Programming + Interface

Note: As stated before, the Systems Statistic is used in both attack and defense. Some Modifications may increase this number for either Attack or Defense, but those are listed in the Modifications Description.

For example, Maal – a rather successful and Heavy Hominid Biomodus - is being attacked by a large, Oculari Hunter-Killer drone out in The Wastes. Maal has a Defense Trait of 14, an Evade Skill of 4 and a Block Skill of 2. As a Hominid Biomodus, he is also using the Bunker Configuration, giving him a +2 to his Melee and Ranged Defenses

The drone opens fire with a pair of machine guns mounted on its torso as it moves into combat, where it will take a swing at Maal with a giant, hammer-like hand. Since it is a Narrator-controlled monster of The Wastes, it does not have to think about AP or movement. These traits are set and not really variable, although the Narrator has some limited power to change it.

In this case, the H-K drone has a Ranged Attack rating of 17 with its guns and a Melee Attack Rating of 14 with its massive lumbering fists.

In the first part of the drone's action, Maal compares his combined Defense and Evade Skill to come up with a Ranged Defense Rating of 18. He then adds in the +2 Bonus he gains from having Bunker active, giving him a final Ranged Defense Rating of 20.

[Defense 14 + Evade Skill 4 + 2 (from Bunker)] = Adjusted Ranged Defense Rating 20.

Since the drone has a Ranged Attack Rating of 17, (it is deadly accurate), Maal is glad to have that high Ranged Defense Rating, as it exceeds the attack by 3 points and gives him +3 modifier to his D20 roll. Maal's player spends 1AP to engage in a defensive action and rolls a 9. Thankfully his +3 means that he manages to score a 12 after modifications and therefore successfully evades the attack, as the final result of the roll is 10 or above.

The second part of the drone's attack changes things slightly. Maal's Melee Defense Rating is 18, as it combines his Defense Trait of 14, his Block Skill of 2 and the +2 bonus from using Bunker. Thankfully, the drone is less accurate with his huge, hammer-like fists than its guns, as it only has a Melee Attack Rating of 14.

In comparing the two, Maal gets a slightly better bonus of +4, as his Melee Defense exceeds the attack by four points. His luck just seems to have run out though, as Maal's player spends 1AP to make the defense roll and comes up with a 3 on the dice. Even with the +4 bonus, the final result is three points short of needing the 10 to make it a success.

Maal can only brace for impact when that massive, crushing fist comes down on him.

STEP 3: AFTER THE HIT

Once a hit has been scored, the player or the Narrator must determine how much damage has been either dealt out or received by the player. In the case of a character being hit by a Narrator-controlled monster or Non-Player Character, then this is one of the only times the Narrator will roll the dice. In every other case, the player will roll the dice to see how effective – or perhaps ineffective – a hit becomes.

Damage comes in four different flavors:

Physical – Damage of this sort is abbreviated as 'P' in this system. Physical Damage is a mixture of blunt force impact, piercing, bludgeoning blows, bullet wounds, and anything covering a physical object moving fast or hard enough to do some severe damage to a Biomodus.

Energy – Also abbreviated to 'E', Energy Damage is the result of electrical, fire, heat, light, and any non-physical attack that causes severe damage. Microwaves, EM pulses, and flamethrowers all deal damage in this category.

Lethal Damage – When rolling your damage dice, a certain amount of the damage will be Lethal. This damage can only be soaked or reduced by the armor of a matching type, (either Physical or Energy). If the target does not have enough armor to completely reduce the amount of Lethal Damage, the remainder is applied to the target's Health. Lethal damage takes time to heal and generally builds up over extended trips and encounters. Lethal Damage is also technically either Physical or Energy damage, but it is separated out because there are some mechanical reasons to identify it.

Scratch (or Non-Lethal Damage) – Scratch Damage is a measure of concussive force, surface scorching, electrical feedback, dents, scrapes and other forms of injury that are easily recoverable. Although it can technically be both Physical and Energy in origins, Scratch Damage goes away almost immediately when given a moment to catch a breath or make minor, quick repairs. During the heat of combat, Scratch damage can build up quickly, representing fatigue and discomfort too.

ROLLING DAMAGE

When a hit is successfully scored, either the player or the Narrator will roll the damage. Unlike other rolls, Damage uses a six-sided dice or a D6. Most attacks will require a few of these dice, and so having a small handful available will help things along. The amount of dice rolled will depend on the weapon or attack which successfully landed.

Damage for attacks is listed in a particular format. For example, a hit from a Medium Ranged Weapon has a damage value of 4P(3). While this may not immediately be clear, it is simple to figure out when you break down the components.

The first number (represented in this case by the number 4), is the total amount of 6-sided dice – or D6 – rolled.

The 'P' shows that the type of damage is Physical Damage. If the kind of damage were Energy Damage, it would read 4E(3) instead.

The 3 in parentheses – (3) – represents how many of the rolled dice will count as Lethal Damage.

When rolling damage, it is first important to separate out the Lethal Damage from the Scratch Damage. In the example above, a player would roll 4D6 (or four, six-sided die). Because the number in parentheses is 3, the three highest-scoring dice on the roll is considered Lethal Damage.

For example, if the player rolled a 6, 5, 2, 2 on their four dice, they would take the 6, 5 and one of the 2 results to get a total 15 Damage, 13 of which is Lethal Damage. Because this attack is has a P in the listing – 4P(3) – the type of damage is Physical in nature. The target then takes 13 points of Physical, Lethal Damage, with 2 points remaining as Scratch Damage.

NOTE: Melee weapons (and some thrown weapons) have a minimum amount of Lethal Damage they can do. This is because creatures and characters with a high Power Statistic are capable of putting out a lot of impact with their swings. Weapons that are given a boost by the Power Statistic are marked with an asterisk (*) after the Lethal Die amount. For example, a Medium Melee Weapon is listed as 4P(2*), as it is affected by power.

This means that when rolling damage with this kind of weapon, the Lethal Damage dealt can never be lower than the attacker's Power Statistic (or a number defined in the Antagonist's entry in the back of this book). This also applies if the total amount of damage rolled on the dice is lower than the attacker's Power Statistic.

Here are some examples, using a 4P(2*) damage roll with a Power Statistic of 7:

- 5, 4, 4, 1 = 9 Lethal Damage, 5 Scratch
- 2, 3, 2, 1 = 7 Lethal Damage, 1 Scratch
- 1, 2, 1, 1 = 7 Lethal Damage

In the examples above, 1) exceeds the Power Statistic (5 + 4 = 9) and so this rule does not apply. 9 of the total Damage is applied as Lethal Damage, and since total of the roll amounts to 14, the remaining 5 Damage is counted as Scratch.

In example 2), the top two dice only equal 5, but because the character's Power is 7, the amount of damage rolled is still going to be 7. Since the total of all the dice added together only comes to 8, the remaining 1 point of damage is counted as Scratch.

In example 3) not only does the highest two dice fall under the Power Statistic, but the whole roll totals less than the Power Statistic. In this case, the Lethal Damage would still be 7, on the basis that the strength behind the blow is significant enough to do enough damage with the impact alone. Since the roll does not exceed the Power Statistic, no scratch damage is added.

While Lethal Damage is going to do the majority of the work in wounding a target, it is important to note the additional scratch damage generated. Any damage remaining from the roll still has to be applied to the target – although it is treated slightly differently.

For an in-practice example of how this works, let's go back to our fight between Maal and his H-K Drone attacker. After getting struck by the Hunter-Killer, Maal takes a swing back with his medium-sized melee weapon and follows it up with a couple blasts from a light laser pistol.

The damage of the Medium Melee weapon is 4P(2*) and the Light Ranged pistol has a damage of 2E(2). Since Maal is using a melee weapon, we should note that his Power Statistic is 7. The Melee attack is up first.

Maal's player picks up 4, six-sided dice (4D6) and rolls them. The final results are not so good, ending up in a roll of 4, 2, 2, and 1. Since the damage is 4P(2*) he chooses the top two dice number to determine his lethal damage. This ends up with a total of 9 Damage, 6 of which is Lethal, the remaining three are Scratch. However, since Maal has a Power Statistic of 7, the minimum amount of lethal damage he can do is 7. This changes it to 7 Points of Lethal Physical Damage and 2 points of Scratch.

Second up is the first pistol blast. Sadly, Maal is still having no luck with the dice. He ends up rolling 2D6 (as the damage for the pistol is 2E(2), but since the second number is also a two, all damage he rolls is going to count as lethal.

Rolling a 3 and a 2, Maal's player curses his luck. Since the weapon is not a melee weapon, the minimum damage rule does not apply, and so the final total is 5 Energy Damage, all of which is Lethal Damage.

Since the Pistol has the Rate of Fire 2 Classification, it may make another attack, so spending the AP and succeeding on the hit, Maal rolls another 2E(2) Damage roll. This one turns out much better with a 6 and a 5 as a result. That's a solid 11 Lethal Energy Damage.

APPLYING ARMOR

The H-K Drone would be in some serious trouble if were to take the whole amount of that damage. However, like the Biomodus attacking it and every other biomechanical monstrosity out in The Wastes, it has a level of armor to help reduce some of that onslaught and survive a little longer.

Armor comes in the same format as damage, with one major exception. Armor is listed in the following potential ways;

- 4P/4E – Representing 4 Physical and 4 Energy Armor.
- 3P/6E – Representing 3 Physical and 6 Energy Armor.
- 5P/0E – Representing 5 Physical Armor and no Energy Armor.

4P/2E/S-IM – Representing 4 Physical and 2 Energy Armor, as well as being 'Scratch Immune.'

When talking about armor, you are referring to set values, not the amount of dice you pick up and roll. Armor reduces damage incurred by an attack, with Physical Armor 'soaking' or absorbing Physical Damage, whereas Energy Armor defends against Energy Damage. Both types of armor can be used to absorb any remaining Scratch Damage, however.

When taking lethal Damage of a particular kind, only armor of a matching type can soak it. If a character or monster were to take 10 points of Lethal Energy Damage and had an Energy Armor of 4, it would reduce the damage to 6 (10 Damage - 4 Armor = 6 Lethal Damage), and that would be subtracted from the target's health.

Scratch Damage is soaked after the Lethal Damage is applied. If the target has any remaining armor left, then they can use that to reduce the amount of Scratch Damage. They may also use any available armor from the other pool to reduce Scratch Damage, making it very easy to soak up.

Continuing the situational example before, Maal's Hunter-Killer target is applying its armor value of 6P/4E to Maal's three attacks, the first doing 9 Points of Physical Damage (with 7 Lethal and 2 Scratch), followed by two hits of 5 and 11 Lethal Energy Damage.

Soaking the Melee attack first, the drone reduces the Lethal Damage from 7 to 1. (7 Physical Damage - 6 Physical Armor = 1 Damage Remaining). The single point of Lethal Damage that could not be soaked by the Physical Armor is subtracted from the Drone's Health, leaving little more than a scuff on its body. Since there are only two points of Scratch Damage left and the Drone still has 4 Energy Armor available, the Scratch damage is reduced to 0. It was not a good hit.

The first blast from the pistol is doing pure Lethal Damage, but because of the bad roll, the 5 Lethal Energy Damage is reduced to 1 by the 4 points of Energy Armor. Since there is nothing left to soak Lethal Energy Armor, that one remaining point is subtracted from the Drone's health, leaving yet another, barely sufficient scuff.

Thankfully, Maal's last attack has some kick to it. The Second Pistol shot does an impressive 11 Lethal Energy Damage, reduced to 7 by the 4 Energy Armor. Since it is all Lethal Damage, none of it can be soaked by the remaining Physical Armor and is subtracted from the Drones Health as normal.

Now the drone has a large hole in it, still glowing slightly and smoldering from the sizable, deadly hit.

MARKING DOWN DAMAGE

In the case of the Narrator-controlled creature, all damage received gets applied to its overall health until it is reduced to Health 0 and disabled. While it is still important that Lethal Damage and Scratch Damage are applied to armor separately, Scratch Damage is just subtracted from the antagonist's total health alongside any Lethal Damage inflicted.

Characters mark down Damage slightly differently.

The Total Health Trait is a count of how many points of damage your Biomodus can take before they are considered disabled. If this number reaches 0, then the process of dying begins. As Biomodus take damage, this should be marked down on your sheet. However, there is a box for Lethal and Scratch Damage. Although they are marked separately, the total of both types should not exceed a character's Total Health. Otherwise, the Biomodus is in trouble.

Lethal and Scratch damage heal at very different rates, so it is important to keep track of how much damage your character has taken and of what type. It should also be noted that every Biomodus as a Threshold value. If a character ever receives more Lethal Damage (after armor is applied) than their Threshold value, then they must roll on the Structural Damage Table.

Structural Damage is covered in the Health, Healing and Death section a little later (see pg. 162).

STEP 4: REFRESHING POOLS

When all player characters and Narrator-controlled creatures and characters have taken their turn in the Combat Order, the round starts over and moves back to the character or enemy with the highest combat order. At the beginning of their turn, characters apply their Action Point Regeneration (APR) score to their AP pool.

This amount can never exceed a character's AP maximum listed on your character sheet, shown as the Action Point Total Secondary Trait. If an APR would bring their AP Total above the amount listed, then those additional points are lost. When choosing actions, the Biomodus can only use AP from this new total. This means that characters with a low APR may need to hold off on all-out attacking and act more conservatively until their AP Pool grows a little larger.

Some enemies may have special attacks that can reduce a character's APR temporarily, making them some of the most dangerous creatures out there. Thankfully they are as rare as they are deadly.

STEP 5: ENDING COMBAT

Once everyone has had a turn, the round restarts using the same combat order as before. This continues until either the players retreat, they defeat their enemy, or they die in the process.

Creatures and characters that have been disabled do not get to partake in the next combat round unless they are somehow repaired in the midst of the fight.

Once combat is over, and the characters (assuming that at least one of them is still alive and functional), have finished up their actions, the Narrator will let the group know what was earned from the encounter. The most precious of commodities is Consumable Health, which can be divvied up between any wounded players and used to heal Lethal Damage. Assuming nothing else jumps them immediately, the players can choose to take a short rest and heal their non-lethal damage.

Other 'loot' may include ARM pellets, various salvage in any given TD\$ value, as well as rare components that may be small but are precious by themselves.

ENTERING COMBAT WITH ACTIVE MODIFICATIONS AND CONFIGURATIONS

Some Modifications and Configurations can be sustained, or last for a period of time before they run out. If a Biomodus enters a scene with any of these effects running, then they enter combat as if it was the first round of them sustaining the effect.

This means that if a character is using a Modification that costs 3AP a round to sustain, they will enter the first round of combat with 3AP missing from their AP Total, rather than with their full Action Point pool as normal.

When it reaches their turn, they will regenerate AP as normal and may choose to continue sustaining the effect without requiring that they spend the original activation cost again. Should they drop the effect or it is ended by some other method, then they will have to pay the activation cost as normal once more.



COMBAT MANEUVERS

Combat Maneuvers are just as fluid as any other combat system in Project Biomodus. Whereas some other settings may consider combat maneuvers to be specific tactics to inflict penalties on a target, or perhaps get into an advantageous position, in Project Biomodus, the mechanical benefit is relatively straightforward, while as the maneuver itself is dynamic, cinematic and – usually – superhumanly violent.

For example, the intent of the combat maneuver is to impose the Immobilized Condition on an opponent. In the case of the 'Pinned' Combat Maneuver, this means that – if successful – the target is Immobilized until it can spend 3AP (if a character or specific antagonist with an AP pool), or one of its attacks (if an NPC or monster), to free itself.

How that effect is achieved is down to the creativity of the player. Perhaps the two combatants are fighting in an old building, and the player brings down a support pillar with a well-placed Stoneskar charge – collapsing a withered part of the building down on their opponent. Perhaps a huge Biomodus player wants to flip over a burnt-out shell of a car onto their smaller opponent. If it seems within the player's capability and they have the tools to do it, then thematically the Narrator can allow it.

If a small Biomodus with a low Power Statistic wants to toss a tank, perhaps that is not really within the realms of their capability. Ultimately, the decision on what is possible or not lays in the hands of the Narrator - but if it seems cinematically thrilling, thematically correct and within the character's capability? This is a world of high action; anything is possible. A Narrator may require a character to use a piece of equipment, or use a round of ARM if that would be needed to achieve the effect, especially if the outcome was obtained by firing a weapon.

The statistics used for a Combat Maneuver can vary depending on the method in which the combat maneuver is made. In the examples above, the Biomodus may need to roll a Melee Attack roll since it is using a Stoneskar pickaxe to fell some concrete, whereas the large Biomodus in the second example may need to roll a Ranged Attack roll to toss the car accurately. Pushing someone out of a window may require an Athletics Skill check vs. an antagonists Power Rating.

Some maneuvers may demand that the characters are first in a grapple. If the character has enough AP (or attacks if a narrator-controlled NPC or monster), then they may also perform a Combat Maneuver within the same turn. There may be some exceptions, depending on how the Narrator rules, but as a rule of thumb, as long as it looks cinematic and adds to the flavor of the combat some leeway can be made.

It should be noted that unless the situation actually allows for it, a Combat Maneuver is separate from a normal attack. The purpose of a Combat Maneuver is to purposefully impose some environment-based restriction on the target, not to do flat-out damage. Some Combat Maneuvers may do some damage as a part of it, but it is going to be mostly Scratch Damage and generally non-lethal to all but the weakest targets. This doesn't mean that you cannot pin a monster under a car and then pull out your pistol to plug it in the head while it is unable to move. The character would need to spend the AP to do so after the attack, however.



GRAPPLE

Target becomes 'Grappled' - Unable to move without first succeeding against a Defense or Skill check to break the hold. Target loses the use of two arms (or an installed mod that allows grappling), and can only use their Block Skill to defend themselves. All attacks against a grappled target from an outside party suffer a -2 penalty to any Adjusted Attack Ratings and have the possibility of hitting both sides.

AP Cost: 5AP to initiate a Grapple, 3AP per round (paid at the beginning of the turn) to continue the effect, unless performing a combat maneuver that requires grapple as a prerequisite and ends the grapple.

Example Uses: A Biomodus can physically grip the target and hold them in place, or perhaps the character is smaller and uses nanowire to restrict movement. In all cases, it should be a focused effort that requires physical restraint.

Example Defenses: If the target is larger, they could try and use their raw power to get out of the grapple, prompting an Athletics Skill check, or perhaps they are small and nimble, using their Melee Defense to slip out of the grip or twist out of the way.

Note: When grappling a target, the attacker must have two arms or a Modification such as Serpentine Body or a weapon with the Actuator Maw Weapon Mod in the Equipment Section (see pg. 186) available to do so. If the Attacker has more arms than the defender, they gain an additional +2 to the Combat Maneuver roll, but they also must commit these arms (or Modification) to the Grapple and loses the ability to use them for any other task.

This bonus also applies to sustaining the Grapple, as well as Combat Maneuvers resulting from the Grapple. If a Target has the same amount of arms as the attacker and also commits these arms to the grapple, then the roll becomes even again. If the Target uses more arms than the attacker, this becomes a -2 penalty to the roll, increasing cumulatively as more pairs of arms or Modifications are used. It should be noted that this benefit or penalty cannot exceed the normal limits of +8/-8 as with any other roll.

When in a Grapple, both parties may use combat maneuvers that require Grappling as a prerequisite. However, if the Target wishes to use the grapple to attack back, they too must pay the 3AP upkeep. If only trying to escape a grapple and not sustain it, a target needs only spend the 1AP to make a defensive action as usual.

PIN

Target becomes 'Pinned' and suffers the Immobilized Condition, is knocked prone and must free themselves from whatever is pinning them for 3AP.

AP Cost: 5AP to initiate a pin, or to launch an object at a target.

Example Uses: Pinning can come in the form of environmental collapse, a flung car, a well-timed trap, or any other type of heavy object enough to - at least temporarily - knock a potent force down and keep them there until they can divert effort into freeing themselves.

Example Defenses: If nimble, a target can evade a ranged Pin attack, or perhaps to avoid a collapsing building. If large and robust, the target could use a Melee Defense to swat the pinning object aside, or - if the pinning object is a character - a contested Athletics Skill check vs. a targets Strength Defense.

Note: Pinned characters or targets cannot make Ranged Defense rolls, making them vulnerable to ranged attacks. However, due to the cover they have been granted, their armor is considered to be +2P/2E on top of any equipped armor. This applies to both Ranged and Melee attacks.

THROW

[Requires Grapple]

By just lifting up the target and pitching them, the attacker throws their target up to their Force Statistic in yards. If this does not result in a collision with an object within that range, the target is simply thrown and then knocked prone. They are not immobilized and can still defend themselves. If an impact is made (say with a wall, car, another target, or another solid object), then the target suffers 2P(0) Damage, is knocked prone and suffers a -2 to their Adjusted Attack Ratings until the attackers next turn.

AP Cost: 4AP to complete the Throw.

Example Uses: There are not a lot of ways throwing a person can be done, except with this method. If light, the attacker is most likely using some kind of martial arts, especially if the target is larger and the Narrator may require a decent Melee Skill to do so. Larger characters or Antagonists are simply too strong to worry about technique.

Example Defenses: Agile characters may be able to twist in the air and land on the surface they are being thrown at with grace. Heavy characters can ground themselves, reducing the distance, or are simply just too large to throw, requiring an Athletics Skill check vs. the Targets Strength Defense.

Note: Throwing a target can have a plethora of environmental results. What if they were tossed into a vat of molten metal or an electrical pylon? Narrators may change the amount and type of damage done in such cases. The other possibility is throwing a target off of a tall building or moving vehicle. Results from such situations are down to the Narrator.

CALLED SHOT

The attacker picks a point on the Targets body and makes a strike. The Combat Maneuver happens in addition to the regular attack, and if successful, there is an additional effect as well as an additional AP cost on top of an attack penalty – depending on the part of the body aimed for.

AP Cost: Normal Weapon AP total + 3 for the additional Combat Maneuver.

Example Uses: This is usually on the back of a regular weapon attack, regardless of whether it is a ranged or melee strike. The attacker simply takes aim at the spot they are aiming for and rolls to see if they succeed with the associated penalties. This could take the form of a shot to the shoulder, a sweeping kick to the leg or a sizable, heavy head-butt.

Example Defenses: As with standard attacks, the target may try to avoid it as normal. They would use their Ranged or Melee Defense Rating (depending on the attack), and if they succeed, then they avoid it normally. Armor still applies to any damage done, and if the entire portion of the damage is soaked up by armor, then the Combat Maneuver has no effect. Weapons that deal Blast, Adjacent Threat and other Area of Effect damage cannot benefit from such a precise attack.

Note: The penalty and effect are different for each location to be targeted.

- **Head:** -3 Penalty to Hit - Target suffers the Impaired Condition until the attackers next turn or until it spends 3AP or an attack to 'shake it off.'
- **Bioforge:** -6 Penalty to Hit - Target suffers the Disrupted Condition until it can spend 3AP or an attack to shake it off. If an attack on the Bioforge exceeds their Threshold Rating and provokes a Structural Damage roll, then the roll is made at a -5 penalty.
- **Arms:** -2 Penalty to Hit - Target loses the use of one of its arms until it can spend 3AP or an attack to fix it.
- **Legs:** -2 Penalty to Hit - Target takes a hit to a leg or propulsion system. All Adjusted Move Ratings are halved (rounding down) until the target can spend 5AP or 1 attack to adjust for the damage.

SOFT SPOT

The attacker makes an attack against a point on the target that is thinly armored. Joints, underbelly, hoses or anything that is not coated in armor and makes a precision strike. If successful, the shot ignores a small portion of the target's armor, granting a Piercing 2 Rating of whatever damage type the weapon uses as its primary damage.

AP Cost: Normal Weapon AP total + 3 for the additional Combat Maneuver.

Example Uses: Once again, this effect is usually combined with a standard attack. By spending extra AP, the attacker makes an attack with either a ranged or melee weapon, although some weapons are simply too weak to harm even the softer points of a modern creature.

Example Defenses: Evasive and defensive maneuvers are just as relevant to this kind of attack as they are to regular ones. Some targets will be too fast to hit a soft spot, and others can parry the blow aside enough to miss the spot. This attack is best used from surprise or stealth when the target does not get a defensive action.

Note: The Piercing 2 rating is cumulative with any forms of Piercing occurring in the weapon used to make the attack. Weapons that deal purely Scratch Damage, (meaning they have no number showing Lethal Damage in their Damage value – 3P(0) for example), cannot be used with this combat maneuver. Weapons that deal Blast, Adjacent Threat and other Area of Effect Damage cannot benefit from such a precise attack.

DEATH FROM ABOVE

The attacker drops a heavy object on their target with the intent to crush them either with their body weight, the end of a weapon or something else that has enough weight to cause a dire impact. If successful, the target is knocked prone, and if standing on a weak surface (such as a floor in a multi-story, dilapidated building, glass, broken concrete, a bridge, or anything thematically destructible, the target is pushed through, destroying the surface they are on. If the target is pushed through a surface and lands on something harsh, they also suffer 2P(0) Damage, is knocked prone and receive a -2 penalty to their Adjusted Attack Ratings until the attacker's next turn.

AP Cost: 3AP + The AP required to complete the move. (Throwing a car would need a Thrown Attack roll, jumping down may require an Athletics Skill roll, and so on).

Example Uses: A Heavy Biomodus drops onto their Oculari target, pushing them into the underground parking lot they know is below the street. A bunch of Gaast have set a trap, and drive an old car off of a cliff onto the bridge below them - where the characters are walking. Anything that involves dropping something heavy on something fragile can be covered by this maneuver.

Example Defenses: Evading the falling object is the most likely. If the target is large and is exceptionally strong, there is the possibility of them knocking the falling object aside with a block. Even if the attack is evaded, there is still a massive object plummeting towards a delicate surface. The results of such an attack may have consequences anyway!

Note: Since this is an aimed attack, falling damage does not apply to the attacker if they are using themselves as the heavy object. Light Biomodus may require some additional weight to push something like a Hunkaal through a floor, but picking up a boulder and taking the plunge may possibly cover it.

PUSH / PULL

[Requires Grapple]

When grappling a target, you may not wish to remain in the same place. This combat maneuver allows the attacker to shift the defender in the direction of their choice. If successful, the attacker forces the target to move with them up to their Adjusted Move Rating or their Force rating in feet, whichever is higher - however, the movement needs to be paid up in AP as normal.

AP Cost: 2AP + any movement-related AP needed to cover the distance.

Example Uses: A Heavy Biomodus may simply use brute force to pick up their target and move with them, whereas a light Biomodus facing a larger foe may use fancy foot play and redirection of energy, to make an opponent trip or shift in the desired direction. This may require a high Force or Control Statistic, or perhaps a high Skill in Melee, depending on the situation.

Example Defenses: In the same way an attacker has multiple options of attacking, the Target can likewise defend with sheer bulk, fancy footwork or equipment (such as a grapnel and nanowire anchor). In the case of antagonists, their options are more limited than characters and smart thinking can save the day for the creative players in the group.

Note: Pushing a target into something environmentally dangerous (such as lava, spinning blades, a Melancorth's open maw, and so on) may cause other problems for the target. Some other limitations (such as an enclosed space) may also limit maneuverability. The Narrator should be the final arbiter on uses of this Combat Maneuver.

LAST DITCH STIKE

Sometimes, a Biomodus may find themselves without the means to make an attack normally. Perhaps their hands are full carrying some cargo, or perhaps they have had their limbs blown off altogether. With this Combat Maneuver, the character grips a melee weapon with a part of their body not usually designed for such things, such as a tail, their feet or even their teeth. Although this attack is sluggish and inaccurate, some Biomodus are stubborn enough to try and cut down their enemy by any means possible. This means that a Biomodus using this maneuver does not use their Power Statistic to determine a minimum amount of Lethal Damage, just because they cannot put their full force behind the strike.

Last Ditch Strikes are made at a -2 Penalty for being used in a limb not designed for them.

AP Cost: Normal Melee Weapon AP total + 2.

Example Uses: A Biomodus has had both of their arms removed from damage, and refuses to give up. By gripping the handle in their teeth, the Biomodus rages on, swinging their blade wildly in a rampaging spin. Perhaps a character has already used their two melee weapons in combat, but gripping the dropped blade of an enemy with their feet, they use a Last Ditch Strike to quickly jam it into the throat of a Munsu trying to sneak up behind.

Example Defenses: Defenders would try and avoid the attack as they would any other regular Melee Defense roll. In this case, the change is mostly in the hands of the player, but the Narrator may rule that using an unusual limb surprises the defender and lowers the Handling Penalty.

Note: When using a limb not designed for combat in such a way, it cannot be used for its ordinary purpose. Some Modifications prohibit the use of attacking, which still applies to this Combat Maneuver. If the limb is a leg, movement is halved while the weapon is equipped and used.

HEALTH, HEALING, AND DEATH

This section talks about Health, Healing and finally Death in the world of Project Biomodus; all things that are very real to the active hunter and a cause of concern if any of the above were to come into question.

All Biomodus have a Total Health score. This score is a result of taking your Threshold Statistic and multiplying it by 3. This score can also be known as Hit Points, Wounds or HP as you see fit, but for the purposes of consistency, it is referred to as Health in Project Biomodus.

Health determines how much damage a character can take before succumbing to the threat of destruction. As your character takes damage, they will mark off health lost from either Lethal or Scratch Damage. If the amount of Lethal and Scratch damage equal your Total Health when added together, then the Biomodus is considered Disabled and unable to fight.

Lethal Damage remains in play after any given combat and must be healed through the use of Consumable Health or repairs of some kind, whereas Scratch Damage is temporary and is automatically removed once a combat ends and the character has enough time to catch their breath.

TOTAL HEALTH 24	
LETHAL DAMAGE	SCRATCH DAMAGE
6	

This is an example of how you mark down damage. In the case above, Viktal – a rather new Biomodus – has just returned from a successful hunt, still bearing a few scratches and burns, but ultimately in decent health. As it stands, he is only suffering from 6 Lethal Damage (which takes a while to heal without Consumable Health), and since he is out of combat, any Scratch Damage he received is gone. All seems well until he is set upon by a pair of Morrgs.

The battle starts well, but one of the Morrgs manages to clip him with a large, club-like hand. It is a solid hit, and his armor is still light, so he takes 6 points of Physical Damage.

Now, Viktal's chart looks like this;

TOTAL HEALTH 24	
LETHAL DAMAGE	SCRATCH DAMAGE
12	

Not a good state of affairs.

Viktal has now taken 12 points of damage; 50% of his total Health score. Thankfully, he is a Biomodus and even being this wounded, he can continue to fight at full efficiency as his Bioforge compensates for the damage and fills the wounds with hardening Ichor.

STRUCTURAL DAMAGE

Whenever a character takes a hit that exceeds their Threshold Statistic, (also calculated by the combined Adaptability and Integrity scores, the same two used to help determine your total Health), a Biomodus suffers what is known as Structural Damage.

This level of damage occurs when a Biomodus takes a hit that does more damage than their Threshold Rating after armor has reduced the total. This damage must be Lethal Damage, as Scratch Damage is simply not strong enough to force a major component to break.

As an example, let us continue the fight above. Viktal manages to obliterate one of the fledgling Morrgs in a flurry of cuts, but expends too much AP and cannot dodge the last attack by the surviving Morrg. As a result, he takes a drastic hit of 10 Lethal Damage. This hit exceeds Viktal's Threshold Rating of 8 and thus prompts a roll on the Structural Damage table.

To calculate the effects of Structural Damage, the player must roll a D20, then consults the table below.

ROLL	EFFECT
6-20	No Effect – Aesthetic Damage
5	Shredded Armor – reduce all armor by Modifications and Equipment by 6P and 6E until repaired. All Primitive armor is destroyed
4	Limb Loss – Reduce attacks by one, lose functionality of limb removed until repaired. This does not include legs. Lose 1 random Modification
3	Dismembered – The Biomodus is cut in half, losing its lower body. It is immobile and is at -4 to all rolls until repaired. Lose 2 Random Modifications
2	Head Wound – Reduce all rolls by -6. The character is Blind until repaired. Lose 1 Random Modification
1	Holed Bioforge – the Biomodus' FPR is reduced to 0 and bleeds out 1FP point per round. If the character reaches 0FP before a repair is made, they die or become either a Gaast or Morrg. The character immediately suffers the Core Shutdown condition, regardless of damage sustained.

Suffering such a hit, Viktal rolls his D20 and ends up with a 14. Luckily, nothing else happens then a bit of his outer molding and synthetic flesh stripping off. He has to finish the Morrg now, or he is going to be in trouble!

REACHING ZERO HEALTH

Once a character reaches 0 Health, they must make a final roll on the Structural Damage table – regardless of their Threshold Rating – and then suffer the Disabled Condition (covered later). This means they are unable to move or act in until their Health is raised above 0 by the consumption of Consumable Health or a stabilizing Repair Skill check. At this point, Biomodus do not naturally regain Health; in fact, they start to gradually to lose Health at a steady rate of 1 Health point per turn.

Generally, Scratch Damage does not invoke rolls on the Structural Damage table, but in the case of being in minus Health, it does. Any damage dealt past 0 provokes a roll on the Structural Damage Table, and their total Health value is applied as a minus number. This means that if Viktal were to take 6 more Health points of damage (he is currently at 2 Health remaining after that last hit), his Health would be listed as -4.

This minus number comes into play if the Biomodus receives more damage while down or continues to degrade from the Bioforge trying to consume the body to maintain function. Since he is losing 1 Health per turn of being Disabled, he continues to lower the number further into the minus area until it hits -20. This minus applies to all rolls on the Structural Damage table and is the only roll in the game that can exceed the usual -8 restriction on die rolls.

This -20 Health represents the stability and structure of the character's Bioforge. If a character reaches -10 Health and has not done so already, the character immediately suffers the Core Shutdown condition, as the Bioforge locks up and tries to preserve itself. Damage at this level can no longer be naturally repaired and rather, the Bioforge will start to consume the Case to create a barrier for itself.

Even if a character is stabilized, they cannot naturally repair the Case. Their Array (or perhaps a friendly NPC of some kind), will need to find a new (even temporary) body for the Core to reside in.

Healing to the Core can be done to the point where it reaches 10 Health (representing its structure), but the Core will not recover from Core Shutdown until it is placed in a working Case. Once a character reaches -20 Health, there is no possible recovery, and the character dies, consumed by its own Bioforge.

To prevent this horrific fate, another character or even a Narrator-controlled NPC must succeed on a repair roll with a Difficulty Rating of 10. This roll can be made multiple times, but never in the same round. Again, each time the roll is failed, the character loses another Health point as part of its natural bleed. If the roll succeeds, then the Biomodus is stabilized and no longer degrades, and natural healing kicks back in.

Please note that even a stabilized Core will only regenerate to 10 Health once it has passed the -10 Health mark. At -10 Health, the stabilized Core will eject from the destroyed Case and wait until it can be placed in a suitable host body or Case, at which point it will naturally recover to the full Total Health value.

In this case, Viktal is not a lucky Biomodus. His next set of attacks miss, and in a return strike, the last Morrg manages to hit him for another 4 Lethal and 2 Scratch Damage, making his total Damage 28 points; 4 below his 24 Total Health in this case. Viktal is Disabled and drops to the floor, unable to act any further and is essentially out of action. He still needs to roll to see if he suffers Structural Damage, however.

In this case, Viktal would roll on the Damage table again, but this time, he would apply a -4 to the roll, because he is 4 Health below the Minimum of 0. He rolls an 8 on his dice, and although that would typically be an aesthetic wound, his die minus reduces this to a 4, meaning the Morrg shears off one of his arms in the attack.

Viktal, still laying on the floor, starts to degrade quickly. Losing 1 Health per turn, he is now helpless, disabled and dying. It is only a matter of time before his Bioforge consumes itself. Helpless, he can only watch the Morrg take a hungry bite out of him for a further 6 Damage.

Now at -11 (-4 at the start of the round, -1 natural bleed and an additional -6 damage from the Morrg cannibalizing him), Viktal makes what could be his last roll. Thankfully his high roll of 14 is enough to save him from further damage to his Bioforge, but the -11 to the roll means a result of 3; Dismemberment. The Narrator rules that as the Morrg tears at and consumes his body, it manages to pull off his lower limbs and begins chewing on his legs like a turkey haunch.

Left as a mangled, dismembered torso with one arm, Viktal is at his end. Since he has reached and exceeded -10 Health, his Core goes into shutdown, meaning that Viktal is disconnected from the world around him and loses consciousness, sure that he will die as a meal for a Monster.

Well, that is until his friends show up. The last thing Viktal remembers is the sounds of yelling, gunfire and a dull thud.

HEALING

Healing for a Biomodus is a complicated and sometimes expensive cost of survival. There is a limited amount of natural health gained from merely pulling in ambient materials from the atmosphere, but it is a slow, sluggish process.

Depending on the type of damage, natural healing occurs at different rates;

DAMAGE TYPE	RATE OF RECOVERY
Lethal	1 Health per 12 Hours (2/day)
Scratch	Recovered Fully after a rest period
Structural Damage (or Minus Health)	1 Health per 2 Days (requires being Stabilized)

Scratch Damage is by far the easiest to heal, as it is mostly surface and does not take many resources to fill in the holes. It does require the Biomodus being able to take a rest, patch themselves up and address any minor wounds they may have occurred. Scratch damage is also a measure of fatigue and wear, so reaching 0 Health on pure Scratch Damage can still impose the Disabled condition on a character, although it does not invoke a roll on the Structural Damage table unless they take further damage of course.

Lethal Damage is more complicated and lasting. Torn musculature, broken bones, ripped open metal plates and fried electrical components take time for the Bioforge to repair and replace without drawing away vital resources from the rest of the body. Biomodus can still heal an absurd level of injury to nothing in a fraction of the time their Munki can, but in the world of Project Biomodus, time is a resource not a lot of people have.

Whenever a character is healing naturally, they always repair Scratch Damage first and then address their Lethal Damage. The only exception to this is if the Biomodus has suffered Structural Damage and is in the minus numbers, but has been stabilized. This must bring the Biomodus back up to 0 Health and then it can start working on healing any Lethal Damage as normal.

Once the Biomodus reaches 1 Health Point, it is able to move and stumble around, assuming it still has all its limbs. If it was also suffering from Core Shutdown, then the Core comes back online, returning the Biomodus to consciousness.

There have been several tales of Biomodus left for dead out in The Wastes, only to have woken up weeks, even months later and gradually crawling their way back to society to repair and take revenge.

EAT WHAT YOU KILL, KILL WHAT YOU EAT

There is another way for Biomodus to regain health quickly but it requires hunting. Every creature that possesses a Bioforge is considered an appropriate source of materials, in fact, it is a perfect source of much-needed Nanite Gel and other stored, highly reusable materials.

Every creature and antagonist have an amount of usable material, known as Consumable Health. By harvesting the Bioforge and other critical systems, you may regain an amount of Health back equal to its rating in Consumable Health. This pool is shared among the group, however. If multiple people are injured, then this has to be split among them. If Consumable Health is not used after extraction, then it degrades quickly and is wasted. There are Equipment items that allow a user to store small amounts of Consumable Health for later, known as Nanite Preservation Canisters.

The system for using Consumable Health is straightforward. Using Consumable Health outside of combat does not require a roll or AP, and is exchanged on a 1-to-1 basis. For example, if a hunt yields 15 Consumable Health, and you have 3 members of the party who have suffered 10, 8 and 5 Lethal Damage respectively, the party may decide to split up the Consumable Health evenly (granting 5 to each player.) They may choose to fully heal the first and last character up to full health (if they are usually in the thick of combat for example), and wait to treat the second character later.

Any character can use Consumable Health without a roll when outside of combat, but if there is any reason where the body cannot be recovered within a few minutes outside of combat, all gained consumable health cannot be harvested and is lost, although any other 'lootable' materials can be obtained as normal.

Any Consumable Health that has been artificially preserved is not subject to this limitation and can be used at any time.

If a party does not use all of the Consumable Health gathered from a hunt (for example everyone is fully healed), and do not have the equipment to store the remaining points, then the remaining Consumable Health is lost as the Nanites degrade quickly.

To use Consumable Health in combat, the task is a little different. This requires at least one Nanite Preservation Canister and an amount of stored Consumable Health. The player (either a MedTek administering the healing or the injured player themselves), must spend 6AP to drain the unit, instantly restoring Health to the player on a 1-to-1 basis. This action can only be performed with one canister per 6AP. If the players have multiple canisters they wish to use, they must spend 6AP per canister. The MedTek Equipment Module does not have this restriction and may use as much Consumable Health as it can store for only 3AP.

Other benefits of the MedTek Equipment Module are given under its description in the Equipment Section of this book (see pg. 200).

USING THE REPAIR SKILL

Another way of regaining Health and removing injury is via a Repair Skill Roll. Although this is far from an efficient way of doing so, it can be helpful if the party has a good MedTek on the team and is completely out of Consumable Health.

The MedTek may make a Repair Skill Roll on every character (including themselves) only once in any given combat scenario, with a difficulty of 10 and costing 6AP to use a skill within combat. Since it is a Skill check, Biomodus with a MedTek module still need to spend the full AP amount, but they gain a bonus to the roll as described in the MedTek Equipment Module's listing. Should the roll fail, nothing happens, and no Health is regained. However, the attempt is wasted and cannot be tried again in that combat scenario.

Outside of combat, a Repair check can only be attempted once every six hours of game time. A Narrator may impose a limitation on this depending on if there are available resources around. Every attempt to repair without Consumable Health will take materials and time. If either is lacking, then it should be much harder for a Repair check to succeed.

Should they succeed, the MedTek may roll 2D6. In game terms, this roll would be considered 2H(1). Rather than doing damage, this roll will restore Health, using the highest die to determine how much Lethal Damage is recovered, with the remainder being used to heal Scratch Damage. Outside of Combat, this roll will use both dice to determine the amount of Lethal Damage treated, due to having more time to focus on it and scratch damage is removed after combat ends.

For example, if a MedTek were to make a successful heal roll on Viktaal during his fateful fight and came up with a result of 6 and 3 on the dice, he would restore 6 Lethal Damage and 3 Scratch Damage. Although, he would not be able to make the same repair roll again for the duration of the combat.

THE FEL-WENDIGO

Although hunting creatures out in The Wastes and using their Bioforge for fuel and healing is sometimes considered necessary, there exists a line as to what is acceptable.

Hunting, killing and eating a fellow Homo biomodi (or even a Biomodus), is considered a crime and people caught doing so are branded as Fel-Wendigo, after the mythical creature which is created as a result of humans eating other humans. Unsurprisingly, this law does not remain true for some vicious tribes of Maalkari, who consider hunting a fellow transhuman to be the ultimate test of a hunter.

The consumption of another's Bioforge to these groups is nothing more than a way to consume their power for themselves, and do so with great reverence for the act; honoring only those they feel worthy of consuming with this ritual cannibalism.

In all other aspects of society – even those within the flesh-consuming Typhometi – the Bioforge is a sacred organ, as much a part of the soul as it is the heart. Many cultures consider it more grievous a crime than even the most sickening murder of an innocent or torturous treatment of another person. Characters raised in societies other than the most vicious and primitive of Maalkari would balk at the thought of consuming the Nanite Gel of a Munsu or another Biomodus, and seeing an NPC or even another character doing so will often promote disgust, resentment and – usually – retaliation.

Even parties of Biomodus who may be okay with such a practice would eventually gain a reputation for being Fel-Wendigo and will become targets for tribes, hunters and other societal 'Avengers' looking to purge the world of such perverse degenerates.

THE PROS AND CONS OF CANNIBALISM

There are reasons why a Biomodus may find the prospect of hunting and consuming another transhuman, but the risk is not just a social one. The Bioforge housed in a Munsu or a Biomodus is the most advanced of their kind, producing nanites ideally suited to feed another Homo biomodi, but also incredibly powerful and sophisticated.

When consumed, the nanites in Homo biomodi detect that they are being attacked by another system and revolt, adapting to their environment as they would against an infection, and causing breakdowns and disruption in the system attacking them as a countermeasure. In this sense, consuming the nanites of another Homo biomodi is toxic to the imbiber. It takes just as much an act of will to absorb them in the first place as it does to overcome the nanites and use them for repairs.

Assuming a character can get over the societal stigma of consuming another's Bioforge material, (either through desperation or cultural ambivalence), the character must make an immediate Adaptability + Interface Skill check vs. a Difficulty Rating equal to the amount of Consumable Health taken +2. For example, if a Biomodus tried to ingest 5 points of Consumable Health from a fallen Maalkari raider, they would need to succeed against a Difficulty Rating of 7 (for the 5 Consumable Health + 2).

Should they succeed, they would suffer no ill effects (other than the disgust and potentially violent response from anyone who witnessed such a thing), and gain back twice the amount of Health they usually would for taking Consumable health. For example, if the character above had succeeded, they would have healed 10 Lethal Damage, because the 5 Consumable health they had ingested was doubled.

There is a severe price for failure, however. If the roll fails, the nanites from the Consumable Health reject the characters Bioforge and end up poisoning it. The character immediately vomits up the infected material, losing 2FP in the process and taking 1 Lethal Damage per Consumable Health ingested (which is not doubled for this purpose).

If this additional Damage takes them below 0 health, the Fel-Wendigo immediately goes into Core Shut-down and starts to lose health normally until stabilized. Should they die as a result of devouring Consumable Health from another Homo biomodi, they return to life a day later as a Morrg (or Malmorrg, should it be a Biomodus character).

Fel-Wendigo who regularly feed on others (especially if they have failed a couple times), start having longer-term effects. Flashes of memories not belonging to them may begin to flood their minds, as well as impulses, desires and strange voices in times of stress and pressure. Their behavior becomes violent and erratic, driven by consumed nanite memories and conflicting instincts. While these symptoms may take time to show, Fel-Wendigo is eventually driven mad by their crimes and are often hunted down when their behaviors become dangerous.

The Narrator may impose additional penalties or effects on characters who regularly consume the Bioforge material of another Homo biomodi. While it may be within a character's motivation to do so, or a part of the type of game being run, there are reasons why it is considered such an egregious practice.

There are rumors of some Fel-Wendigo who have overcome their social stigma, harnessed the power of the nanites they have consumed and rather than falling into the horrific fate of a Malmorrg or an insane vagrant, they have evolved into something much viler and more dangerous... Such legends talk of the Felmaaria, but it is only just a legend.

At least, many hope so.

CONDITION EFFECTS

Sometimes injuries can happen which cause a Biomodus to suffer a Condition Effect. These effects may not directly cause any damage but can inflict some kind of penalty on your statistics, movement or control. Some of the Status effects apply to attacks made by the characters, whereas others are effects that your character suffers from certain kinds of enemies.

Modifications, Configurations or enemy attacks will show in their description if they cause a Biomodus to suffer a Condition, as well as the method in how it is produced. Sometimes, a Narrator may impose a condition on an enemy or a character if a critical success or failure is rolled, in replacement of damage or some other story-based effect. Characters who roll a critical success can also suggest a Condition Effect to inflict on a target. If the request seems reasonable, the Narrator may agree. Ultimately the final say is down to the Narrator.

Some creatures and constructs are immune or resistant to certain conditions. If this is the case, it will be listed in the individual entry for that entity or creature type.

THE LIST OF CONDITION EFFECTS ARE AS FOLLOWS: CORE SHUTDOWN

The Bioforge is a very cautious and fragile organ when it comes under attack directly. Core Shutdown can happen when a Biomodus suffers Structural Damage bringing them below -10 health, or when a roll on the Structural Damage table results in a hit to the Bioforge, regardless of remaining health.

When this occurs, the Bioforge disconnects itself from the Case and coats itself in a protective shell of raw nanite material. Any players in Core Shutdown lose all control, senses, consciousness, and control of their Case and are effectively unconscious and helpless. The shell the Bioforge creates helps resist further direct damage and has 10 Health with an armor rating for 5P/5E.

However, this does not add to the overall health of a Biomodus and only applies when the organ is removed from the Case and is targeted individually.

This condition ends when a Biomodus is placed in another Case or viable body with at least 1 Health (if the original is destroyed) or it heals to at least 1 Health point and the original body is still intact. All negative damage must be repaired first. If the Core is never resealed in a body, it will degrade and eventually go into a form of low-power hibernation. After around a year of hibernation, the Bioforge will starve and consume itself.

Characters may go into voluntary Core Shutdown if changing Cases or for whatever other reason it desires. Unlike the health requirement to come back online, it will recover after a pre-determined period of time or some highly specific external stimulus (such as a code word or when the temperature rises above a certain level.)

DISABLED

When a Biomodus reaches 0 Health, it is considered Disabled and starts to bleed out. Disabled Biomodus lose 1 Health point per turn, although this natural bleed does not force another roll on the Structural Damage table.

During this time, Biomodus are aware of their surroundings, can move only a matter of inches – albeit shakily – and take all non-movement actions at a -8 penalty, regardless of bonuses or proficiency. A Disabled Biomodus cannot defend itself or make an attack action.

Biomodus who have the Disabled Condition applied to them while being above 0 Health do not bleed out, but they do suffer the other effects of being disabled.

DISRUPTED

Some attacks or situations jam or degrade the Core's communication to the Case. When this bond loses integrity, the Biomodus is considered Disrupted. Lag causes limbs to move out of time, nausea, blurred vision and other sensory flashes can make the Biomodus confused and off-balance.

Biomodus suffering from the Disrupted Condition suffer a -1 penalty to all Skill Rolls, Adjusted Attack, and Defense Ratings and lose their Power bonus to all Melee attacks. The targets Adjusted Move value is calculated at -2 to the total. Thankfully the creatures that can impose this condition are few and far between.

DOMINATED

Dominated targets no longer control how they act. Essentially their body has been hijacked and is now entirely under another entities control. While suffering this condition, a target can only perform basic attacks and activate equipped Modifications. Dominated characters are fully aware of their actions. Once this Condition is resolved, the target cannot be the subject of another Domination attempt by



the originator for at least a few days, as the Bioforge closes the abused vulnerability in its connections. Other characters applying the Dominated condition to the same target suffer a -4 Penalty unless it is otherwise stated in the rules of the Modification, Configuration or event that causes the Domination (such as the Overlord Configuration).

If no command is given to a Dominated target, it will continue executing its last command, or stand still, unable to defend itself or take any action and is otherwise considered Disabled. Going into Core Shutdown immediately ends this effect and cannot be reapplied until the target is brought back to a conscious state.

IMMOBILIZED

When suffering the Immobilized Condition, a target's motor functions shudder and stop. Immobilized characters are capable of slow pivoting, upper body movement, and are aware of their surroundings, but are unable to take any movement-based actions, including any Skill checks that require movement.

Immobilized targets count their Adjusted Move value as 0. Movement-based Modifications, Configurations, and Skills automatically fail unless they explicitly state that they ignore the Immobilized Condition.

A character may only use their Block Skill to defend themselves while immobilized.

IMPAIRED

Damage to the brain – even as augmented and condensed as it is in the Core – can be traumatic and disruptive to the functions of the Biomodus. Brain injury to any other creature in The Wastes is just as dangerous. The Bioforge can repair the brain matter in it with some effort, but while it is damaged, an Impaired Biomodus cannot process information or control the Case with accuracy or ease.

While suffering from the Impaired Condition, the target suffers a -4 penalty to any and all Attack Ratings and Skill rolls that require precision or a level of concentration. If an attack is missed, the character or creature suffering from the Impaired Condition must then re-roll the attack against a friendly target or object adjacent to the original target of the attack, applying damage as normal if successful. If no such target exists, then the attack misses as usual.

INFECTED

With the advent of the Bioforge, disease, and illness became a thing of the past. With the invention of nanite-engineered viruses, the concept of getting ill and dying became all the more frightening. Infections in The Wastes are often the result of precisely evolved nanites, designed to hide from the purging wrath of the Bioforge, attacking and corroding critical systems within the target.

Once a target is infected, the symptoms are often minor at first. Upon infection and then every hour after that, the target must roll an Adaptability + Interface Skill check vs. a Difficulty Rating based on the Virus' magnitude. If the result is a success, the Magnitude of the virus drops by one. If failed on the initial roll, the Target is infected with the listed magnitude of Infection and immediately starts suffering the effects. If another failed roll occurs after an hour, the Infection magnitude increases by one along with the enhanced impact.

The roll must be made every hour until the Virus reaches magnitude 0, or the target dies – or in the Case of the Biomodus, purges the infected Case and acquires a new body. Multiple characters may make this roll to assist a party member, but the roll can only be made a maximum of twice per hour by separate characters or NPC's.

Damage caused by active Infections cannot be healed naturally and require twice as much Consumable Health to repair.

Damaged caused by Infections are considered Lethal and must be healed first before healing can be applied to the rest of the target. This means that Scratch Damage does not immediately recover during rest if the character is infected. Preserved and fresh Consumable Health can lower the magnitude of an Infection by one degree at the cost of 5 points. No roll is required, but it still costs 6AP if used in a combat scenario. Once an infection is cured, any remaining damage suffered can normally be healed.

Biomodus who drop to 0 Health by an infection automatically suffer the Core Shutdown Condition until the Infection is cured. If an Infection reduces a Biomodus to less than -10 Health, the Case is so severely Infected that the Core purges itself from the Case, destroying any chance of using it again in the process. This purge can only be performed outside of combat.

NOTE: If a Biomodus is reduced to -20 Health before the Core can safely purge the

infected Case (a good example is dying in combat while suffering the Infected Condition), then the Biomodus will eventually return as a Malgaast or a Malmorrg with 1 Health.

This process takes around an hour, and the newly created Daalum awakes with a feverish, mindless hunger until it has consumed enough Nanite Gel to bring it back up to above 10 Health, upon which it must decide how to further feed itself.

MAGNITUDE	DIFFICULTY RATING	EFFECT
1	6	Target loses 2 Health per Hour. May feel dizzy or weak, but otherwise no additional effects.
2	8	Target loses 4 Health per hour. Adjusted Move value is reduced by 4 points (minimum 1) as motor functions start to fail.
3	10	Target loses 6 Health an hour and suffers from the Impaired Condition as they become feverish and incoherent. Adjusted Move value is reduced by 6 points (minimum 1). Rolls to cure the Infected Condition are not affected by roll penalties, however.
4	12	Target loses 8 Health an hour and suffers from the Immobilized and Impaired condition. Rolls to cure the Infected Condition are not affected by roll penalties, however.
5	16	Target loses 10 Health per hour and suffers from the Disabled Condition. Rolls to cure the Infected Condition are not affected by roll penalties and are still possible during the Disabled Condition.

OUT OF CONTROL

When piloting a vehicle or moving using a Transport Drive Modification, events can happen that temporarily shift the control of the vehicle (or yourself) out of your grasp.

Damage during a tight maneuver, collisions, environmental interference, magnetic storms, and combat are all potential causes to prompt a Piloting check. When that test fails, the Out of Control Condition is applied.

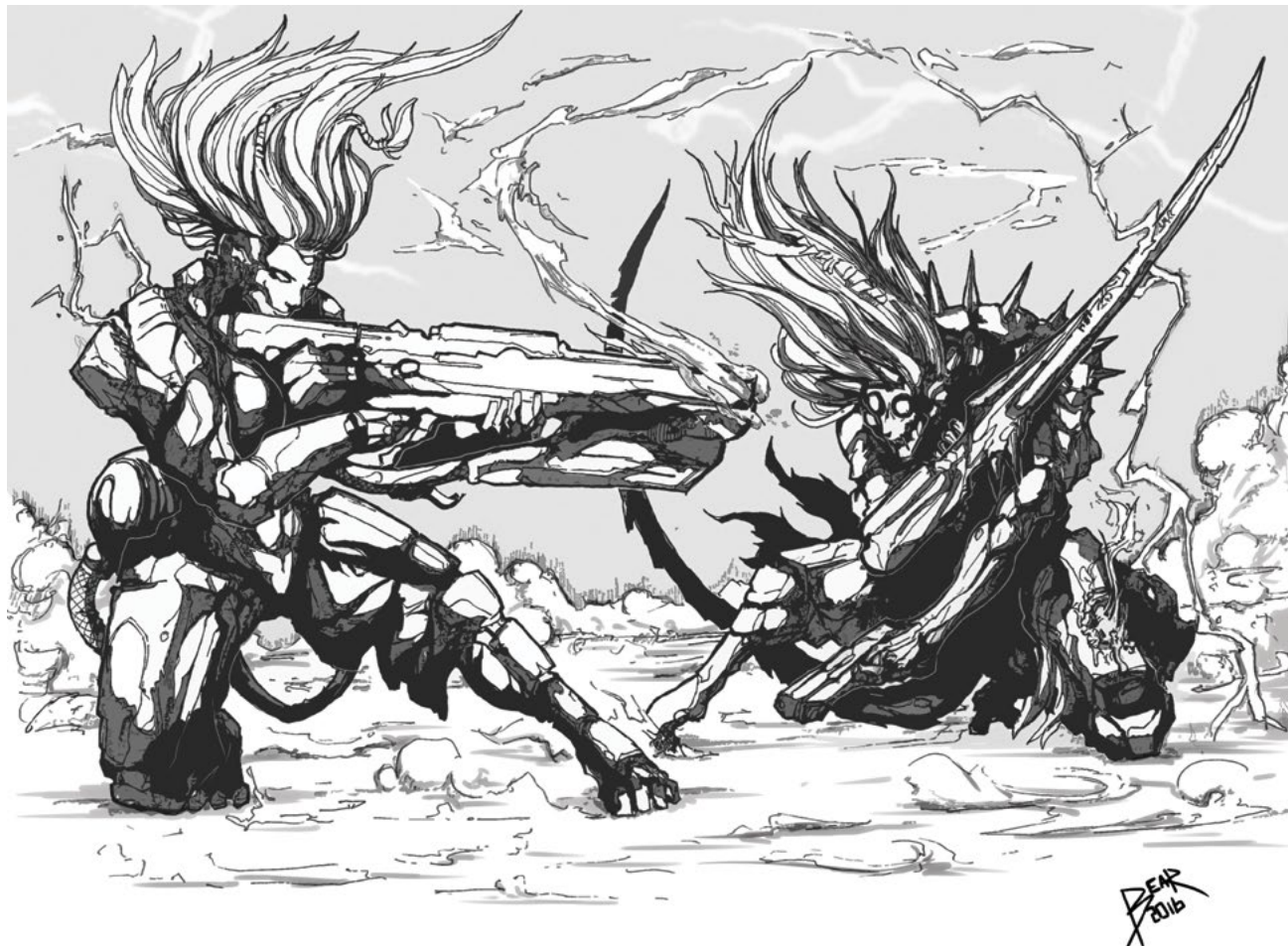
Every turn the Vehicle is out of control, a new Piloting check must be made. Depending on the speed of the movement, there may be penalties to this roll.

During Speed Category 1 (1 round of acceleration), no penalty is applied to the roll. At category 2 (2 rounds of acceleration), it jumps to -4 and finally at top speed (3 rounds of acceleration) a -6 penalty is applied. Crashing at this speed can cause some severe damage. If the vehicle or character remains out of control for long enough for it to hit or impact something in its path, every passenger (including the pilot or character if it is moving through a Modification) suffers the listed damage based on the speed category.

- **Speed Category 1** – 4P(2) Damage
- **Speed Category 2** – 6P(3) Damage
- **Speed Category 3** – 8P(4) Damage

Flying characters (except those using a Levitation Drive) automatically suffer the Out of Control Condition if the Immobilized Condition is applied to them, or a targeted blow to their propulsion systems occurs while in flight.

Any attempts to regain control and land safely suffer an additional -2 penalty to the Pilot Skill check and they are still forced to fall until the Immobilized condition is removed, or they spend the AP or Attack to correct the damage if the Condition was caused by a Called Shot Combat Maneuver.



EQUIPMENT



ATTACK ON MAALKA

The shimmering horizon was disturbed by the soft outline of a dust cloud.

"Scout returning!"

The call went up by the guard around the Maalkari encampment, deep as it was between two towering ridges. It was as if the center was carved out of a small rocky mountain and the junkyard of scrap and metal had been built up between the points. Movement broke out in the middle of the camp, the warriors of the tribe readying themselves, albeit lazily.

Kyra stepped out of her large central building. The Maalkari Warlord stood at eight feet tall, and her large mechanical arms had little trouble in shifting the solid metal door aside so she could step out into the punishing sunlight. Looking around, she moved a few strands of her synthetic hair out of her face to bark out at the gate guard.

"It's too early. They hurting?"

"No. Moving at a hell of a rate though."

Kyra paused as she watched the guard peering through a set of scouting goggles that had been surgically built into his head. The MedTek in the base was crude, but his results were beyond question. Turning her head to the warriors standing around her, her lips pulled up in a disappointed snarl as she saw them barely bringing themselves around to the ready.

"Get your asses to the armory and get on the barricade. Something doesn't smell right."

"Still on high approach... looks like..." The guard on the gate paused and leaned forward as if he was trying to make something out. Kyra narrowed her eyes, noticing the warning signs of the guard's mouth dropping open at the realization of oncoming danger.

She had already turned away from the gate when the warning came.

"Tirman! Tirman incom—"

The voice was drowned out by the roaring of fire and the deafening thud of an air blast. Debris and metal skittered across the floor as Kyra shielded her face from the shrapnel. The dust was not much of a veil against her advanced vision, but the impact and shockwave of the explosive had made her visual feed fuzzy. Still, she could see the outline of a scout Kaar rocketing towards the newly made hole like a bullet from a gun.

On top of the vehicle, steadily reloading the shoulder-mounted RPG, was Tirman. Dressed in the grey, heavily modified armor he was renowned for, the figure did not look ready to pause, even as the new grenade was loaded and the Kaar was nearing the end of its route.

"Tirman! What in the hell are you doing?!"

Kyra roared in anger, reaching to the side and wrapping one of her giant mechanical hands around one of the iron girders propping up a hovel to the side. With a grunt and a tug, the girder came free, uprooting the concrete it was planted in. No sooner was it free, she lifted it back, took aim and with a screech of obscene power, hurled the fourteen-foot girder towards the approaching Kaar, even as it came rocketing towards the Maalkari Warlord. There was no way the Kaar could avoid it, and with a loud clang and scream of concrete bending metal, Kyra watched as the front of the Kaar buckled inwards, driving the nose into the floor and sending it careening forward, only to explode several yards before the edge of the wall.

Tirman was not going to go that easily though, and she knew it.

No sooner had she launched the interception, she shifted to her side, gestured to one of her lieutenants who instinctively tossed her the large, nanite-engineered shield she used and growled as she turned to face her enemy. That enemy gave no quarter.

Having been launched up and over the remnants of the wall, Tirman came down through the smoke and the fire like the finger of some god. No sooner was he in sight, then the reloaded RPG unleashed another round, spiraling smoke trails towards the warlord below. Raising her shield, Kyra grunted as the impact forced her down to one knee. The heat from the explosion caused the inside of the shield to glow briefly, and the ground around her to blast outwards from the shockwave.

She was no stranger to Tirman's ambushes though, knowing that he would only get the upper hand if she remained on the defensive. As soon as the pressure of the explosion was relieved, she pushed upwards and looked down at the rapidly descending shadow of her attacker, calculating when he was going to be on her. With a snarl, she struck out and to the side with the huge shield, only to be rewarded with a satisfying crunch of metal and Case.

Tirman was slammed sideways, crashing into the side of a parked transport – currently suspended, to be converted into a Maalkari wartruck. The impact rocked the free-hanging vehicle into the stone behind, causing further ruin to the already damaged camp. Before Tirman could recover, the thrown, still-glowing shield pinned him against the metal behind with a ringing impact of twisted metal on armor.

"Hello to you too, old friend!"

Kyra spat angrily as she dusted off a still smoldering and glowing spot of her exposed arm and leg. She was not hurt in any major way, but it was a good reminder that had she been complacent, she would be dead. Looking up at the Biomodus Hunter before her, she could see that the impact had done little to damage him either, but it would take him a moment to free his arm and shoulder. The shield had impacted and pushed both into the chassis of the – now ruined – raider truck. The heat had partially melted the metal, holding it in place.

It was not exactly what she was trying to do, but she was glad that it had the effect. In the end, when she told the story to others later, it would have been completely intentional, of course.

"You want to tell me what you're doing here, old man? You're lucky I don't just pull your fu—"

"I'm giving you a chance, Kyra. Where is she?"

Kyra paused. Tirman did not sound flustered or tense. She knew that tone and he was angry. Not just a mild annoyance, but he was out for blood. The rest of the tribe looked at her and although in her head, she was cautious; her Maalkari bravado did not miss a beat.

"Too many hits to the head there, old man."

"Don't lie to me, Kyra. Where is sh—"

"I heard you!"

Kyra moved over to him and quickly lifting up a powerful leg to stomp down on one of the arms on his other side. The second arm on his free side was folded beneath him, and she was certain he had a few tricks left. Still, she knew that Tirman was here for a very good reason, but she wanted to know why he felt it was necessary to blow up her home. Before he could pull anything, Kyra punctuated her point with a long, nanomachine-forged blade under his chin. She could not see his face through that full helmet, but she could hear his scowl in his angry breathing.

"You come here, ruin my digs, greet me with some high explosives and now... now you want me to answer your questions? How about you shove it up your ass, old man?"

"Last chance. Where is my daughter?"

"She's not—"

Kyra's question was cut off by a sudden tearing sound of the metal shield ripping out of its holding place, the edge colliding with the arm that she brought up in a snap move, only to have the dense metal crack through the outer armor and into an actuator. Forced back, she twisted to gain her footing, ducking as the arcing swing of a humming, plasma-coated blade, left a thin line of light where her head previously was.

She was about to go on the offensive again but Tirman was pushing her back. Having lost the RPG, the four-armed Hominid stood with his usual arsenal. The top two of his arms held an autogun – one that he was currently preparing to fire. One of his lower pair of arms was holding his plasma-coated blade, while the other arm remained free.

Gritting her teeth, she realized she was staring down the barrel of Tirman's signature weapon. The hot flash of ARM flechettes and supersonic popping sounded out, but the impact never came. It took her a second to realize that two of her raiders had jumped into the fray, one of them clubbing the weapon aside with a heavy hammer, the other jumping on Tirman's back and stabbing at him with a short blade.

Using the confusion, Kyra backed up to regroup. Her arm was cracked and two of her fingers were not functioning correctly, although she could feel her Bioforge directing nanites to the actuator to repair it already. Gritting her metal teeth, Kyra knew that Tirman would not see reason until he was pacified. All eight feet of her huge, armored frame approached the scuffle, even as Tirman flung his remaining attacker off of his back and severed the smaller Maalkari's arm with a flash of plasma-coated metal.

Taking the opportunity to press the advantage, the much larger, Maalkari Biomodus came down with a blow that would have cracked stone, smashing into the side of Tirman's head with a fist the size of a small electrical appliance. Her Core thrumming into overdrive, she followed up quickly with a slice of her own, dense blade of metal that turned Tirman's autogun into splinters.

"You come to my home," Kyra growled as she swung down another mighty blow that would have pulverized any of the Maalkari munsu warriors around her, "...you attack me and my tribe," she added, ramming the elbow of her blade hand into his guts, "...and you expect me to just answer your questions?!"

Her words were punctuated with yet another, bone-shattering blow from an armored fist, that ended in a mechanical snapping sound from one of the arms Tirman had brought up to defend himself with. Even as the limb fell limply to his side, she gave no quarter. Staggering back, Tirman found himself perched against the side of a metal shack, leaning against it as nanite gel leaked from various cracks in his armored suit. He managed to duck down and to the side as Kyra's blade tore the metal to shreds, shearing half of the wall away from the building and sending it skittering down the thoroughfare of the base in twisted chunks.

The huge swing was enough for him to see an opening, however. With impossible accuracy, Tirman twisted, leading with the tip of his plasma blade and drove it into Kyra's side. The blow was solid, carving into divides between the Warlords armor and severed systems in the hip, forcing her to drop to one knee as he leg buckled out from under her massive weight. More Maalkari descended upon them, but sparks of energy began to arc off of Tirman's form as his nanites became charged.

"No wait!" Kyra tried to call out to her tribesmen, but it was too late.

A shockwave of energy erupted out of Tirman as he flung what remained of his arms out, sending a pulse out into the ground and blasting into the forms of his attackers, Kyra included. Although she was only knocked onto her back, she could see in slow motion, high-fidelity, and the damage being done to her people. Bodies flew backwards into crumpled heaps, potentially in a place they would not stand up from again. Her own Case was screaming damage sensors in the back of her mind, but before she could right herself, Tirman was there. He was slightly slumped, a sign of the damage dealt during their fight, but there was a defiant power in the smaller Biomodus. He was older, more experienced, and she cursed under her breath for letting her pride lead her to engaging him so directly.

"So... what were you saying?" Kyra snorted through a smirk as she looked up at the approaching hunter. She wasn't going to give him the benefit of showing her fear.

"I'm done asking questions, Kyra." Tirman replied with a passionless breath, kicking away her huge blade with a heavy metallic, ringing sound. "...and I'm done with you."

The plasma blade came back, ready to stab her thought the chest and into her Core, and she knew it. She could accept her fate and just let him have it, but in the back of her mind, there was some feeling of familiarity there that pushed her towards not letting it end like this.

"She's dead, Tirman."

The words seemed to freeze time. Wind howled between the rocky outcrops, barely sounding out over the thrum of power coming from Tirman's blade. The revelation was enough to give him pause, and she had never seen him so taken aback.

"Scouts found her out in The Wastes. Her body was so chewed up that I didn't recognize her at first."

There was a tremble in the tip of Tirman's blade that was the only showing of his emotion. Behind that armored, closed helmet, there was no sign of feeling, just a statue of a father who had just lost another daughter. For all of their history, Kyra could not help but sadly lower her gaze. Regardless of their previous battles, losing family was always a sad reality of living in the world. This would be the third daughter that Tirman had lost to such perils.

"How can you be sure?" His voice had lost its emotionless strength, but instead wavered, tilting on hints of anger and distraught horror, but there was still a force of demand in there.

"Her Core was ravaged by Infection and her body eaten up by Morrg. When the scouts returned with the salvage, I found this," she added and lifted a hand to show she was reaching for something in her webbing.

Nodding a slow consent, the blade tip moved a little closer to her chest, but she moved deliberately and slowly for him to follow. From her side she withdrew a small band, made of tribal weavings and lined with a small, glowing shard that looked like it had been painstakingly forged. It was unique, and Tirman recognized it immediately. His body seemed to sag, the blade dropping out of his hand as it clattered across Kyra's armored torso and to the floor beside her. It was like he had been shot.

Kyra did nothing, looking at the man as a shaking hand reached down and took it from her, although she was not sure if the man was overwhelmed by grief or anger, but the danger of him taking this loss out on the whole tribe was very real. Carefully, shakily, she stood up, placing her weight on the leg that was still functioning.

With a pop and a hiss, Tirman slowly removed his helmet, letting it drop to the floor as he held the bracelet in a mechanical, quivering hand. Kyra gave a small sigh as she looked upon the worn, older face of her age-old rival. His eyes required no tears, but she knew they would be there, were he still a Munsi. His face was buried in a long, synthetic beard of white strands, and scars of wear and abrasion lined the edges of his Case's plating.

She'd never seen him look so mortal.

"Give me her body." Tirman demanded between labored breaths.

"I told you, 'scouts found her. I don't have it." Kyra said, regaining some of her own strength in the pushback.

"If you are lying to me... if I find out you had something to do with this—"

"Tirman," Kyra said, firmly, but there was something else in her tone. A sadness of her own, and more than a little empathy. "...You know that I would never."

Oddly enough, Tirman gave no pushback. His shoulders seemed to hang lower, a man defeated in the truth of the matter. There was a pause and a moment, before he spoke again, sniffing slightly and subconsciously rubbing the underside of his nose with a thumb.

"Regardless. This would not have happened if she had never met you."

"I have no control over the past, old man. And you are just to blame. You knew she would have tried to make it here, despite your protests!" Kyra snapped back, this time with anger. "Had you been there—" Kyra started, but stopped, unwilling to twist that blade.

Tirman looked like he was about to strike her, but paused, grief overcoming his desire to fight. Another pregnant pause hung between the two, even as members of the Maalkari tribe around them began to gather and pick each other up from the combat. They gave the two a wide berth, but it was obvious they were waiting for some kind of signal from their Warlord.

"Where is she?" The old hunter said after a moment, leaning down to pick up his helmet and reattach it to his head.

Screws hissed as they spun back into the metal, affixing it to his Case. Leaning down, Kyra picked up his blade slowly, handing it back to him, hilt-first. Tirman seemed surprised initially, but then reached out, snatching it out of her grasp with a motion that made the surrounding Maalkari jolt for a moment before relaxing their grips on weapons.

"Scouts found her and a caravan some hundred, twenty-five clicks east of here. Somewhere on the outskirts of Denvaas." Kyra said, gesturing in the direction of the destination with her chin. "Old military base. Overrun by Morrg... and it has a Malmorrg running the show. It's not worth it."

"I'll decide what my daughter is worth, Kyra." Tirman's voice had taken on that level, angry tone again, modulated by the vox speaker on his helmet. Kyra wanted to snap back, but instead, nodded. She would let that one slide.

"Then go, old man. But... next time we meet, this will not go the same way. You get this one for free." She warned, even as he started walking, only pausing to pick up what remained of his broken rifle before doing so. "...and only because you are Vileed's father."

Tirman paused as he neared the edge of the compound, Maalkari moving aside to let him pass. Turning slightly, he looked down at the band in his grasp again, and then reached into his combat satchel, pulling out holster of Nanite Preservation Canisters and tossing it back to Kyra. Catching it, she looked at him curiously.

"For the wounded. For giving this back to me." He said, holding up the small, glowing trinket once more for her to see. "She would want that."

And without another word, he was gone. Kyra and the scouts watched him disappear around the rocks, and all of them remained on guard until the border scouts had confirmed he was well out of range. Still, Kyra stood in the remains of her tribal home, and watches as her people scurried around, repairing damage and healing wounded warriors.

She was brought out of her reverie by the feeling of arms wrapping around her midsection.

"You gave him the bracelet."

"I had to," Kyra said, looking down at the shorter woman, gently running a hand over her head with more delicacy than the large armored fist should allow. "...he would have torn up this place looking for you, and killed everyone here."

"I should have spoken to him." Vileed said softly as Kyra looked down at her, seeing tears running down from her beautiful, crystalline eyes. While the girl had a delicate beauty about her, she bore the same strength of her father, even though she was not a Biomodus.

"You know he would not let you stay. His precious girl here with a band of Maalkari savages? No, Tirman would not stand for that. The fight was inevitable."

"But... did you have to send him to the Morrg?" Vileed asked, her pain evident with the decision.

"Your father will slaughter them all looking for you. It will take more than a Malmorrg to take him down... but then comes the hard part: What happens when he doesn't find any trace of you?" Kyra asked directly, turning her body to face her younger lover with concern evident. "Right now, that will keep him busy while we prepare."

"Will you fight him?" Vileed asked, the question itself causing her voice to break, although she was trying to remain strong. Seeing her father so heartbroken was a pain she was having trouble with, even given their history.

"I would fight anything for you. You are part of the family now," Kyra stated with firm conviction, gesturing to the people around them, gaining some nods of agreement from the Maalkari around them. When many people thought of them as savages, her dedication to her tribe overcame everything.

"...but Tirman will scour the ends of the earth for you when he learned that I lied. And he will find out, Vileed." Kyra added darkly. Turning her head back towards the entrance of the base, a frown of concern overcame her. A long breath left her in a concerned sigh, knowing the kind of wrath Tirman was capable of when slighted.

"And when he does... nothing is going to quench that fury."

TOOLS OF THE TRADE

Every Biomodus needs equipment of some kind. This can be something as simple as a flashlight, all the way to a heavily armored transport skiff. All of these things are available if you know where to look for them.

CURRENCY

The basic level of currency in the world of Project Biomodus is the Traders Due (otherwise noted as TD\$). During character creation, a starting character begins with a total of 1000TD\$ in trade goods and other small items and trinkets. Since there is no 'coin' per se, most traders will take raw materials, break the valuable parts down into a malleable, compact pellet of solid, easily consumed Nanite fuel and use these in place of carrying around the core components of a hunted creature or something otherwise cumbersome.

In every significant trading post, there is usually at least a dedicated trader belonging to the very stringent and iron-fisted House of Conversion. These agents provide a place for hunters, scavengers and other such folk – including Biomodus – to bring their gatherings and convert them into TD\$ pellets.

There is a small surcharge for performing the service which can vary depending on the area. Usually this 'tithe' – as it is called – ranges between 5% and 10% of the total worth of the converted material.

Some smaller trading posts have individually-owned conversion machines, but the amount of trust for such operations can be measured in grains, rather than decent amounts.

Your starting funds represent what little hunting you have done while living among Muns, eking out what you can from the locally residing fauna or perhaps scavenged from other sources nearby.

If you are playing a game where your characters are more advanced at the start, your Narrator may assign you more TD\$ to being with and buy better equipment.

WEAPONS

Weapons are a constant requirement for living in the world of Project Biomodus. Even the lowliest scavenger and village-bound trader knows how to moderately use a spear or a low-power firearm to defend themselves. It was very quickly discovered that some creatures out there can get hungry enough to attack villages big and small, and those who were unprepared to defend themselves or their loved ones were often the first to die.

Weapons come in a variety of forms, but here is a basic list of melee and ranged weapons

Name	TD\$	Weapon Handling	Damage	AP Modifier	Range (yards)	ARM Category	Mod Slot Size	Upgrade Slots	Notes
MELEE WEAPON BASES									
Light Melee	250	+1	3P(1*)	-1	-	-	1	4	
Medium Melee	350	-	4P(2*)	-	-	-	2	3	
Heavy Melee	450	-2	5P(3*)	+2	-	-	3	3	
RANGE WEAPON BASES									
Light Ranged	350	-	2P(2)	-1	20	5	1	4	
Medium Ranged	550	+1	4P(3)	-	100	3	2	3	
Heavy Ranged	650	+2	6P(4)	+2	200	1	3	3	

Name	TD\$	Weapon Handling	Damage	AP Modifier	Range (yards)	ARM Category	Mod Slot Size	Upgrade Slots	Notes
MANUFACTURED RANGED WEAPONS									
Medium Shotgun	550	+2	5P(1)	+2	20	3	2	1	Adjacent Threat
Heavy Shotgun	650	+2	6P(2)	+3	10	2	3	0	Adjacent Threat
Oculari Scribble Laser	800	+2	6E(3)	+2	10	2	2	0	Adjacent Threat
Medium Autogun	400	-1	4P(2)	+2	20	5	2	1	RoF 2
Heavy Autogun	600	-2	6P(3)	+2	50	3	3	0	RoF 2
MANUFACTURED GUNNERY WEAPONS									
RPG	800	-1	8P(4)	+3	50	0	3	0	Blast 10/20
Micromis-sile Rack	1200	-1	8P(6)	+3	50	1	4	0	Blast 5/10 – Requires ARM Feed
Heavy Support Autogun	850	-2	8P(5)	+3	50	2	4	0	RoF 3 – Heavy Case only – Requires ARM Feed
Oculari Anti-Mate-rial Laser	1200	+1	6E(4)	+3	200	1	4	0	Piercing 6
THROWN WEAPONS									
Grenade	200	-	6P(4)	+2	Force x 2	-	-		Not reusable. Blast 5/10
Hatchet	100	-2	3P(2*)	-	Force	-	-		Uses Force + Ranged to hit
Slingblade	25	-	2P(1*)	-1	Force	-	1 for 12		Uses Accuracy + Ranged to hit. May hold up to 4 in one hand.
PRIMITIVE WEAPONS									
Light Melee	20	+2	2P(0)	-1	-	-	-		Will break if damage dealt exceeds 10.
Medium Melee	35	-	3P(0)	-	-	-	-		Will break if damage dealt exceeds 15.
Light Ranged	40	-	2P(0)	-1	20	N/A	-		Uses scavenged munitions.
Medium Ranged	60	+1	4P(0)	+1	40	N/A	-		Uses scavenged munitions.
Thrown Weapon	20	-	2P(0)	-	Force	N/A	-		Will break if damage dealt exceeds 10.

To explain some of the ratings above, here is a listing of the sections and what they mean to your Biomodus;

Melee Weapons – By using the raw force of the wielder, a Melee weapon can range from a sword-like blade, a hammer, a mace or any other such weapon strong enough to resist the engineered strength of a Biomodus. Thematically, Melee weapons are just as unique as the people in the world about them. As such, they are merely categorized into the Light, Medium and Heavy categories.

Ranged Weapons – These high-power projectile weapons convert ARM pellets into either usable munitions or as a power source for an energy emitter. In the case of Physical weapons, this can be a mass driver, high speed, magnetic-propelled sabot or even a mechanical launching mechanism. Energy weapons can be lasers, lightning guns, microwave emitters or flamethrowers.

Gunnery Weapons – usually mounted on something, or so massive that only heavy-Case Biomodus can carry them, these weapons are as devastating as they are hungry. Generally requiring multiple ARM pellets to fire, these heavy weapons are often shoulder or back mounted if mobile, or attached to a skiff or armored vehicle if not.

Thrown Weapons – These items are specifically geared to be launched by the Biomodus itself, rather than a separate launching mechanism. Hatchets and Slingblades are individually balanced thrown weapons, still usable in hand-to-hand combat, but not as useful as full melee weapons.

'Base' Weapons – Base weapons are the beginnings of a hunter's trusted tool. Base weapons have simple statistics, are highly modular and built for of Weapon Modifications which are placed in Upgrade slots. The base model weapons can become very specialized hunting tools when modified and upgraded, and so are generally worth more than mass-produced weapons found on most Antagonists.

Manufactured Weapons – Mass produced and not as adaptive as the 'homegrown' weapons used by most professional hunters, these are most often found in weapons stores, or in the hands of Antagonists. Oculari mass produce cheap, efficient weapons. Hunters usually come across stores of old war weapons which are then spread out to settlements and circulated through the market. Although practical, these weapons do not give a lot of room for upgrades, if at all.

Primitive Weapons – Relics from the time before the world was converted to its new ecosystem, these weapons are not designed or altered by nanomachine fabrication, making them weak and unreliable. Even spears scavenged and built from wreckage can be counted as a primitive weapon. However, there may come a time when a Biomodus needs something in a desperate situation. Primitive weapons always deal Scratch Damage and require specially scavenged, chemical munitions to fire if they are a ranged weapon.

TD\$ - This is how much your weapon costs in Traders Due. Prices can vary based on location and demand, but this is a baseline reference for Character Creation.

Weapon Accuracy – This is a modifier to your Attack Rating when using this weapon. When calculating your Attack Rating, you would apply this to your Secondary Traits and appropriate Skill total when determining you bonus or penalty.

Damage – The level of damage and the type incurred. Some weapons come in a Physical and Energy damage version, which must be decided on at time of purchase and is ultimately limited by how available the weapon is. Calculating damage done by weapons is covered in the Combat section (see pg. 153) of this book.

AP Modifier – When calculating how much AP it takes to use a weapon; your character would add or subtract this number from the total. Most attacks with a weapon start at AP3. However, some Modifications and Configurations can alter this cost. In most cases, this modifier will simply apply to the AP3 base cost to make an attack.

Range – This is a measure of how many yards a weapon can be used before accuracy penalties come into play. For every increment of the listed range beyond this number, the Weapon accuracy drops by -1 to a maximum range of 4 times the weapons Range Rating. (Range x 4 yards.) At that point, the weapon loses effectiveness.

ARM Category – When using a weapon that requires ARM, their ARM Category is a measure of how efficient the weapon is when shot. Smaller caliber weapons only require a small amount of ARM to fire, and so one ARM Pellet lasts longer and does not need to be replenished as often. Weapons fall into a category, based on their consumption. Specific weapon mods alter this Category up and down, depending on their effect, but it can never be below 0 and never above 6. Any changes in ARM category beyond these numbers is ignored.

ARM CATEGORY	SHOTS PER ARM PELLET
0	.5 (Requires 2 ARM to fire)
1	1
2	2
3	4
4	6
5	10
6	15

Mod Slot Size – This number represents how many Modification Slots it would take to use in conjunction with the Internal Weapon Mount Modification. This means that weapons usually requiring 2 hands can be used with one, and they can never be forcibly disarmed. If nothing is listed in this box, then the weapon cannot be used with the Modification. See the Internal Weapon Mount Modification for more details.

Notes – In this section, you will find some side notes about the weapon. In some cases, it may list specific traits that a weapon has or restrictions on its use.

WEAPON CLASSIFICATIONS AND NOTES

Some weapons have a few particular traits to them that alter the way they function slightly. This additional limitations or benefits are known as Weapon Traits.

Adjacent Threat – This means that when the weapon fires, it has a cone-like blast pattern that scatters around the target. Whenever an Adjacent Threat gun is used, roll to hit a primary target as usual. If there is another creature or person (friend or foe) within a yard of the primary target, you must also apply the same hit roll to their Defenses. Any damage done to surrounding creatures or items is counted as Scratch Damage only.

Piercing – If a weapon has or gains the Piercing Trait, then it automatically ignores the listed amount of armor. This can only apply to the type of Damage the weapon uses. Ergo, Physical weapons only have Physical Piercing, Energy weapons only have Energy Piercing. If the weapon deals both types of damage, then it will Pierce only one type of armor, unless the Trait is listed twice. The Piercing trait is listed as a number, much like armor. For example, a Physical Heavy Rifle has a Piercing 3P Trait, meaning it ignores 3 points of physical armor.

Blast – A weapon that has the Blast trait is explosive. This radius is centered on the target (or location it impacted on if a miss) and covers an area listed in the notes. Blast range is listed in two ways. The first number denotes the range in yards that the weapon does its normal damage. The second number represents its maximum range. For every potential target (friend or foe) within the maximum range, apply your attack to their Defenses. For example, a Grenade has a trait of Blast 5/10. That means any target within 10 yards of the explosion must defend against the damage. (Which is rolled once and applies to all targets.) Targets damaged within 5 Yards of the center point take normal damage as listed. Anyone outside of that 5 yards, and within the maximum range do not convert any of the rolled dice into Lethal damage. All damage received in this outer radius is considered Scratch Damage. Damage from explosives can also affect the inanimate structures, buildings, objects and other items around the target - so sometimes their use can be just as dangerous to the character as it is the enemy.

Rate of Fire (RoF) – Weapons with a RoF classification can fire multiple times on the same turn. Usually, a weapon can only be used to attack once per turn, but these light or rapid-firing weapons have enough speed or handling to be used twice (RoF 2) or even three times (RoF 3) a round. The weapon must have enough ARM to be able to fire each shot, however. If it runs out of ARM, then it cannot take any more shots in that round until reloaded. Weapons requiring an ARM Feeder may continue to fire until the ARM Fluid in the feeder's repository is depleted.

Requires ARM Feed – Weapons with this note must be hooked up to a supply of raw arm fluid. This can either be an Internal ARM Generator or an individually purchased ARM Feed Equipment Module (see the entry later), which can be bought for 500TD\$ and can be refilled with ARM Pellets, which are consumed as part of the refilling process. An ARM Feeder can typically hold up to 4 ARM in raw fluid. ARM Pellets fed into an ARM Feed are not recoverable, but the Fluid can be purged to resell, albeit at a much lower price.

UPGRADE MODS

Upgrade mods are attachments to weapons that can alter or increase either statistical values of the weapon in question, or add additional classifications to a weapon, such as Piercing, Adjacent Threat or RoF ratings. Adding upgrades to a weapon takes time, and engineering (unless you are using a hot-swap rail), and cannot be done during combat. Every point of upgrade swapped takes one hour per point.



RANGED WEAPON MODS								
NAME	TD\$	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST	NOTES
Energy Conversion Kit	600	+1	-	-	-1(0)	-	1	Convert Damage type from Physical to Energy
Splinter Breech	550	+1	+1	-1	+3(-1)	20	1	Adds the Adjacent Threat classification
Digiscope	300	+1	+1	-	-	+50	1	Provides x2/x4/x8 magnification
Acceleration Rails	800	-1	+1	-	+2(1)	-	2	
Plasma Coating	500	-	-	-	-1(0)	-	1	Adds the Piercing 3 classification
Autobreech	600	-1	-	-	-	-5	2	Adds the RoF 2 classification
Mechanical Autobreech	1000	-2	+1	-2	+3(1)	-50	2	Adds the RoF 3 classification - Requires ARM Feeder
Anti-Material ARM Converter	1500	-	+3	-2	-	+50	3	Adds the Piercing 6 classification
ARM Recycler	500	-	-	+2	-1(1)	-	2	Cannot exceed Max ARM Category
Hot-Swap Rail	300	-	-	-	-	-	1	Allows quick interchange of mods. See Description

ENERGY CONVERSION KIT

By adding high-volume capacitors and an array of focusing lenses, this weapon mod converts the ARM fluid from generating a high-density sabot into power for an energy weapon. As a result, all shots fired from this weapon become Energy Damage, rather than Physical.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
600	+1	-	-	-1(0)	-	1

SPLINTER BREECH

When added, a Splinter Breech breaks up the ordinarily solid slug produced by the ARM fluid into a cluster of smaller, devastating flechettes. This, in turn, reduces the effective range of the weapon while letting the shot spread over a wider area. This mod grants a weapon the Adjacent Threat classification, as well as alters several of the weapon's core statistics.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
550	+1	+1	-1	+3(-1)	40	1

DIGISCOPE

Either mounted as a viewing port on the top of the weapon or implanted as a variable camera, the Digiscope allows better-sighted accuracy at long range. The scope has a variable magnification of x2, x4, and x8, allowing the user to use the scope as an attached pair of binoculars if desired. Using the weapon with the Digiscope does increase the amount of time needed to sight up a target.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
300	+1	+1	-	-	+50	1

ACCELERATION RAILS

Either using magnetic induction rails, a more substantial receiver or increasing the bore of the gun itself, this Modification adds a more considerable amount of kick to the weapon as well as weight. If the newly-formed ARM slug makes an impact, however, it hits really, really hard.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
800	-1	-	-1	+2(1)	-	2

PLASMA COATING

Using this upgrade, some of the ARM fluid is used to coat the sabot or energy discharge with a field of plasma, superheating and melting hard surfaces, so they are less effective against the main impact of the shot itself. In doing so, it helps bypass some of a target's armor, granting the weapon the Piercing 3 classification as the cost of some of the raw impact.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
500	-	-	-	-1(0)	-	1

AUTOBREECH

By adding an improved ARM feed and ejection system, the Weapon gains the ability to fire off more shots in a smaller amount of time. This does not reduce the consumption of ARM per shot, however. If a weapon runs out of ARM before it can take its second shot, then the RoF 2 classification granted by the upgrade becomes ineffective.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
600	-1	-	-	-	-5	2

MECHANICAL AUTOBREECH

This full replacement of the receiver and breech turns a weapon into a mighty monster of a gun. When using a weapon with a Mechanical Autobreech, the Skill used in determining its Adjusted Attack Value is switched to Gunnery, rather than Ranged. Weapons with a Mechanical Autobreech upgrade also require an ARM Fluid Feeder unit, or an Internal Arm Generator to supply the raw fluid right into the vast breech. After installations, the weapon gains the RoF 3 classification as well as a lot of changes to its core statistics. This mod cannot be added to a Hot-Swap Rail or a light weapon of any type.

TDS	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
1000	-2	+1	-2	+3(1)	-50	2

ANTI-MATERIAL ARM CONVERTER

Known as the 'Godhammer' upgrade, an Anti-Material ARM Converter compresses a more significant amount of ARM into a deadly, powerful projectile, which is then launched at supersonic speeds using upgraded firing mechanisms. When it impacts, the superheated plasma/ARM sabot melts armor, devastates systems and travels much further than a standard round. The kick and the weight of the new weapon means that firing the weapon can take some time and preparation. This Modification requires a dedicated ARM Fluid Feeder or an Internal ARM Generator.

TD\$	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
1500	-	+3	-2	-	+50	3

ARM RECYCLER

By utilizing an updated ARM processing unit, the weapon takes leftover materials and stores it, recycling the ARM Pellets and any residue used by the shot to reprocess into other shots, reducing the amount of ARM used by the weapon dramatically at the cost of overall density. As a result, a user can fire more shots per ARM pellet albeit with a slight reduction in stopping power. This increase in ARM category cannot exceed the maximum amount of shots per ARM. Hence it sees little use in smaller, more efficient weapons.

TD\$	HANDLING	AP	ARM CATEGORY	DAMAGE	RANGE	SLOT COST
500	-	-	+2	-1(1)	-	2

HOT-SWAP RAIL

This upgrade is a bit different from other mods, in that it is simply a modular attachment for additional upgrades. In exchange for 1 upgrade slot, users can attach other upgrades to a Hot-Swap Rail and then exchange out weapon 'builds' in a quick amount of time. For example, when a user with a Medium Rifle uses this Weapon Mod, they have 3 Upgrade Slots to use.

If they purchase a Hot-Swap rail, it takes up one of those slots. Now they can piece together two, 2-point upgrades to swap in and out during combat. In one example, one set may contain the Hot-Swap Rail, a Digiscope and a Plasma Coating Upgrade. Another Set may contain the Hot-Swap Rail and an Autobreech. This means that during combat, the user can swap between a long-ranged target cracker and an automatic weapon using the same base weapon.

It takes 6AP to change out Hot-Swap Rails, and the weapon is unable to be used during that round.

TD\$	HANDLING	AP	ARM CATEGORY	DAM-AGE	RANGE	SLOT COST
300	-	-	-	-	-	1

MELEE WEAPON MODS

NAME	TD\$	HANDLING	AP	DAMAGE	SLOT COST	NOTES
Inertia Converter	600	+1	-	-1(0)	1	Convert Damage type from Physical to Energy - Converts extra damage from POW to CON
Impact Spread	550	-	+2	+3(-1)	2	Adds the Adjacent Threat classification
Telescopic Reach	400	-1	+1	-	1	Grants Melee Weapon a Range of 5 per Modification slot added
Momentum Switch Gyro	1000	-	+1 (Per Attack)	-1(1)	2	Grants RoF 2 to the weapon, must hit on the first attack to make a second attempt
Maw Actuator	600	-	+2	-	2	Adds the Piercing 3 classification. Heavy or Medium Weapons with this Modification can initiate Grapple attempts.
Launcher Drive	500	-1 (When Thrown)	-	+2(1) When Thrown	2	Let's any Melee weapon gain a range depending on its size. Small - 50, Medium - 30, Large - 20
Recall Drive	500	N/A	SPECIAL	N/A	1	Recalls a thrown weapon. AP cost depending on size. 2 AP - Small, 3 AP - Medium, 5 AP - Heavy. Costs 3 FP
Boneskar Head	1500	-2	+2	+3E(1)	3	Adds the Blast 2/5 classificaton. Costs 1 ARM per use
Ranged Integration	600 + Additional Weapon Cost	-1 (Both Weapons)	+1 (Both Weapons)	-	3	Install a Light or Medium Base Ranged weapon into a Melee weapon of equal or greater size.
Reformat Frame	500	-	+1 (All Sizes)	-	2	Changes the Size of the Base Melee weapon, altering its base stats. Size rules apply.

INERTIA CONVERTER

Similar to the Inertia Scalpel Modification, this small momentum conversion kit turns the forward motion of a weapon into an energy point at the tip of the blade, relying on superheating the point of entry and then using a deft, accurate strike to do severe plasma damage.

As a result, all damage caused by the weapon is treated as Energy Damage. However, it requires a level of precision to really strike vulnerable spots. When adding on damage, the Biomodus uses their CON Statistic in Energy Damage, instead of their POW in Physical Damage.

TD\$	HANDLING	AP	DAMAGE	SLOT COST
600	+1	-	-1(0)	1

IMPACT SPREAD

Much like the Inertia Converter, the Impact Spread Weapon Mod takes the momentum of a blow and then channels some of that energy in an arc around the point of impact. This means that although the initial damage is reduced, the resulting shockwave can rattle nearby enemies and cause severe damage to weak or unarmored foes, adding the Adjacent Threat classification to the weapon.

TD\$	HANDLING	AP	DAMAGE	SLOT COST
550	-	+2	+3(-1)	2

TELESCOPIC REACH

Sometimes, melee combat is just a little too limited. This Weapon Mod can be installed multiple times, meaning that even short melee weapons can have a deadly range to them. This means that the weapon is a touch bulkier and harder to handle, but when you need that extra few feet, it can be a lifesaver. For every Modification Slot used to install this Mod, the range is increased by 5 yards, although the penalties for doing so are cumulative.

TD\$	HANDLING	AP	DAMAGE	SLOT COST
400	-1	+1	-	1

MOMENTUM SWITCH GYRO

Typically, a weapon can only be swung once per round. This Modification doubles the effectiveness of the weapon by marking a target, then a gyro reverses the blade and momentum, causing the weapon to rocket back towards the same point. This means that the first attack must succeed for the Weapon Mod to become activated, although the weight and odd shift in balance means that it doesn't hit as hard or as smoothly on either strike.

TD\$	HANDLING	AP	DAMAGE	SLOT COST
1000	-	+1 (Per Attack)	-1(1)	2

MAW ACTUATOR

By adding a mechanical compressor and splitting the end of the weapon in two, the Maw Actuator is based loosely on the fact that it looks like a horrific, jagged row of teeth. This weapon strikes and then bites down on the target, rending and peeling armor away like a serrated pair of scissors. On standard attacks, this adds the Piercing 3 classification.

Also, the Maw Actuator can be used to initiate a Grapple Combat Maneuver when installed on Medium and Heavy Weapons. When used to grapple, the weapon cannot be used for standard attacks until the Grapple Condition is ended and the AP modifier is still applied, however. Each weapon with this Mod counts as using two arms when resolving the Difficulty Rating, regardless if the weapon is Medium or Heavy.

TD\$	HANDLING	AP	DAMAGE	SLOT COST
600	-	+2	-	2

LAUNCHER DRIVE

By installing this Weapon Mod, a Biomodus can turn any Melee weapon into a Thrown Weapon. When launched, hard thrusters turn the weapon into a projectile. Axes and spun weapons go into a terrifying spin, and spears and the like are launched like Missiles. Smaller weapons can travel up to 50 yards, medium weapons can be thrown 30 yards, and Large weapons have a total distance of 15 yards – all accompanied by a thrust-powered impact. When attacking in this way, a character will use their Thrown Skill instead of their Melee Skill. Thrown weapons – regardless of whether they hit or miss – are considered unequipped and on the floor until recovered.

TDS	HANDLING	AP	DAMAGE	SLOT COST
500	-1 (When Thrown)	-	+2(1) When Thrown	2

RECALL DRIVE

Thrown weapons can leave a character unarmed if they are not careful... or are perhaps desperate enough. With this Mod, a thrown weapon (including one with the Launcher Drive above) can be recovered using a specially tooled magnetic grapple. Lighter weapons are easier to return, and heavier weapons take some time to quickly drag their way back to their point of origination. To return a weapon back to the user, the AP cost is dependent on the weight.

A Light Weapon takes 2AP to recover, a Medium Weapon requires 3AP and Heavy Weapons need 5AP, due to their sheer density. The maximum range of a Recall Drive is 50 yards. Activating this Mod costs 3FP to power.

NOTE: This Modification can also be installed on a ranged weapon if so desired, using the same AP costs for Light, Medium, and Heavy weapons as the Melee version. Gunnery Weapons require 6AP to return if used in this way.

TDS	HANDLING	AP	DAMAGE	SLOT COST
500	N/A	SPECIAL	N/A	1

BONESKAR HEAD

A military version of the Stoneskar Pickaxe, this Weapon Mod can only be installed on blunt weapons. Part of the installation includes a chamber for a single ARM Pellet. When activated, the weapon accelerates dangerously fast to the point of near control loss, causing an ARM Detonation at the impact point when it senses a collision. The resulting blast adds 3 dice of Energy Damage, as well as gives the weapon a one-per-pellet Blast 2/5 classification. When used, the ARM is expended on a hit or miss. Before this Mod can be used again, the Mod must be reloaded with another ARM, (taking up the normal Reload Action AP amount.)

NOTE: Internal ARM Generators and ARM Feeders can be attached to a weapon with this Mod as long as it meets the requirements of doing so, removing the reload time.

TDS	HANDLING	AP	DAMAGE	SLOT COST
1500	-2	+2	+3E(1)	3

RANGED INTEGRATION

By adding a Small or Medium Base Ranged Weapon into the haft or blade of a weapon, this Mod turns a melee weapon into a multifunction tool for hunting. This impacts the accuracy and weight of both uses in a small way, and the restriction of one attack per weapon still applies. Only a Ranged Base Weapon of lesser size to the Melee Weapon can be added (meaning Small Melee Weapons cannot use this Modification), and it only gets 1 Mod slot for Ranged Weapon Mods instead of the listed number. ARM must be loaded, reloaded, and are subject to the usual restrictions of Ranged Weapons as normal. When installing this weapon using the Internal Weapon Modification, it counts as being 1 higher in Modification slots.

TDS	HANDLING	AP	DAMAGE	SLOT COST
600 + Additional Weapon Cost	-1 (Both Weapons)	+1 (Both Weapons)	-	3

REFORMAT FRAME

By using mechanisms and shifting plates, a weapon may change its base size (in one step only – i.e., Medium to Large, then Large to Medium, then Medium to Small), depending on the need. Changing a weapon in such a way costs 3AP and the weapon cannot be used in the same turn it is changed. This gives the weapon all the statistics of the new Base Melee Weapon. However, it must be of a size that meets the requirements of the other Mods installed. For example, a weapon with the Ranged Integration Mod can never change its size down to a Small Weapon, as the size restrictions prohibit the use of Ranged integration. In the same way, a Medium Weapon that has all 3 Upgrade Slots filled cannot become a Heavy Weapon, as it does not have enough Upgrade Slots to meet the requirements.

TDS	HANDLING	AP	DAMAGE	SLOT COST
500	-	+1 (All Sizes)	-	2

ARMOR

As stated in the combat section (see pg. 154), armor comes in a few varieties, providing protection against Physical and Energy Damage, or perhaps even both. Armor of any kind can soak up Scratch Damage, so there is no separate listing for it.

You simply take the combined Physical and Energy Armor values and use that number to reduce any Scratch Damage (unless the character has also received either Physical or Energy Damage, as that must be soaked first).

LIGHT ARMOR

Simple plating of either engineered leather-like organic material, or light ceramic plating. Light armor provides an equal amount of Physical and Energy protection, but not much. Light Armor can be concealed under travel clothing and does not restrict movement when used. Light Armor takes up 1 Equipment Module Slot

MEDIUM ARMOR

Bulkier plating and systems insulation against EM pulses and heat are what give Medium Armor its greater level of protection. At this level, Medium Armor adds some bulk to the user, and although not restricting movement as such, it does incur a -1 penalty to a user's Adjusted Ranged Defense Rating. Medium Armor is partially concealable inside larger, bulkier clothing, but is obvious upon inspection, requiring a Stealth roll to successfully hide against scrutiny.

Medium Armor uses up 2 Equipment Module Slots. Medium armor may be equipped by Light Cases. However, it removes the x2 Modifier to their Adjusted Move Rating and keeps it unaltered for the purposes of calculating speed.

HEAVY ARMOR

Made of large metal and dense ceramic plating, Heavy Armor is a collection of torsion-screw-mounted metal and heavy insulation, granting superior defenses against most damage types. Only Medium and Heavy Cases have the structure to be able to mount Heavy Armor and do so at a -2 penalty to a character's Adjusted Ranged Defense due to the large size and weight. Heavy Armor is not concealable in any way, as it is way too obvious and bulky. Heavy Armor takes up 3 Equipment Module Slots, meaning unless more slots are purchased, no other Equipment Modules can be installed.

LIQUID PLATING

While not technically armor in itself, Liquid Plating is an additional layer of protection that can be added to light, medium and heavy armor. This liquid coating fills in gaps and leaves adaptive layers on top of the armored plating when it sets. This incredibly reactive fluid hardens when the internal systems detect an imminent impact, expanding, forming into geometric ablative plating and then returning to normal when the impact is dispersed.

Although expensive, this layer grants an additional +2P Armor without increasing the penalties for wearing such armor. However, it can only be applied once. Adding Liquid Plating does not increase how many Equipment Module Slots a set of armor takes up.

REFRACTION FIELD EMITTER

Although not as powerful as the Configuration with the same name, the Refraction Field Emitter is a device embedded in light, medium or heavy armor that reactively generates a small field of heat and magnetically charged particles when a large-scale energy spike is recorded in their lightweight, passive sensor array.

The resulting barrier bends lasers, nullifies most energy weapons and disrupts fire. By adding a Refraction field to an existing piece of armor, it increases its armor rating by +2E. This bonus can only be applied once. Adding a Refraction Field does not increase how many Equipment Module Slots a set of armor takes up.

PRIMITIVE ARMOR

Worn armor can be a simple alternative to normal, installed armor if you are in a pinch. Primitive armor does not take up an Equipment Module slot. However, it cannot be improved by Liquid Plating or a Refraction Field Emitter. If the user receives more than 20 points of raw damage in a single attack, Primitive Armor loses 1P from its total (after soaking the damage), until it is repaired.

Should another attack reduce it to 0 before it is repaired, it is destroyed. Primitive armor cannot be worn over or in conjunction with any other form of armor, aside from a Primitive Energy Barrier.

PRIMITIVE ENERGY BARRIER

Built when energy weapons were infantile, the Primitive Energy Barrier is a hungry, inefficient alternative to normal Energy Armor. When activated in combat (by reducing the damage of the first hit), it flares up and remains up for five turns.

Once five turns have passed, the Energy Barrier runs out of power and flickers away. Its power supply regenerates a charge once a day, reduced to 6 hours if in constant, direct sunlight. If the Primitive Energy Barrier receives a hit of more than 25 raw, pre-soak damage, it shorts out the power supply (although it still applies its Armor soak on the incoming damage), and requires a repair before it can charge again.

A Primitive Energy Barrier cannot be used in conjunction with any other armor, save for Primitive Armor.

NAME	PROTECTION	NOTES	TD\$	EQUIPMENT MODULE COST
Liquid Plating	+2P	Can only be applied once	+150	0
Refraction Field Emitter	+2E	Can only be applied once	+200	0
Light Armor	3P/2E	-	300	1
Medium Armor	5P/3E	Removes x2 Movement Modifier on Light Cases	550	2
Heavy Armor	7P/4E	-2 Adjusted Ranged Defense	850	3
Primitive Armor	2P	-1P if raw damage exceeds 20 – destroyed if occurs twice	100	0
Primitive Energy Barrier	4E	Shorts out if raw damage exceeds 25 – 5 turn battery limit	150	0

SHIELDS

Unlike other forms of armor, shields in Project Biomodus have more than just damage reduction in functionality. Medium and heavy shields require a free arm to use (which cannot be used to attack with a weapon) and all shields require more AP than normal to take a defensive action. When using a light shield, the arm is considered free to use with a weapon, but the AP cost to use said weapon is increased by one. Heavy shields also require a minimum Power Statistic of 5 to use effectively.

These drawbacks can seem quite uncomfortable to some types of characters who rely on a multitude of attacks or AP, but the benefits are just as profound.

When using a shield, a character may defend against a single attack without spending AP to do so. This can happen a maximum of twice a round for smaller shields, or once a round for medium and heavy shields. After the free defending rolls, a user can defend without their shield for the normal AP cost, or with the shield again for 2AP per defensive roll. If the user has multiple shields, their free defensive actions stack on one another.

For example, a character holding both a light and medium shield may get two free defensive rolls with the light shield and one with the medium shield every round.

On top of that, characters who have a medium shield or heavier may use their Block Skill to defend against ranged attacks. This works well for heavier, tank-like Biomodus who suffer from Evade Skill penalties or find themselves coming under fire regularly. A shield cannot be used to defend a Biomodus with the Evade skill unless there is a very good descriptive reason. Narrators should note that any use of a shield outside of the Block Skill should be an exception to the rule and be wary of attempts to abuse the extra defense benefits.

Like weapons, shields have a Modification Slot value used when calculating if they can be installed using the Internal Weapon Mount Modification. Although technically not a weapon, they can be installed just like one and activated using the same cost, described in the Internal Weapon Mount Modification description.

When successfully defending against an attack with a shield, the character adds the armor rating of their shield to their normal armor levels when reducing damage. Like normal armor, all shields have an armor rating in Physical or Energy (or both), and work in the same way as regular armor.

SHIELD LIST

NAME	COST	WEIGHT	ARMOR	MOD SLOTS	NOTES
Armored Gauntlet	200	Light	2P	1	Melee Only – 2 Free
Energy Buckler	400	Light	2E	1	Melee Only – 2 Free
Simple Plate Shield	350	Medium	2P/1E	2	
Oculari Gravshield	800	Medium	1P/2E	2	
Tower Shield	800	Heavy	3P/1E	3	Can block LoS in one direction
Null Barrier	2000	Heavy	4E	3	Can be used when surprised

ARMORED GAUNTLET

The simplest version of a shield comes in the shape of extra plating on the back of the arm. While this can be a purposefully built arm-guard or even just plates of rough metal carefully strapped to a limb, the armored gauntlet requires some work to maintain limb mobility. While this can hinder using a weapon with a gauntlet, many duelists and melee fighters like the extra protection.

Weight: Light

Cost: 200TD\$

Armor Bonus: 2P

Weapon Mount Slots: 1

ENERGY BUCKLER

Usually taking the form of a device that sits on the back of the arm, the Energy Buckler projects a small field of energy a few inches away from the limb, covering the length of it. How this can appear to the eyes varies on the technology behind it, but often it looks like a type of shimmering field of light. The projector is heavy, however, and can offset the balance of a weapon swing.

Weight: Light

Cost: 400TD\$

Armor Bonus: 2E

Weapon Mount Slots: 1

SIMPLE PLATE SHIELD

When thinking of a shield, this may be what many will imagine. This describes the act of taking a large plate of dense, nanoforged metal or ceramic plating and then adding a handle or arm straps on the rear of it. Aesthetically, this type of shield is probably the most diverse and can be decorated with tribal patterns, military markings, or can just be rusted plates of metal, bound and welded together and covered in spikes.

Weight: Medium

Cost: 350TD\$

Armor Bonus: 2P/1E

Weapon Mount Slots: 2

OCULARI GRAVSHIELD

Some heavier Oculari drones lack mobility in combat, and to counteract the sniping of quicker enemies, their front-line troops are often equipped with this directional Gravshield. This defensive construct is usually built into the arms of larger drones and is adopted by Biomodus as a full arm-gauntlet. This arm covering means the arm cannot be used to grip a weapon, but when extending the arm, it generates a sizable field of gravitons that force objects to go off course and refracts light away from the outer field. While not as effective against physical objects, energy is distorted quickly and often rendered ineffective.

Weight: Medium

Cost: 800TD\$

Armor Bonus: 1P/2E

Weapon Mount Slots: 2

TOWER SHIELD

This massive, heavy slab of metal and armor is much like a Simple Plate Shield, except its huge size. Weighing almost a ton by itself, this shield can be used to provide cover as well as protection. When planting the shield down and shifting behind it, a Biomodus may use the size of the cover to break line of sight with an attacker. This only applies to one 180-degree arc of the body, and when planted, it cannot be used to defend against attacks from any other angle. Any attack from that front arc can be defended against at the normal cost of 1AP, rather than 2AP as normal.

Tower shields are dense enough to hide thermal signatures and other forms of detection (including x-rays) when using one for cover. It costs 3AP to plant and retrieve a Tower Shield, and the arm is still required to keep it upright, meaning the user is in place (or advancing very slowly) when the shield is planted.

Weight: Heavy

Cost: 800TD\$

Armor Bonus: 3P/1E

Weapon Mount Slots: 3

NULL BARRIER

This scaled down version of an Oculari Overseer's energy shielding is usually installed in a backpack or some kind of harness. The omnidirectional 'bubble' it creates surrounds the user and when activated, three shifting disks of light intercept energy attacks automatically. This means that even when being attacked by surprise the user may roll to defend against incoming Energy-based attacks (although not Physical ones). When used to actively block in combat, the user does not have to have a free hand to use this version of the shield, but it can only be used to defend against Energy Damage attacks. Ranged Physical attacks can pass through the Null Field with no resistance.

Weight: Heavy

Cost: \$2000TD\$

Armor Bonus: 4E (Cannot be used against Physical Damage Attacks)

Weapon Mount Slots: 3



OTHER EQUIPMENT

OTHER EQUIPMENT	
ITEM	COST
ARM	50 per Pellet
AR Computer	400
AR Mapping Array	400
ARM Compressor	400
Aural Scanner	200
Binoculars	200
Breaching Charges	200 ea.
Camping Gear	400
Chronometer	100
Climbing Gear	150
Comm Unit	200
Refining Grinder	350
Decoy Canister	250
Flashlight	40
GPS	50
Grapnel	150
Jack Plugs	300
Lockout Device	300 ea.
Lure	200
Metal Detector	150
Nanite Preservation Unit	500
Nanowire Spool	100 per 200 ft.
Portable Cover	200
Portable Transit Device	300-4000+
Rebreather	250
Repair Kit	450
Scouting Goggles	200
Short-Range X-Ray Scanner	350
Signal Scrambler	300
Softfall Canister	400 ea.
Stabilizer Unit	400
Stoneskar Pickaxe	300 + 150 per Stoneskar cap
Stunwire	200 per 50 ft.
Tracking Darts	150 ea.

ARM

Ranged weapons are much, much deadlier in the world of Biomodus. Since even the simplest creature, farmer and civilian is essentially a walking, talking, self-repairing transhuman.

To combat this unprecedented level of survivability and natural armoring, weapons technology had to develop. Magnetically fired sabots coated in vaporizing plasma, Microwave emitters, impossibly maneuverable micro missiles, even guns that could cut an old-world tank in two. All these technologies can be found and built or scavenged in the Wastes.

The biggest issue of having a multitude of weapons with varying munitions is that in a world where people are scraping together for simple parts, finding the right ammunition for the right gun is high impossible. On top of that, normal, chemical-propelled projectiles were mostly ineffective against the newly armored and regenerative power of Homo biomodi.

As a result, the 'civilized' collection of transhuman soldiers and arms dealers developed their first method of murder in this new and enlightened world; the Adaptive, Reprocessed Munition – otherwise abbreviated to ARM.

ARM comes in one form. It fits into every modern weapon, designed universally and can even interface with internally mounted weapons, through a series of processes in the body of a Biomodus. This form is the ARM Pellet; a small housing of disposable ceramic, filled with a mobile, viscous black fluid. This black fluid is the temporary form of ARM until it enters a weapon.

Once the ARM pellet has been identified by the weapon, the weapon tells the fluid what form to take. Once the pellet takes the form of the ammunition needed to fire the weapon, (be it a hard sabot, a chemically active slug or converted into energy to power a covalent laser), it cannot change back to its original liquid form unless it undergoes a long and involved nanite process. (Certainly something not plausible out in The Wastes.)

Some weapons require only one pellet to fire several rounds, others require multiple pellets to power the levels of destruction available.

COST: ARM costs 50TD\$ per pellet.

AR COMPUTER

A small, arm or hand-mounted computer with a small AR emitter. By projecting a holographic interface, the AR computer can display 3D objects in a space within the user's reach (usually no bigger than a foot or so across) as well as perform some basic interfacing with other machines. Using an AR Computer gives options on how to display information and can help translate the intent of machines. Using an AR Computer grants a +1 Bonus to Interface Skills used to decipher information only. This does not stack with the bonus provided by Jack Plugs.

AR MAPPING ARRAY

By using a small, free-moving drone, a character can map the local area in a very short amount of time. By letting a Mapping Drone scout out the local area, a character can feed the map back to a display, a printed document or display in the eyes to personally get an idea of the area. The Mapping array allows for basic geography and does not have a great deal of detail.

ARM COMPRESSOR

ARM fluid is rare and sometimes, contained outside of its pellet form. When encountered, ARM fluid is usually not available to be used unless a character has a compressor. When compressed, ARM is pushed into its pellet format and can be used to fuel a weapon. For every 100TD\$ of raw ARM fluid, the compressor can generate one ARM pellet per hour.

AURAL SCANNER

By using these ear-plugged scanners, audio data can be blended, filtered and amplified if needed. Any attempts to detect something by sound are given a +2 Bonus. Sudden loud noises or other sudden, shocking input can cause a character to become deafened and suffer a -2 to all Focus Skill rolls for at least two turns.

BINOCULARS

A simple eye set that can zoom in and focus on far away objects. Most Binoculars come with an x12 magnification setting. However, more expensive sets can come in x16 and x24 models. It all depends on how much the character is willing to spend.

BREACHING CHARGES

These tightly packed, remotely detonated charges are used to break open locks, hinges, mechanical seals and any other kind of weak point on a door, barrier or container of sorts. By themselves, they can cause 2P/2E points of damage to a character, but when placed on weak spots (requiring a Repair roll vs. a difficulty rating representative of the hardness of the object) then a breaching charge will tear almost any lock off its hinges. Almost.

CAMPING GEAR

Containing a small tent, a materials processor and some basic utilities such as warming rods, inflatable cloth, and ties, the camping gear is all the character needs to set up a place to get a good rest and prepare food.

CHRONOMETER

A simple timepiece, with a compass, backlight, altimeter and a few other fancy functions.

CLIMBING GEAR

A mixture of foot spikes, harnesses, some woven cord rope and a few other things like steel hooks and rings. When used to scale a surface, the character gains a +2 Bonus to Athletics Skill checks to scale a sheer surface.

COMM. UNIT

A simple, multichannel communications unit, capable of transmitting voice over a fairly decent distance wirelessly (about 200 yards in good conditions). Both sending and receiving parties must have a Comm. Unit and be on the same channel for this to function. By adding another 200TD\$, the communication can be encrypted, allowing for full, private communications.

REFINING GRINDER

Sometimes parts can simply be too big to carry around in bulk. When mobility is an issue, a character can use a Refining Grinder to take some of the heavier items, strip away the cheap, useless components and keep the more expensive elements in a tightly compacted material.

Grinding down components reduces their TD\$ value by 20%, but lowers the overall weight by 80%. It takes one hour to grind down 1000TD\$ of raw materials.

DECOY CANISTER

This single-use, high energy canister can be thrown, and upon impact, it generates a large amount of heat, a sizable AR image of a pre-programmed picture that loops an animation and can even generate a limited amount of sound. For the most part, this decoy can lure out less intelligent creatures into the open or act as a distraction. Each decoy lasts for about a minute or so before the internal power supply fails.

FLASHLIGHT

Perhaps the lowest form of technology available to the average character, but still one of the most helpful. Using a cluster of bright LEDs, this low-power, high lumen flashlight has a range of about 100 yards but are hindered by murky conditions, fog and other obstructions. These lights are waterproof and generally shatter resistant.

GPS LOCATOR

These small, simple devices allow a character to get a general heading as to where they are. As long as they do not have any obstructed connection to one of the ancient satellites still orbiting the earth.

Characters with this item always know their relative position in comparison to local landmarks. This device can also interact with other media, such as AR mapping and AR Computers to give a visual reference.

GRAPNEL

Generally used in conjunction with rope or Nanowire, the grapnel is a compression-launched anchor that can be used to find strong points in walls or other structures, then retracted to help climbing efforts. Grapnels can also be used to trip people or clothesline them from vehicles with the Narrators permission and if the situation is allowing.

JACK PLUGS

These simple plugs allow the character to directly interface with a machine, sending commands via a connected link, rather than using manual input. These plugs are usually short ranged (within a few feet) and provide a +1 bonus to any Interface rolls that involve issuing commands or breaking down security. This does not stack with the bonus provided by an AR Computer.

LOCKOUT DEVICE

This disposable device attaches to any non-sentient, non-drone mechanical device and forces its networking, communication and connectivity systems to go into a forced lockout. It immediately kicks out anyone connected to it and ceases to accept orders or interpret commands. This time can last for a few seconds (for high-class military computers) to permanently (for very simple, mundane machines).

When applied, the user makes an Interface Skill roll vs. a difficulty set by the Narrator. Success means the device activates correctly. Failure means it does not work and the device is expended.

LURE

Although there is plenty of monstrous prey out in The Wastes, sometimes a simple catch can make a good substitute in a bind. These programmable lures can mimic any kind of 'natural' animal sound after listening to it for an hour. This lure means that hunting and trapping such creatures is done at a +2 to all appropriate Skill rolls.

METAL DETECTOR

This simple, handheld device can detect large amounts of raw metal within 5 yards of the user. Although this may ping on pretty much everything around, sometimes it can help find secrets, hidden creatures, buried caches, materials out in the dirt and other such oddities.

This can be used in conjunction with imaging displays, such as an AR Computer to help give a live visual reference. Metal shows up in fuzzy colorful hues in the overlay, but it always lacks definition and detail. The denser the metal, the more vibrant the color.

NANITE PRESERVATION UNIT

This large container has one purpose; store Consumable Health so it can be used later on without risk of the nanites decaying or the fluid corrupting. Each container can hold up to 5 points of Consumable health. It also comes with an interface injector. When using a Nanite preservation Unit, the target of the healing receives 5 Health on top of the health repaired by the user, and the repair roll is performed with a +1 Repair bonus to the user's Repair

NANOWIRE SPOOL

Nanowire is an impossibly strong, almost invisible wire of nanomachine-engineered fiber. This string is used in conjunction with grapnels, traps, and can even be used as a garrote if the situation occurs. The spool itself is a small canister about three inches in length and contains 200 feet of wire. Multiple Spools can be attached together to form a seamless connection if required.

Nanowire retains its strength and resistance when removed from the canister for an hour, after which the degradation caused by the environment renders it corroded and useless. Nanowire cannot be recovered once used, but thankfully it is easy to store and is cheap to manufacture.

PORTABLE COVER

This sheet of lightweight fabric is built with low-level Malweave camouflage. Its design lets a stationary object (or person) blend in with its local environment for six hours. This can be utilized by snipers, traders, smugglers and all sorts of nefarious types, to camouflage items as long as they are immobile.

Once a portable cover has been deployed, it activates the Malweave coating which then emulates the surroundings, hiding as a rock, or a box or something otherwise innate. Once deployed, Portable Cover cannot be reused and reverts back to plain, grey cloth. This cloth can be reinitialized for 50TD\$, meaning it is not completely disposable.

PORTABLE TRANSIT DEVICE

Portable transit devices can take many forms. From a small board that hovers across the ground to a collapsible motorcycle, these transportation methods can usually be stored in a backpack or container. Although some are unwieldy and often heavy, they can help with high-mobility professions, such as scouts, messengers, and criminals. Speed, durability and other additions usually add to the cost and weight of the device.

REBREATHER

Homo biomodi may not need to breathe at the same level as their human predecessors, but there are plenty of corrosive, or infectious nanomachines out there which can invade the body through the limited respiratory systems. Rebreathers scrub the atmospheric surroundings (be it air, water, etc.) and make sure that no foreign nanomachines, corrosives, chemicals or particulates enter the body.

REPAIR KIT

Containing tools, nanite glues and other functional parts for basic maintenance, Repair Kits can help piece together pretty much any broken mechanical part. Although they do not help much in repairing a broken Bioforge, they can be used to piece together Cases, vehicles, weapons, armor, and drones. When repairing a purely mechanical item, this kit grants a +2 to Repair Skill rolls.

SCOUTING GOGGLES

Like Binoculars, these goggles come in a variety of formats but lack such high magnification settings. What sets Scouting Goggles apart are the range-finding, motion tracking, and interaction with things like an AR-Mapping tool. When used to detect movement, they provide a +2 bonus to Focus Skill rolls.

When used by a spotter in conjunction with an indirect Gunnery weapon (such as a grenade launcher or artillery emplacement), the weapon user does not suffer any penalties to their Adjusted Attack Rating due to not having line-of-sight on the target. The gunner and the spotter must be able to communicate effectively for this bonus, however.

SHORT-RANGE X-RAY SCANNER

A hand-held scanner used to scan an object within a yard with x-ray radiation and sonic imaging. This will let the user see inside a sealed object to assist with disarming traps, seeing through thin doors, medical diagnosis and all sorts of handy uses. Each scanner has enough charge for five minutes before requiring an hour to recharge.

SIGNAL SCRAMBLER

Wireless communications are a staple basic of most hunters in the world of Project Biomodus, and disposable scramblers are a way of dealing with such communication. By activating it, any low-grade wireless communications are halted. This deals with any form of radio, electrical or indirect technological devices, although it has no effect on point-to-point laser communications or the spoken word. Some communications are simply too powerful and complex to disrupt so easily, however. A scrambler will last for a minute before the power burns out and it becomes unusable.

SOFTFALL CANISTER

The modern equivalent of a parachute, the Softfall system attaches to the Case or body via a harness or magnetic attachment and detects when altitude is suddenly decreasing and impact on the floor is imminent. Just before impact, the canister ejects a rapidly expanding, chemical mass that hits the landing zone and through highly charged, self-destructive nanites generates a cube-shaped mass of impact-absorbent, soft material.

This material coats the falling user, immediately reducing speed without exterior damage, although the sudden slow of momentum can cause a lot of strain on the descending character. As momentum carries on, the roll and impact are lessened, causing all falling damage to convert to Scratch Damage that can be reduced by armor normally.

When the user comes to a halt, the material evaporates over the course of a minute, where the user's Adjusted Move is reduced by 4. If this reduces the Adjusted move to 0 or less, the user is considered to be suffering the Immobilized condition until after a minute passes. The Softfall Canister can be willfully deactivated if required. Softfall Canisters can also act as 'airbags' for moving ground vehicles, smothering the character before impact, and turning all crashing damage into Scratch Damage as described above.

STABILIZER UNIT

Attached to a vehicle (or Biomodus if they are keen on using the Transport Drive or Flight Modifications), this shoebox-sized device contains a set of hard-fuel thrusters, a gyroscope, and a few other sensory items to help level out an Out of Control vehicle or character.

When suffering the Out of Control Condition, the user may activate this item to grant a +4 bonus to their Piloting Skill checks to remove the condition for one minute. Once used, the hard-fuel stores must be replaced by the expenditure of 1 ARM pellet.

STONESKAR PICKAXE

Sometimes, nanite-engineered metal and constructs require more than just brute force. This tool looks like a high-tech version of its namesake, but the curve of metal on a normal pickaxe is replaced with a shaped, metal-tipped explosive. When armed and used, the impact of the metal hitting its target triggers an explosive propellant which – through a chemical and physical process – cracks the surface, injects explosive foam into the weak point, which is then remotely detonated from safety.

As foam seeps into the newly-created weaknesses in the structure, the secondary explosion happens deep within the material, tearing the item in half. Once used, the Stoneksar charge is expended and must be replaced with a new one. The handle used to swing the charge is heavy, but collapsible, making it fairly easy to store.

STUNWIRE

Stunwire is similar to Nanowire, except it is capable of running a high voltage through it from its spool canister. When triggered (either as a tripwire or by input) the charge shocks anything it is touching for 4E damage with the Piercing 6 trait (meaning combined armor counts as 6 points less when soaking this damage.)

Reducing any creature to 0 Health with Stunwire entraps it, causing the Immobilized Condition. Once triggered, Stunwire evaporates in a brief flash of glowing metal, although not all of the wire needs to be used in one go.

TRACKING DARTS

By using a purpose-built, silent launcher, a tracking dart will attach to any surface it touches with little indication of impact. The dart is coated with an impact-absorbent gel which chemically converts to a sealant and glue when it stops moving.

This means that most targets of a tracking dart do not even feel the impact, and once it is on, it needs to be purposefully (and forcibly) removed. Detecting a tracking dart impact requires a Focus Skill roll vs. a difficulty of 12.

Interceptor Arrays and other movement-detecting sensors (including the eyes) are just as effective against the projectile, however. Generally, this is applied to a place that is not within the targets field of vision, and from stealth.

EQUIPMENT MODULES AND KITS

Biomodus are - by their very nature - upgradeable and modular. Although most of these changes are unique to the Biomodus, there is also the option to be able to combine normal, mundane equipment into kits that can also be installed into the body.

These kits are usually pre-organized into a package that serves a suitable role, such as tools for a hunter, scout or pilot.

Each Biomodus character starts with 3 Equipment Module Slots for such equipment.

Although armor is one use for these slots, these kits can also grant a lot of utility as the cost of a mounting point for basic protection.

XP and Advancement covers adding additional slots along a character's development, and many consider it to be a worthwhile investment, as this is one of the few physical advancements that carries across all Case types and sizes.

BASIC EQUIPMENT MODULES

Although they do not contain any equipment, an Equipment Module can be used for the following bonuses:

HIDDEN STORAGE

A unit capable of hiding a small item, such as a light weapon, compressed trade goods, and other hand-held items. This can be expanded to a 2-Module container, able to conceal a medium weapon, a larger amount of goods or an item that is normally difficult to conceal.

Cost: 200TD\$

ARMOR MOUNT

The type of armor required to protect a Biomodus is so dense and layered that some aspect of it has to be built into the Case to work without hindering the movement of the user. Light Armor requires 1 Equipment Module Slot, Medium Armor requires 2 slots, and Heavy Armor requires 3, although this amount of raw plating requires a Heavy Case to carry the bulk. There is no additional cost for using an Equipment module in this way. What they cost for installation is included in the armor's price.

Cost: None

NAME	COMPONENTS	TD\$ COST
Hidden Storage	5 ENC of hidden storage	200
Armor Mount	-	-
Liquid Shell Generator	2 Module Slots – Provides 3P/3E protection – Adds weapons	10000
Vehicle Interface System (VIS)	Uses 2 Equip Module Slots: +2 to all Piloting, Defense, and Built-in Weapon Attack rolls	1000
Electronic Warfare (EW) Module	AR Computer, Jack Plugs, Lockout Device, Signal Scrambler	1000
Hunter Module	Decoy Canister, Lure, Metal Detector, Portable Cover, Stunwire, Tracking Darts	800
Medtech Module	Nanite Preservation Unit (x2 - 10 Point Capacity)	800
Mining Module	Breaching Charges, Stoneskar Pickaxe	500
Mobility Module	Climbing Gear, Grapnel, Nanowire Spool	450
Pilot Module	Softfall Canister, Stabilizer Unit	800
Salvage Module	ARM Compressor, Refining Grinder, Repair Kit, Short-Range X-Ray Scanner	1200
Scouting Module	AR Mapping Array, Aural Scanner, Scouting Goggles	700
Traveller Module	Camping Gear, Chronometer, Flashlight, GPS	450
Wastelander Module	Binoculars, Comm Unit, Flashlight, Nanowire Spool, Rebreather	600

LIQUID SHELL GENERATOR

Pure Liquid Shell armor is lightweight, adaptive and most importantly, self-repairing. Taking up 2 Equipment Module Slots, this canister of highly adaptive fluid surrounds the user, providing 3E/3P protection at all times with no penalty to movement. This armor may be equipped alone, or it can add its armor value to Light Armor. Liquid Armor cannot be used with Medium or Heavy Armor, however, or with additional armor components, such as Liquid plating or a Refraction field generator.

In addition to the obvious benefits of having extra armor, a Liquid Shell repairs itself in moments. Whenever a user suffers an effect that would reduce their armor, the effect only lasts for the same round and the round following the effect, before the shell replenishes the missing parts and restores itself. A Liquid Shell can also create blades and limbs that do 3P(2) Damage with the RoF 2 Classification, while reducing it's armor bonus to 1P/1E. Its costs 2 AP to shift between this defensive and offensive mode.

Cost: 10000TD\$

VEHICLE INTERFACE SYSTEM (VIS)

The VIS is a sizable, independent system that directly interfaces the user's Core and a vehicle, powered armor or other larger, mobile construction – essentially making it feel like a temporary replacement to the user's Case. When using an installed VIS, a character may completely bypass the A.L.I. of a vehicle, (although must still overcome its security), and instead use their own Piloting, Focus and Gunnery Skills to use any of its functions. These rolls are also granted a +2 Bonus to their rolls due to the nature of the interface.

This does require the Biomodus to remain connected to the vehicle while using this Equipment Module. While connected, a pilot may still take actions as an individual, but they are at a -2 Penalty unless they involve controlling the vehicle. If suddenly disconnected, the currently connected A.L.I. regains control. When using a VIS Module, AP costs are as follows:

Taking a Movement Action: 3AP

Firing an On-Board Weapon: 4AP

Unlike when an A.L.I. is taking charge, a VIS pilot is not limited by how many attacks the system can make. As long as they have AP to spend, they can use whichever weapons systems are available (remembering that each weapon can only be used once a round unless it has the Rate of Fire Condition.)

Cost: 1000TD\$

ARM FEED

This feeding unit is designed with rapid-firing, heavy consumption weapons in mind. Rather than having to reload a weapon every time a shot is taken, the Arm Feed sits in an Equipment Module slot and connects to the weapon through feeding tubes.

Each equipped unit is capable of storing up to 6 ARM Pellets worth of fluid, which is replenished by feeding ARM pellets into the equipment. Multiple installations share this space, meaning a single weapon can pull from the 12 ARM pool of ammunition. Once fed and converted, ARM pellets are no longer recoverable. Connecting a feed to a weapon means that until the ARM Feed has run out, it no longer needs to be reloaded. Reloading a feeder in combat takes 3AP, but only one pellet can be loaded in a round.

ARM Feeds can only be connected to a maximum of two weapons per equipment slot used, although weapons installed using the Internal Weapon Mount Modification do not count against this limit.

Cost: 600TD\$

Equipment Modules are not Modifications. If you wish to install more than one of the same Equipment Module, you must pay the full price per purchased unit. The Bioforge does not retain these modules in memory (although it will remember how many Equipment Module Slots it can house) and will not rebuild them if they are destroyed. When a character changes Case, they must move their Equipment Modules over to their new Case (if they survived) or lose them.

EQUIPMENT KITS

Alternatively, a character can purchase kits that fit into the Equipment Module slots and provide a group of functionally similar devices from the equipment list, with the addition of some benefits in their use. Since Equipment Modules interface directly with the Biomodus, these benefits can come in the form of a slow (but free) replacement of consumable devices, bonuses for equipment use and other utility effects.

When a kit is installed, it is not bound to one location. How your character uses each kit is up to the individual. For example, a character using a Refining Grinder by itself may have an unfolding unit which they feed materials into. When it is installed in the body as part of the Salvage Module, a Biomodus may just dislocate their jaw and shove raw materials into the grinder installed in their throat.

Each kit listing will give you the name, the cost, the included equipment items and any benefits involved in having them grouped and installed.

ELECTRONIC WARFARE (EW) MODULE

COST: 1000TD\$

COMPONENTS: AR Computer, Jack Plugs, Lockout Device, Signal Scrambler

The EW Module provides an additional +1 to Interface rolls to crack codes, access machines and deal with security. The Lockout Device and Signal Scrambler is built into an installed emitter, or in a palm contact, and regenerates the charge a day after use (meaning it is not expended when used).

AR Computers can link directly to the eyes, and can even generate an image from any part of the body via small, surface emitters.

HUNTER MODULE

COST: 800TD\$

COMPONENTS: Decoy Canister, Lure, Metal Detector, Portable Cover, Stunwire, Tracking Darts

The Decoy Canister, Lure and Portable Cover recharge once per day. The Metal Detector can be installed directly into the user's vision and requires no hand-held device.

The module can hold three Tracking darts, and regenerate them at 1 per day. The unit also produces 20 feet of stun wire per day and is capable of holding up to 200 feet internally.

MEDTEK MODULE

COST: 800TD\$

COMPONENTS: Nanite Preservation Unit (x2 - 10 Point Capacity)

Although technically just two Preservation Units locked together, there is a huge benefit to having it installed. Should the user reach 0 (or below) Health, the MedTek Module immediately injects the user with its internal supply of remaining Consumable Health, adding it to their total.

When applying Consumable Health to another character, a user may engage a special applicator embedded in a hand or via a retractable tool to grant a +4 bonus to the Repair Skill check for healing.

MINING MODULE

COST: 500TD\$

COMPONENTS: Breeching Charges, Stoneskar Pickaxe

The Mining Module generates one Stoneskar Cap and two Breeching Charges per day. The collapsible, heavy handle can be built into an arm or a storage unit and is classed as an installed weapon, although it does not take up a limb in regards to the Internal Weapon Mount Modification.

The Stoneskar cap can be replaced automatically by the Module when one regenerates.

MOBILITY MODULE

COST: 450TD\$

COMPONENTS: Climbing Gear, Grapnel, Nanowire Spool

Designed with characters who have to regularly navigate the sprawling concrete husks of dead cities, the Mobility Module generates 300 feet of Nanowire per day, uses retractable spikes and spurs for grip and creates small, intelligent caps for the wire to pierce and entangle supports. This means it can act like a grapnel, but able to be fired and discarded.

The Mobility Module generates five of these disposable grapnels a day (one every five hours or so) and can hold up to ten in storage.

PILOT MODULE

COST: 800TD\$

COMPONENTS: Softfall Canister, Stabilizer Unit

Simplistic but expensive, this Module generates a Softfall Canister and a Fuel Cell per day, and can only hold one charge of each. It does not require ARM to refuel the Stabilizer Unit, and it can be used to stabilize a small or personal vehicle, if it is open top and the pilot is in a position where installed hard thrusters can assist in regaining control.

SALVAGE MODULE

COST: 1200TD\$

COMPONENTS: ARM Compressor, Refining Grinder, Repair Kit, Short-Range X-Ray Scanner

One of the most expensive Modules available, the Salvage Module is designed for characters who want to make the most of their hunts.

Installed ARM Compressors can turn 80TD\$ of raw ARM Fluid into a pellet, instead of 100TD\$ and X-Ray Imagers can be installed into the eyes, lasting for 10 minutes before requiring a recharge. Using a Repair Kit grants an additional +1 Bonus to the Repair Skill on Mechanical items when used as part of the kit.

SCOUTING MODULE

COST: 700TD\$

COMPONENTS: AR Mapping Array, Aural Scanner, Scouting Goggles

The installed Module allows the user to utilize all of the equipment through their normal senses. Aural Scanners are quick to react to loud stimulus, and the -2 penalty to Focus Skill rolls from being deafened only lasts for one round. Bonuses to Skill rolls using these items are increased by +1.

TRAVELLER MODULE

COST: 450TD\$

COMPONENTS: Camping Gear, Chronometer, Flashlight, GPS

Inexpensive, easy to use and integrated with the eyes, this is a good entry-level Equipment Module, covering most of the basics. Installed Camping Gear can be something as simple as a built-in shelter that deploys when a character crouches or sits, anchoring itself to the ground and providing protection from the elements.

Cookers and material processors can be internal or in small heating pads built into the hands.

WASTELANDER MODULE

COST: 600TD\$

COMPONENTS: Binoculars, Comm Unit, Flashlight, Nanowire Spool, Rebreather

This basic, yet highly popular Module is another staple basic of most Biomodus wanderers. Helping deal with the generally dangerous environment, installed Rebreather units mean they are immune to air and water-borne toxins and infections, can be in constant communications and can generate (and store) 200 feet of Nanowire a day.

VEHICLES AND POWERED ARMOR

Although most Biomodus are capable of walking around the globe without the need of transportation, the ease of movement and inherent protection granted by a vehicle can mean life and death out in The Wastes – especially to the Munsis who lack the survivability of a Biomodus.

In the modern age of Project Biomodus, vehicles are semi-autonomous, heavily modified and sustainable transports. In most cases, Munsis villages and tribes of The Wastes will rarely possess more than a handful of small transports, or perhaps a hunting skiff. Most of these transports will have regular types of locomotion, such as wheels or treads, but there are some that can utilize methods that are more advanced. Magnetic levitation drives and flight systems are present in some of the more expensive transports, and underwater technology has reached a point where even the previously undiscovered depths of the crushing oceans have transports moving between secret, submerged colonies.

That said, the levels of technology can be drastically different in, say, an armored convoy tank to that of a simple hunting skiff. Each vehicle has a set of statistics, which represent its base level of maneuverability, weapons targeting systems and sensors. These statistics are paired with either a pilot's Skill Ratings (in either Piloting or Gunnery) or those of a dedicated autopilot – known as an Artificial Limited Intelligence.

ALI, TAKE THE WHEEL

Artificial Limited Intelligences or "Alis" (pronounced: AH-lees) are small Artificial Intelligence that is very limited in scope and function but is very good at what they are designed to do. Whereas most Artificial Intelligence can be considered too much like the Oculari, A.L.I.s lack the various components and base code to become full-fledged A.I. aggressors. Hence they are used to perform piloting tasks when the normal pilot is either otherwise engaged or wanting a rest.

Most vehicles listed here will come with a basic Ali. However, dedicated Alis can be purchased and installed on system disks that can be plugged into a vehicle, much like a set of car keys in a car before the uplifting of humanity. When this happens, the new

Ali takes command over the vehicle (as long as the function has not been locked out by the owner) and may use the increased stats if required.

Alis come in three different formats: Military, Civilian, and Raider. Military A.L.I. is most often used by the House of Trade and are salvaged from old military vehicles and bases. Civilian A.L.I. are often cultivated from basic piloting programs scavenged from old cars, or perhaps programmed by a local Codexi. Raider A.L.I. are somewhat unique, in that they have developed alongside their Maalkari owners and as such, are potentially just as unstable.

Purchasable A.L.I. programs are available as follows:

MILITARY A.L.I.

GRADE	PILOTING	TARGETING	FOCUS	COST
1	0	2	1	3000TD\$
2	1	2	2	5000TD\$
3	2	3	2	10000TD\$

CIVILIAN A.L.I.

GRADE	PILOTING	TARGETING	FOCUS	COST
1	2	0	1	1000TD\$
2	2	1	2	2000TD\$
3	3	2	2	4000TD\$

RAIDER A.L.I.

GRADE	PILOTING	TARGETING	FOCUS	COST
1	2	1	0	1500TD\$
2	3	1	1	3000TD\$
3	4	2	1	6000TD\$

GRADE

An A.L.I.s ability is measured by its grade. A grade 1 A.L.I. may be fresh out of production and programming, or perhaps recently discovered in some long-abandoned facility. The more potent and better programmed an A.L.I. gets, the higher the grade.

Grade 1 programs are usually very basic, understanding simple commands. Grade 2 A.L.I. by comparison seem to have a better grasp on their tasks and can adapt. Grade 3 A.L.I. are bordering on the level of A.G.I. (or Artificial General Intelligence), and are much more capable of a slew of tasks at once.

PILOTING

When taking command of a vehicle, an A.L.I. will add its piloting rating to a vehicle's Maneuverability Rating to perform piloting checks. A.L.I. are not ace pilots, by any stretch. Many will simply follow orders to the best of their ability, but they are often single-minded. If they are given a task to get from point A to Point B, they will try their hardest to do so, regardless of what crops up in-between.

TARGETING

Most onboard weapons systems are handled by the A.L.I. even when the pilot is doing most of the driving. In some vehicles, multiple crews are needed – usually, one driving and another acting as a gunner, however, smaller vehicles sometimes pass the duty of Gunnery to the A.L.I.

FOCUS

Every vehicle has a sensor array built into it, and higher grade A.L.I. programs can utilize these functions with greater speed and accuracy. By tracking multiple opponents, sensing oddities in light and sound patterns and being aware of everything around them, A.L.I.-run sensor suites can be very perceptive.

COST

Higher grade A.L.I. cost a considerable amount of Traders Due and can be very rare to find. Most A.L.I. are of the Grade 1 variety and are purchasable by many vehicle mechanics and repair shops.

Grade 2 programs may be harder to come across and limited to bigger trading posts, and the Grade 3 versions are often hard to find outside of some kind of vehicle specialist.

STOCK A.L.I. VS. PURCHASED A.L.I.

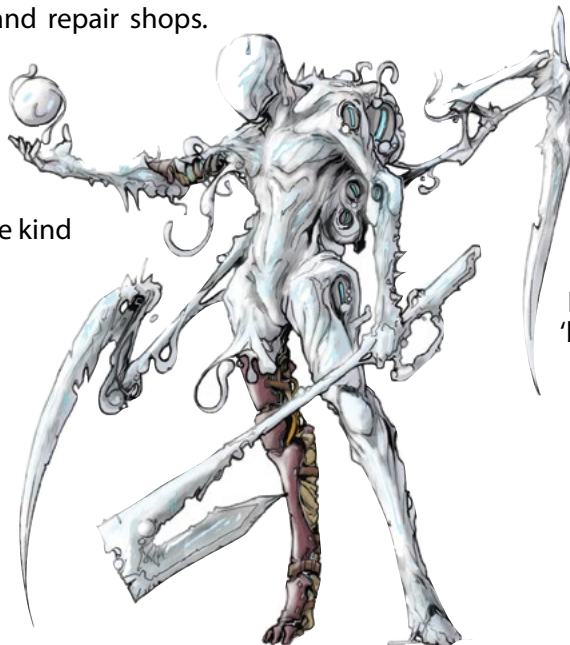
All vehicles come with some form of A.L.I. (known unofficially as a Grade 0 version), and as such are capable of following simple commands along with a rudimentary autopilot. These A.L.I. cannot be removed from their homes in the vehicle as they are built into the firmware or onboard systems.

All vehicles do come with the ability to slot in a purchased A.L.I. program, cutting off the inbuilt artificial pilot and allowing the installed program to take command. Most pilots keep their individual A.L.I. on data drives on a dog chain, or some other easily accessible method and plug it in like older cars would use a key. This means that even in a temporary vehicle, a pilot can use their own A.L.I. as they desire.

USING THE VIS EQUIPMENT MODULE

The Vehicle Interface System is an Equipment Module a character can purchase, which allows them to directly interface with any kind of transport and essentially replace the A.L.I. controlling it. When taking the position of pilot, the VIS reaches out and forms a direct (albeit heavily firewalled) connection between the Core and the Vehicles control systems. To most users of a VIS, it is like the vehicle becomes a temporary Case.

When attached with a VIS, the pilot gains a +2 to their Pilot, Focus and Gunnery Skills, but only when performing actions through the vehicle. They do not use any A.L.I. statistics to add to the base statistics of the vehicle, but rather their own. Any other actions taken as a pilot are at a -2 penalty due to the amount of focus they need to put into controlling a non-typical 'body.'



SECURITY

There are security concerns, of course. Any trader or warrior who has invested so much into a vehicle does not want any old yahoo jumping into the pilot's seat, inserting their own A.L.I. and taking off on their expensive ride.

That being the case, pilots may lock down their vehicles to accept only a select few A.L.I. autopilots as a startup code, perhaps disabling the native autopilot altogether. This means that if any other pilot plugs in an A.L.I. without first breaking past that security, the vehicle will be inoperable... or worse, rigged to explode or some other event.

Setting security on a vehicle is a simple affair if it is without any existing protections. Once set, the grade of the highest A.L.I. authorized to use the vehicle determines the difficulty of any potential hijacking attempts by another party. To steal and replace the A.L.I. of a vehicle, the hijacker must make a Gnosis + Interface roll vs. a difficulty set by the highest authorized grade A.L.I. currently using the vehicle:

Grade 1: Difficulty Rating 8

Grade 2: Difficulty Rating 10

Grade 3: Difficulty Rating 12

If the hijacker succeeds, then the security measures are overwritten, and the new owner can set a new A.L.I. as the pilot or re-engage the native A.L.I. in an emergency.

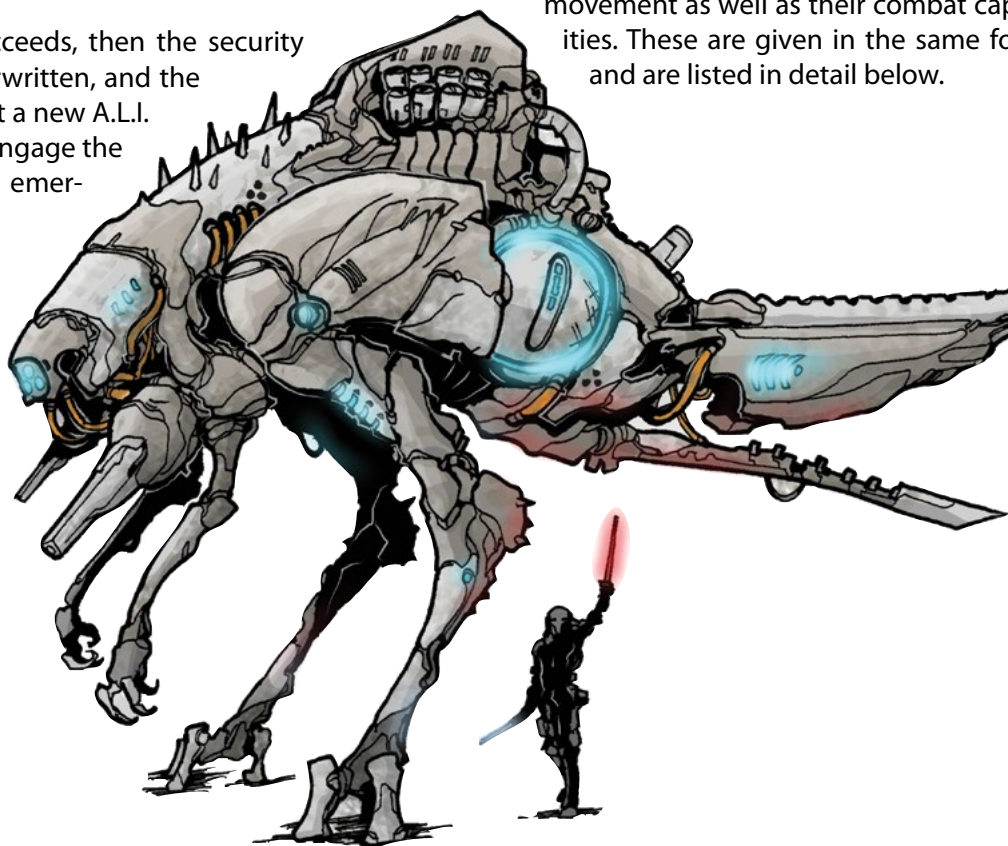
VEHICLES

Vehicles come in all shapes and sizes in The Wastes. Some are large transports, others are heavily armed suits of Power Armor. More commonly found are the small, personal vehicles that traders, hunters, and Biomodus use to navigate the dangers of the open road.

It should be noted that vehicles are powerful and expensive pieces of equipment. When engaging in combat – and equipped with a suit of powered armor – even a Munsu can give a well-armed Biomodus some trouble. As such vehicles are not suggested for widespread use in The Wastes. They are generally rare enough to warrant limited availability, they require a lot of repairs and keeping one functional through battle can be very expensive.

A Narrator may wish to make a game centered around a mobile convoy or perhaps some kind of nomadic tribe. If you like that 'Road Warrior' experience and want to place a game where vehicles are a norm, then feel free... but the battles should not be one-sided.

All of these vehicles have a set of statistics which represent their maneuverability, their type of movement as well as their combat capabilities. These are given in the same format and are listed in detail below.



READING VEHICLE STATISTICS

Like characters and antagonists, vehicles are listed with a set of statistics. Although they bear some resemblance to other templates, they are named somewhat differently to keep them separate from either character or antagonist statistics.

Their statistics are read as follows:

NAME

This is the name of the vehicle. Some vehicles are of a specific make and model, but others can be fairly generic. For example, a Marmutt Convoy Tank is a specific vehicle, whereas a Kaar can represent a varying degree of makes and styles. This is better described in the individual description of the vehicle.

BASE MOVE

This number is listed in three forms; a starting speed, a cruising speed, and the vehicle's top speed. In the first movement action, all vehicles move at their starting speed. Their second movement action can be made at cruising speed, then the third action can be made at top speed. A vehicle is not required to move its full potential speed when in transit and instead may opt to stay at starting or cruising speed.

The speed of a vehicle can alter some of the rolls required to pilot it. Speed also effects how much is damage is done to both the vehicle and a target if there is a collision. These modifiers are listed below:

SPEED	PILOTING CHECKS	COLLISION DAMAGE	DAMAGE THRESHOLD
Starting	Normal	3P(2)	None
Cruising	Normal	4P(3)	50% of Health
Top Speed	-2 Penalty	7P(5)	25% of Health

Damage Threshold represents how much damage a vehicle can take in a single round before the pilot is forced to make a check to see if they suffer the Out of Control Condition. This damage can come from multiple sources and should it exceed the threshold, then the pilot is forced to make the Piloting Skill check at the beginning of their turn.

MOVE TYPE

This describes the type of movement capable of the transport. Ground Movement requires legs, treads, caterpillar tracks or some other form of contact with the ground. Hover movement uses some kind of levitation, either through magnetic rails or some other form of limited lift. Hover vehicles do not suffer from slick roads or other contact terrain but can be buffeted around by high winds and other airborne issues. Flight systems allow a vehicle to move in all three dimensions without limitation. For the purposes of altitude, Narrators should be fairly giving, but it should be remembered that the higher up a target may be, the more attention they will draw from creatures and attackers – especially the Oculari, who enjoy their airborne superiority.

CREW

This denotes how many dedicated pilots this vehicle requires to run. Usually, this represents a pilot and a gunner, but for larger vehicles, this may also involve engineers. When a vehicle is being operated below capacity, each character using the vehicle suffers a -2 Piloting Skill penalty for each missing crewmember. This is a cumulative penalty for vehicles missing more than one crew.

PASSENGERS

This is the total carrying capacity of people on the vehicle. For the purposes of capacity, a Light or Medium Biomodus counts as one person. A Heavy Biomodus counts as two people. For every person above this limit, there is a penalty to a vehicles Base Move. Each person over the limit imposes a -2/-4/-5 penalty to the starting, cruising and top speeds respectively.

COST

This is how much the vehicle costs in TD\$. Those with the N/A rating mean that these vehicles are not normally available for purchase. They are very limited and should only be gained as a story element or perhaps as a centerpiece for a campaign.

DEFENSE

When calculating the defense value of a vehicle, this number is added to either the Piloting Skill of a pilot (if using a VIS) or the Piloting Rating of the A.L.I. controlling it. The final total is the Defense Rating of the vehicle.

MANEUVERABILITY

This number represents how agile the vehicle is. When rolling to avoid hazards or some other factor that requires skillful piloting, this rating is added to the Piloting Skill of the user (if they are using a VIS) or the Piloting Rating of the A.L.I. in command of the vehicle. The final total is compared to the Difficulty Rating of the piloting task, much like a normal Skill check for a Biomodus character.

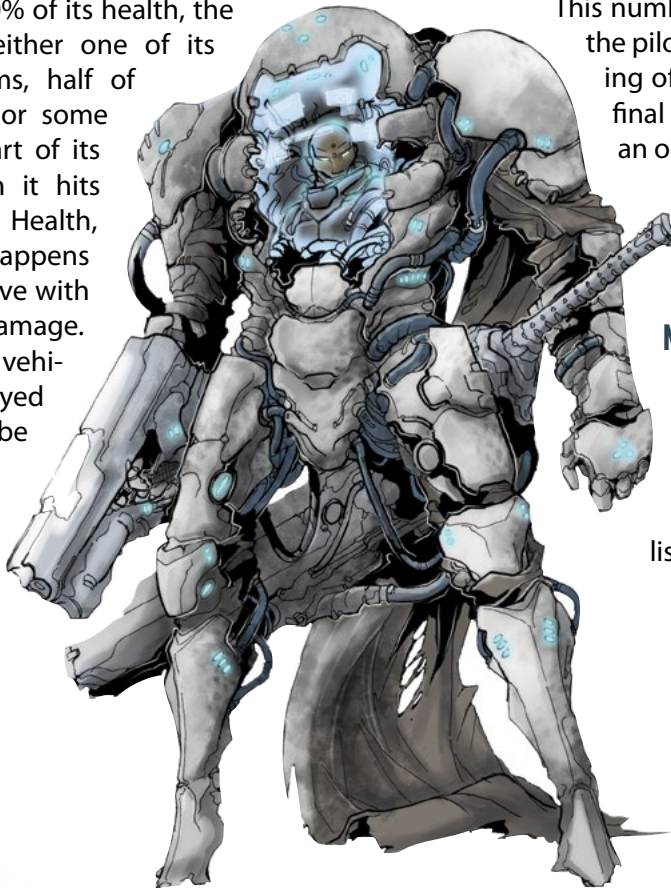
SENSORS

This rating is used in combination with the Focus Skill of a pilot (if using a VIS) or the Focus Rating of an A.L.I. When trying to detect hidden threats or hazards, this total is used in the same way as a Focus Skill check for a Biomodus character.

HEALTH

This is how much Total Health a vehicle has. Vehicles do not have Health Thresholds per se, and they do not regenerate health normally. Repairing a vehicle can be done on the road using the Repair skill, but requires an hour per check, 100TD\$ of raw materials and recovers 10 Health, but can also be done while on the move, assuming that the vehicle is still mobile.

When losing 50% of its health, the vehicle loses either one of its weapon systems, half of its movement or some other major part of its usability. When it hits 25% of its Total Health, this failure happens again, cumulative with the first set of damage. At 0 Health, the vehicle is destroyed and cannot be repaired.



ARMOR

Like Biomodus or other kinds of enemies, the vehicle has an armor rating to reduce incoming damage. This applies to all damage it takes, including collisions, enemy fire and any other form of damage one may encounter while out in The Wastes.

ATTACKS

This is how many attack actions the vehicle can perform per turn. Note, that this is still limited by the weapons installed, in that a weapon without the Rate of Fire Classification cannot fire more than once in any given turn. This rating only applies to vehicles using an A.L.I. to control it, as pilots using a VIS spend AP to determine how many attacks they can make.

ATTACKING WITH A VEHICLE

Most vehicles have some kind of built-in weapon system. These weapons are listed in the same way that you may see on an Antagonist sheet. When looking at the weapons, they are split up into the following:

NAME

This is the name of the attack. This can be very specific, or generic as required.

ATTACK RATING

This number is added to the Gunnery Skill of the pilot (if using a VIS) or the Targeting rating of the A.L.I. in control to determine a final Attack Rating to compare against an opponent's Defense Rating.

DAMAGE

This is the amount and type of damage done by the attack.

NOTES

This contains the various Classifications special effects of any given weapon. If there is any non-typical information to be given about a weapon or attack, then it will be listed under this section.

AAMAROS SHELL BATTLE SYSTEM

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Aamaros Suit	15	Ground	1	0	15000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
17	5	5	150	6P/6E	3
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Arrax Cleaver	14	5P(3)	Adjacent Threat		
Heavy Support Autogun	14	8P(5)	ROF 3		
Hurricane Ablative Armor	16	5P(4)	Reduces Armor by 1P/1E - Cannot use if no armor remains - 10/20 Blast		

The Aamaros Shell Battle System is a common, bipedal relic of humanity's last years. Although each unit has been heavily repaired and updated to meet the needs of the modern Homo biomodi, each Aamaros suit of powered armor holds a lot of history.

In many cases Aamaros suits are passed down from guard to guard, each of them defending their own enclaves and towns for generations. Piloting one is considered an honor for the most accomplished warrior, as it allows a Munsu to stand toe-to-toe with several heavily armed Biomodus. While lacking in maneuverability and speed, the Aamaros is heavily armed and armored, capable of dishing out death in swathes while weathering the storm on its own.

Due to its build and original purpose, the Aamaros can only be piloted by a Light or Medium Case Biomodus of the Hominid or Chimeric types. Sentinels and Heavy Cases simply do not fit into the otherwise cramped, humanoid-shaped space in the cockpit.

Aamaros Suits come with a variety of weapon systems; namely, a huge blade wielded in one hand and a Heavy Support Autogun in the other. When pushed, the Aamaros can use its ablative armor to clear away swarming attackers, such as a mob of Daalum or smaller Oculari enemies. However, it does so at the cost of some of its protection.

HUNTING SKIFF

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Hunting Skiff	10/20/40	Ground	1	8	10000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
14	6	2	125	3P/3E	1
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Mounted Defense Gun	13	3P(2)	ROF 2		

Hunting Skiffs come in all shapes and sizes. For the most part, they are affordable, open-top transports with a piloting station on the front and a long, wide area to store salvage or kills from hunting expeditions. Most are tracked vehicles, but some can be a hybrid combination of a towing vehicle and a floating platform as a trailer.

A hunting skiff can be as unique as the party using it. Many decorate them with trophies or relics that are worth little but hold some semblance of history. A pilot's skiff is a vital part of their profession and stealing or damaging one is considered pretty grave as far as insults go. For the most part, they are very hardy and have an automated point defense gun on the rear to deter raiders. This can either be fired by the A.L.I. or a passenger.

Since they are open top, most hunting parties chose to use their own weapons to defend their hunts, and let the A.L.I. pick off the weaker foes on its own. Skiffs are generally hardy and strong enough to navigate cramped conditions and rough terrain without much damage, so they are used equally in the city and open environments.

THE IMPWING GLIDER

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Impwing Glider	10/20/40	Flight	1	0	8000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
14	8	4	50	1P/4E	0

The Impwing Glider is a rare, but useful vehicle. For the most part, it is a pair of metal blades linked by a high-powered stabilizer and connected to a powerful magnetic flight system. It barely has any armor and has no weapon systems, but it does allow the user to fly at decent speeds.

This glider is mostly found in communities that hunt flying prey. While it is thought that they may be useful in areas with Corpse Ladders, the flying individual will often gain the attention of some of the larger creatures on the higher floors, and will end up as a meal before long.

The glider is collapsible and can be carried, although to do so, the mounting point requires the use of one Equipment Module Slot. There is no cost for this mount, as it is included in the price of the vehicle. The Impwing is capable of 1 hour of flight before it needs to stop and recharge its power cells for another hour. Partial use reduces this charge time by an equal amount, but ultimately it needs as much time charging as its last flight time.

THE KAAR

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Kaar	20/40/80	Ground	1	4	8000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
15	6	2	100	3P/4E	0

The Kaar is just as it sounds; it is the modern equivalent of a standard car in the days of humanity. Just like the cars found in a time long gone, there are many different sorts and varieties. For the most part, a Kaar is a four-wheeled, high-speed transport used primarily for moving individuals and not cargo.

While it may seem they may be common among hunters, Kaar users are commonly found in wandering tribes, convoys and raiders to carry shock troops or act as platforms for borders. They are more armored than bikes, they are highly customizable and are still capable of good speeds.

Many raiders and convoy guards will modify their Kaar to have a gun emplacement instead of a rear set of passengers (effectively reducing the capacity to 2 and increasing the crew to 2), but will also strip the roof off to allow borders to jump from one moving vehicle to another.

Kaar – for the most part – are not designed for the cramped, overgrown wilderness of the city and so are more commonly found out in the vast deserts of ash and sand in The Wastes.

THE MARMUTT

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Marmutt Convoy Tank	5/15/30	Ground	6	10	N/A
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
16	4	8	300	8P/8E	4
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Main Cannon	15	10P(6)	Requires 2 turns to reload after firing - Blast 20/30		
Point Defense Cannons	12	3P(3)	ROF 2 - Adjacent Threat		
Grenade Volley	15	6P(4)	ROF 3 - 10/20 Blast		

The Marmutt is the pride of the House of Logistics. Locked inside the armored hide of the huge mechanical monster lays the most modern weapon and defense systems available. Whenever the House of Logistics is moving en masse, then the Marmutt tank is at the front of the line.

Usually flanked in countless guards, interceptors and leading a trail of convoy transports, the Marmutt Tank stands at around three stories tall, is mobilized by six sets of armored caterpillar tracks is armed with the most devastating artillery and point weapons that Teds can buy.

The main cannon alone is a frighteningly powerful weapon, using sub-nuclear ammunition to cause an explosion that can strip away terrain, buildings, and raiders with equal ease. On top of that, the point-defenses and the small army of guards (some in Aamaros suits) are enough to deter most raiders.

There are some rumors of raiding groups who have managed to capture and use one of these tanks, but if those are true then they are either a terrifying force to be reckoned with, or the House of Audit dealt with them some time ago to retrieve it. Getting ahold of a Marmutt is no easy feat, and in doing so, a party may draw the attention of way too many eyes, including the terrifying gaze of the House of Audit.

MONOCYCLE

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Monocycle	20/40/80	Ground	1	1	5000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
12	7	2	75	2P/2E	0

The common name for any open-topped vehicle with a single wheel and a gyroscope, the Monocycle is a very maneuverable, speedy ground vehicle used by messengers, raiders and all kinds of types. The gyroscope keeps perfect balance, meaning that Pilots can maintain a good level of control of it even on rough terrain.

While Monocycles do not have any onboard weapons, their stability means that a Pilot can use a personal weapon without any kind of handling penalty when riding one, especially if the A.L.I. is doing the driving for them. What they gain in stability, they lose in raw protection, however. Monocycles are complicated machines, and even slight damage can be ruinous to them.

The lack of armor on a Monocycle can lead to more careful approaches as well, so they are not as favored as Kaar by raiders and convoys. Scouts and messengers find them invaluable though as their speed and small form factor mean that even in the cramped conditions of a city, they can weave and move through terrain where larger vehicles cannot.

TRADING TRUCKS

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Traders Truck	15/30/60	Ground	2	10	12000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
12	6	4	100	4P/4E	2
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Point Defense Cannon	13	3P(3)	ROF 2 - Adjacent Threat		

Trading Trucks are much like Hunting Skiffs, although they are more industrial in their nature. Requiring two crew to full use and capable of carrying much more than a simple skiff, a Traders Truck is often found in the middle of smaller convoys and protected by a few guards.

Larger Biomodus hunting parties may upgrade to a Traders Truck if they find themselves hunting larger prey or more transitory in their nature. The mounted point cannon is often operated by a dedicated gunner while the pilot navigates the terrain and eyes the sensor readouts.

The cargo area of a Truck can be converted into a mobile platform for passengers, however, so people on the inside can defend the Truck with their own weapons if required. Like all other hunters vehicles, the Truck is usually a heavily personalized patchwork of repairs and damage. While slower moving, it does afford more defensive capabilities than a skiff, however, tight maneuvering may be impossible.

VINRI INTERCEPTOR

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Vinri Interceptor	20/60/120	Hover	1	1	10000TD\$
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
13	10	4	75	2P/2E	2
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Point Laser	13	3P(2)	ROF 2		

Sometimes long-ranged attacks can be the bane of a convoy, so larger groups enlist guards who can move to locations quickly and deal with ranged fighters. The Vinri Interceptor is a floating hover-bike of sorts, capable of moving at dizzying speeds and with incredible maneuverability. Using a single pilot, the Virni can quickly reach attackers and harass them with a small point laser until the main guard units can show up.

Vinri Interceptors do not need to go through the cruising speed phase of movement. They can jump from starting speed to top speed immediately if they so desire. This can be quite a shock to the system for any new pilot, but once acclimated to the vast increase in accelerations, many hardened Vinri pilots learn the benefits of rugged goggles.

In this regard, the Virni is a powerful addition to any convoy, but when alone, the lack of armor and fragile nature of the Interceptor can lead to many a high-speed death. When damaged by any Heavy or Gun-nery-based weapon, the Pilot must immediately make a Piloting check or suffer the Out of Control Condition.

VUULKAR

VEHICLE STATS					
NAME	BASE MOVE	MOVE TYPE	CREW	PASSENGERS	COST
Vuulkar	10/30/60	Ground / Hover	2	4/20 with Transport	N/A
DEFENSE	MANEUVERABILITY	SENSORS	HEALTH	ARMOR	ATTACKS
15	8	5	200	5P/5E	2
WEAPON ATTACKS					
NAME	ATTACK RATING	DAMAGE	NOTES		
Point Defense Cannon	13	3P(3)	ROF 2 - Adjacent Threat		
Breaker Cannon	14	6P(4)	Piercing 6 - Requires one round to reload after firing. Requires Breaker module.		
Conceal Canisters	15	None	Blocks all vision modes (Sight, UV, IR) - 40 Yard Radius centered on Vuulkar		

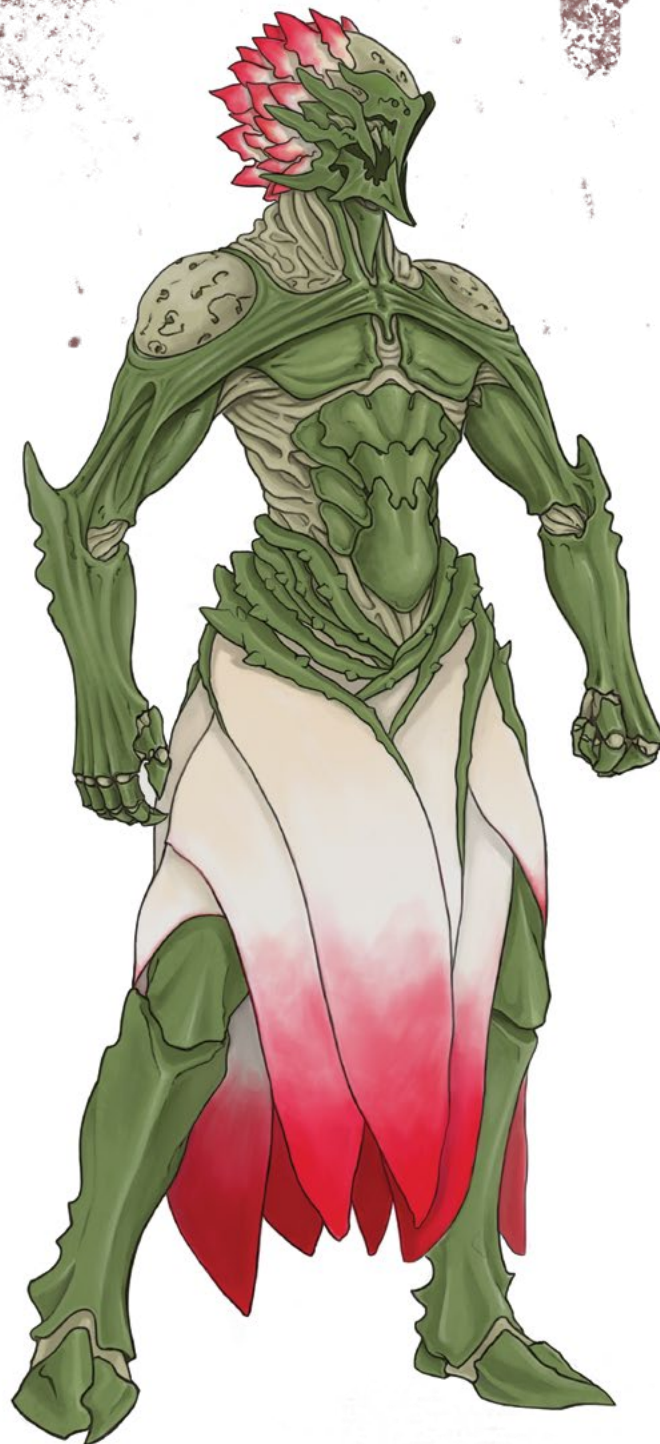
Almost exclusively used by the House of Logistics, this is the workhorse of their convoys. The flea-shaped front is capable of walking on its own (although it can only move at starting speed while in this mode), but when connected to a Transport or Breaker module, it can fold up its legs and transition into a hovering mode.

The versatility of the Vuulkar comes from its modular cargo nature. When equipped with a Transport Module on the back, it can increase its capacity to 20 and is often used for carrying troops, cargo or other forms of logistics. In this mode, the front section still has the Point Defense Cannon and the Concealment Canisters.

When the House of Logistics needs extra guns, it will replace the Transport Module with a Breaker Module. The Breaker Cannon mounted on the back is a large artillery gun, capable of vast amounts of destruction, and often is used as a mobile defense platform for larger House of Logistics bases and warehouses. Sometimes a Breaker-mounted Vuulkar will accompany a squad sent by the House of Audit to apply pressure to settlements or raider enclaves.

On top of that, the Vuulkar is quite swift, heavily armored and accompanied by several repair technicians. While not on the scale of a Marmutt Convoy Tank, any raiding group wishing to ply their trade while up against a Vuulkar may reconsider their quarry. Biomodus groups who manage to get their hands on one find themselves the target of the House of Logistics and often draw more attention than healthy.

NARRATION



NARRATING PROJECT BIOMODUS

Taking the role of Narrator in the world of Project Biomodus can be simultaneously easy and difficult. Easy, because very little of the rolling and the mechanical working of the system is in your hands, and difficult because you are responsible for building the scene, adjusting statistics and declaring the results of your player's actions.

Now, such things are not unusual for people assuming the role of Narrator, Dungeon Guide, Story Master or whatever the title may be in other games, but Project Biomodus runs on a very simple, foundational premise:

If the action is cinematic, adds to the drama or tension, or moves the story along and is within reason for the player's capabilities, then it should be supported and allowed, no matter how destructive, crazy or implausible.

If there is anything about running a game of Project Biomodus you should remember, it is the statement above. Project Biomodus is built around the players being in command of vastly powerful characters, surrounded by a world of impossibly savage creatures and capable of super-human feats of speed, strength, and resilience. Taking the role of Narrator not only means that you have to challenge these players, but also reward them and encourage creative, out-of-the-box thinking.

Imagine you are directing an anime or a flashy, gratuitous action movie in your head. Explosions may not be realistically as big or fiery in the real world, but that is not the point of the game. People being flung through two feet of engineered concrete into a four-story drop should not really be able to survive such an ordeal, but in Project Biomodus, that is a barely serious injury to a normal Munsu, let alone a fully armored and combat effective Biomodus character.

The world is your sandbox, filled with destructible scenario, monsters to be cut down like wheat and when the going gets really tough, a creature that is just as destructive as the players can possibly be, should you so desire it. Action and intensity should be your left and right hand when designing a Project Biomodus campaign, and while you should be

aware of your character's capabilities, don't be afraid to explore new ways to make a game feel like an epic saga centered around your players and their stories.

Of course, you may wish to run a game with more social aspects and drama at its core. This is not only possible, but is helped along with wide-reaching story arcs surrounding the global Great Trade House, or negotiating a truce and trade agreement with another Arcology-bound settlement of Munsu within the same expansive ruins of a city.

Starvation, betrayal, deception, and desperation are just as much motivators to a Biomodus as big-game hunting or blowing up an Oculari manufacturing plant.

So what are the possibilities?

DESIGNING A PROJECT BIOMODUS CAMPAIGN

When you come up with your campaign, it is always a good idea to poll the opinions of your players. Ask them what kind of game they would like to play, and perhaps the answer will surprise you. I would stay away from specifics if you can, but getting a general idea of how they wish to progress will give you a good starting point without exposing your hand to them too early on.

You may find that the players are very action-oriented. In such cases, you may want to put them into a hunt for a large creature, or perhaps the Oculari have moved into the area and set up a drone manufacturing plant that needs to be dealt with. Perhaps the players are part of a sleepy tribe who is suddenly besieged by a Maalkari group of traveling raiders?

If the players are more drama-oriented, it can center on family or tribe aspects of life within the world of Project Biomodus. A player's sibling may have run away to join a more civilized Maalkari group of hunters. While they may not be openly raiders or bandits, their more savage way of life teaches that Biomodus are a result of humanity's greed and such beliefs can hinder the return of the sibling, or could even be the basis of the siblings wish to leave and join them.

You can even combine the two, such as a local MedTek friend of the party being accused of trading fraud by the Great Trade Houses, and an Auditor has been dispatched to make an example of the party ally. The players could confront the Auditor and their squad of goons, or find out why and how their ally was falsely accused, or perhaps help them in their escape if the MedTek is indeed guilty (maybe with good reason).

Smaller stories like this work well when strung together, or as asides to an overarching plotline. Larger-scale stories and sagas may require more planning, however. Here are a few examples of some larger campaigns that may inspire you to think of some broader-reaching concepts for your world.

Every long-term campaign should consist of the following:

THE INTRODUCTION

The part where the players are first introduced to the main threat or issue of the campaign.

THE MOTIVATOR

This is the part where the players are drawn into the story, whether by accident, intent or circumstance. This marks their investment in wanting to see the campaign through.

THE SUCCESS

The players should come across an initial milestone of their goal, letting them know the reward of progressing along their chosen path.

THE TRAGEDY

The results of their actions should have some consequence, be it social, physical or perhaps personal. Maybe the main antagonist, faction or recipient of their efforts has taken notice, causing a retaliation of some sort, or perhaps some trade agreement results in an exploited loophole by some otherwise shad-owy opportunist.

THE REACTION

Perhaps the players respond by aiming for the head of the snake and locating a key antagonist, or perhaps they have to right a wrong unwittingly caused by their actions. This is the regrouping part of a campaign and efforts should be made to give them hope in fixing the results of The Tragedy.

THE FINALE

The players come to a final confrontation or task that needs to be successfully completed so they can repair the damage of The Tragedy and fulfill the reasons given to them by The Motivator, be it getting revenge, finalizing a deal, exposing a traitor or even saving a family member.

This campaign can take a handful of sessions, or could indeed span weeks or years of gaming time, depending on how intricate you wish to make your story. You can even put minor, unrelated encounters between any of these sections so that the players can be distracted by something new, or if the players need a change of pace. Slipping in mentions or tidbits of your main campaign can really keep the interest of your players, however.

Even if it means finding a note while they are hunting for equipment upgrades and money, tying the abandoned warehouse filled with illegal Daalum Virus research to a local House of Conversion owner; one that was all too happy to give your players information in your main campaign. Small things like that can really add flavor to a story.

Here are some brief, simplified examples of how you can set up a longer campaign.

THE OCULARI WAR

The Oculari is possibly the largest threat to existence in the world of Project Biomodus. Controlled by vastly intelligent A.I., possessing a wide array of drones and weapons, as well as a tireless procession of war across the globe, the vengeful might of the Oculari have destroyed countless settlements, killed many Munsis, Maalkari and Biomodus alike, and show no signs of slowing down. This is a fairly simple campaign with little in the way of twists, making it perfect for new groups to cut their teeth on.

The Introduction – The players discover a small group of Oculari scouts and follow them back to an abandoned factory.

The Motivator – The Oculari have built a manufacturing plant near the homes of the settlement the players grew up in. A full invasion would mean death to their friends and family, and judging by the amount of completed, yet deactivated drones, that invasion is on the horizon.

The Success – In a raid, the players shut down the facility, destroying the local production capabilities of the Oculari forces and halting their march on their settlement.

The Tragedy – The local Overseer is a vindictive A.I. who has been eyeing the area for its undiscovered resources. As a result, it sends in a pair of Hunkaal into the settlement while the players are away, slaughtering many and spread widespread terror. A message is left behind by the jeering, overconfident A.I., assuring them of their death.

The Reaction – The players may choose to retaliate. After some investigation and back-tracking, the message tells them that the Overseer is actually located in an old government building to the north, but the players will have to travel some distance to shut the Overseer down - leading to many varied encounters as they travel. They could also choose to relocate the settlement, but the Oculari are never far behind.

The Finale – The players confront the Overseer in his facility. Do they destroy it and kill the overseer, or perhaps try to reason with it? Perhaps the Overseer talks them into giving up their crusade in the face of their inevitable death?

THE GREAT TRADE HOUSE CONSPIRACY

Perhaps a campaign for the more socially and politically motivated, the Great Trade Houses are a collection of Merchant cultists who control the world through commerce and strong-armed enforcement of the rules. Large cities and settlements often have at least one House of Conversion in place to take in trade goods and convert them into TD\$ or exchange them for other parts.

They set the value of the currency in most areas and belong to a large corporate-like network of caravans, brokers and security forces. For the most part, their dealings are unquestioned, but perhaps a hole in the covers of their practices could open up a world of intrigue and espionage.

The Introduction – A normal trade deal goes bad, or a well-known MedTek goes missing. Rumors abound that a local House of Conversion owner is getting greedy.

The Motivator – The missing MedTek is perhaps a friend of the party, or they are stiffed out of their well-earned money by the House member themselves. Others complain that their trades do not cover their survival and unrest leads to tensions.

The Success – Upon investigation, the local House of Conversion owner is found to be consorting with a Maalkari group of raiders, getting paid royalties on items being 'misplaced' or caravans being directed to dangerous territory. The players can out the House Member, go attack the Maalkari raiding group or find their MedTek ally who is currently being coerced into repairing the Maalkari who are wounded in raiding runs.

The Tragedy – The response is unexpected. The local House of Ledgers is also in on the deal and has been masterminding the betrayal from the shadows for years. The exposed, greedy House of Conversion owner is murdered by the House of Audit, and the crime is pinned on the players. On top of that, the Maalkari no longer have an easy target, and take to raiding and looting the hunting parties, resulting in several brutal fatalities.

The Reaction – The players may follow this all the way through the Maalkari, taking care of the attacks, then focus on the local House of Ledgers. This can be done by open conflict, or perhaps convincing the house of Audit that there is a conspiracy to take money out of the Great Trade House's hands, unleashing their wrath on the local offices.

The Finale – The local House of Ledgers becomes the target in some way. Perhaps there is resistance to a House of Audit arrest, and the Players must apprehend the mastermind themselves, or they must intercept the mastermind as they try to escape in a well-defended House of Logistics caravan which is told the players are raiders.

FAMILY MATTERS

More suited for a smaller group, the social aspect of being a Biomodus varies from place to place. In this case, the group of Munsu hunters are very tribal in nature and consider the Engineer's gift a curse – one that needs to be eliminated in those who grow within it.

In this case, the players are Biomodus who went through their Conversion in secret. Their family members and Munsu friends do not know of their secret life as a Biomodus, but it is getting harder and harder to hide it. The players know another Biomodus or two in the village and between them all, they have managed to keep the secret of their nature from the sizable settlement.

The Introduction – The players hear of a village meeting where a Biomodus has been discovered among their ranks. There is a ritual execution planned, and all must bear witness.

The Motivator – The 'criminal' in question is one of the player's closest Biomodus companions. In a moment of emotional openness, they confessed their nature to a romantically involved Munsu, and that was relayed to the settlement's council of Elders by the horrified lover.

The Success – Perhaps the players manage to convince the Elders that their friend is not a Biomodus and they are released. Perhaps a rescue is staged, and the Biomodus escapes to the outside world. The execution could even go ahead as planned, but the Biomodus friend is too well developed for them to

be able to finish the job so the players can retrieve and repair the 'body' of their friend in secret after the settlement believes the Biomodus is dead.

The Tragedy – Ultimately, the friend cannot take the pressure of the execution and betrayal, and in their hurting state, they choose to leave the settlement some weeks later – escaping before the players can stop them, or perhaps part of the successful rescue. They leave the mauled corpse of the once-loved Munsu behind, murdered out of rage and hurt, perhaps, but the most terrifying thing about the murder is the consumption of the Bioforge, marking the friend as a Fel Wendigo – an abomination, even to the players.

The Reaction – The players are ordered to hunt the Fel Wendigo down and take revenge for the murdered Munsu. Perhaps they wish to defect from the village anyway and join their friend, regardless of his crime. In any case, the tragedy comes in the form of their acquaintance's new circle of friends: a sect of cannibalistic, mad Maalkari. Taking over the sect in a matter of days, the power-mad and grief-stricken Biomodus reveals he is now a proud Fel Wendigo but is suffering an Infected Bioforge that is quickly turning him into a Malgaast. His ambushes and escapes may cause The Reaction phase of the campaign to take place over multiple sessions, leading the party across the area and into new lands as they pursue their degrading friend-come-nightmarish-enemy.

The Finale – Eventually the players will catch up and corner the impossibly smart Malgaast, and after dealing with the legions of Maalkari who had also slowly succumb to the infection themselves, (producing a small army of Gaast followers), they can decide to either destroy the friend or appeal to his nature. Perhaps they can convince him to stop, or take his own life as penance? The final encounter should be filled with emotion, drama, and hurting. A true tragedy.

THE GREATEST HUNT OF ALL

In what was formerly Las Vegas, shells of a thousand skyscrapers litter the hundred-mile-wide super city, scratching the bottom of the sky. Housing thousands of deadly, powerful creatures as well as untold treasures, there is an area within the heart of the city – a collection of buildings, perhaps only ten miles across that are known as the Tomb Ladders.

Big Game hunters from all across the globe come to this land to prove their worth and get rich. Adopting the name of Dagaari or Corpse Climbers, these hunters are ranked by the number of floors they can prove they have ascended - and the party is one such group of hopefuls aiming to get a high score. A campaign like this would probably be better equipped for advanced characters, or in games where you wish for very rapid progression (more on progression later.)

This campaign will most likely be shorter, but there is a lot of room for action and a good way to play a more 'lethal' campaign.

The Introduction – The players have been working as clean-up crews for more established Dagaari. A routine base camp patrol brings them into the path of an old Corpse Climber who seems to have gotten further than anyone else.

The Motivator – The old Biomodus Dagaari states that he climbs the Tomb Ladders because he has nothing else to live for, even though he claims to have gone a full ten floors higher than the ranking hunters. He tells them if they wish to stake a claim for themselves, he knows of a way to bypass some of the lower floors, but he makes the party promise to keep it to themselves, or they will be sorry.

The Success – The players can use the shortcut to get to a place that many Dagaari have an issue getting to. At the level they arrive on, there are a few dangerous monsters, but the majority of the floor has been cleaned out by the old man. After pulling some proof of their find, they can return to the base camp to show off their wares, or continue to hunt.

The Tragedy – The players take their loot to be converted, and in the process, the House of Conversion representative pulls something aside. Looking at the party curiously, he moves off to talk to others. Soon, a few of the base camp guards pull the players aside, demanding to know where they got an item they found. Regardless of if they tell them about the old man or not, they are dragged before the current Lord Hunter (a Biomodus of some repute and ability) and told of the legend of a Dagaari hunter who murders those who cheat at climbing the Tomb Ladder, including the former Lord Huntress. It seems like the party may be marked for death!

The Reaction – The players can do a variety of things. They can continue to use the secret passage, or hunt for the Old Man. They can ignore the warnings and climb higher, but the old Dagaari will be hunting them alongside the monsters of the Tomb Ladder, hindering their progress and turning the hunters into the hunted.

The Finale – Perhaps the Players make it to an untold level in the sky, discovering the Old Dagaari's lair, or the Old Man manages to capture them and put them in a final, almost impossible hunt which they must escape. In any case, the players discover that the old man was, in fact, the former Lord Huntress, sick of the easy prey of monsters, and satisfying her bloodlust with hunting the apex predator – the Biomodus. Let's see how the players do!

NARRATING SCENES

When describing the scene set before the players, keep the world you have around you in mind. This can result in a lot of creative freedom for your game, as no two areas of the planet are the same after the dramatic changes in the ecology. Whole cities are buried beneath deserts of ash and dirt. The hollowed out corpses of mountainous buildings are wrapped around and intermingled with the black, obsidian-like branches of huge, adapted trees.

Tall buildings that stretch into the upper atmosphere are silhouetted against never-ending radiation storms, highlighted by flashes of nauseous green lightning and sheets of acid rain. Off-shore superstructures, designed to drain the Earth of its last drops of black ichor have stood silent for centuries, only to be started up again by persons or creatures unknown, spewing caustic, black runoff onto the hunting grounds of the local Munsu tribes.

You are not limited by described, listed locations in the world either. If you want to turn your local city into an Oculari manufacturing center, then you go ahead. If your version of San Francisco is a heavily defended trading port called Hell Bridge and has the last supersonic Mag-Train station to the island arcolony of Naraako (formally known as Japan), then you should have it be so.

Places and factions change heavily over the course of Project Biomodus' history. Since there is a very loose, poorly recorded timeline, there is no reason why your game can't take place in the future or past of the written game world, where your version of San Francisco was looted by a large Maalkari tribe and renamed, after becoming a lawless slave-trading post. Perhaps it was invaded by Naraaki Biomodus, forming the first steps in a coordinated Naraako invasion of what was North America?

Having a city, area or location in mind before you run the game helps. The weather, environmental constants and time of year all add to the flavor of the scene, or perhaps the game as a whole if you are not planning to have the party move around often.

WORLD BUILDING 101

When building an area to set your game, think about the following set of environmental variables, and make sure you consistently use such descriptions if you wish to keep the theme running throughout your campaign.

NAME

Perhaps you are setting the game in a hollowed out ruin of an old-world city, such as London, Beijing, or Munich. Is it still known as such, or have the locals named the ruins of Beijing something more dramatic, such as the Jade Graveyard or some fictional name in the local language. Remember, the language used in Project Biomodus has heavy use of long vowels and hard-sounding consonants in a staccato rhythm.



SETTING

Is the land a hellscape of toxic pools and caustic miasma, or is it a deathly silent graveyard of buildings in the middle of a sun-scorched city? Is it a landlocked location, far from the touch of moisture, or deep within the choking humidity of a Biomechanical rainforest of obsidian leaves?

Deciding on the landscape can help you think on what kind of creatures and hunters make up the mainstay of your NPCs and antagonists, as well as any methods of transportation or access to trade routes.

You can imagine it is easier to send a well-defended caravan through barren, empty streets than a dense rainforest of carnivorous plants.

WEATHER

The world of Project Biomodus is in a state of varying ecological decay. The Ozone Layer is practically non-existent in many areas of the globe, and the median temperature of the planet is high enough to make previously habitable areas as punishing as Death Valley. That being said, huge radiation storms cover certain areas in a constant, endless swathe of black clouds and fluorescent green lightning.

Acid rain devours what is left of the nanite-engineered concrete husks of old buildings, and in some areas, hail falls with the effective striking force of a bullet. All of these conditions have little to no effect on the impossibly adaptable Biomodus, but such weather conditions can reduce visibility, hinder certain high-intensity actions and can even be used to a player's aid as an environmental trap.

CONTROLLING FACTION

Is your setting based in a huge city, resting under the heavy and controlling thumb of the Great Trade Houses, or perhaps the local Maalkari Warlord has been running unchecked through the tribal encampments dotting your desert landscape? Perhaps the Oculari recently set up shop locally, and every man, woman, and child are embroiled in a hopeless war, to keep back the tide of biomechanical automatons from their homes.

You could also set your game in a somewhat sleepy, settled part of the world. The player's settlement or tribe could be fairly untouched by the ravages of a reformed, desperate society, and their whole social system is based on a primal belief in something more mystical or shamanic.

FLORA AND FAUNA

Having an idea of the local foodstuff available to hunting parties can lend a personal edge to the world you create. Do the locals go out in large hunting parties to take down giant, grazing mammals, or perhaps single hunters can survive on a healthy supply of smaller, grassland creatures? Even the trees and plant life can be of varying levels of lethality and usefulness to the Munsis of the area.

Depending on their surroundings, Munsis tribes and groups may hunt in very different ways, and that can have a huge effect on the way the community interacts and the value it places on certain Skills.

NARRATING AND SYSTEM MECHANICS

Project Biomodus is a strange mix of complicated math work, as well as simplistic combat. The idea behind the character creation system, as well as the way combat is handled (with asymmetrical stats for the players and the antagonists), is so that players can put a lot of thought and time into their 'building' phase (during character creation and advancement between sessions). When done, they can get right to the action when the ARM starts flying.

As a result, the statistics they end up with are fairly simple, are compared against generally stationary Defense and Difficulty Ratings, and so combat is free-flowing and easy to keep on top of, without the need for 'micro-managed math' to calculate bonuses and penalties every time an attack is made.

While this, in turn, can lead to players being more creative in their attacks, your job as a Narrator may become more difficult when deciding how an Antagonist can defend themselves, or if certain environmental conditions lead to more damage, or inflict a Condition depending on the situation. Antagonist statistics are kept simple and generic for this very reason. You can apply a Difficulty, Defense or Attack Rating based on pretty much anything the player can come up with, using the stats given as a baseline measure of an antagonists capabilities.

In any case, if you feel a Skill roll would be more in line with a player's intent than an Attack roll, or perhaps an enemy is smart enough to spring a trap on a player, (even though there is no direct rating for a Combat Maneuver). You must be prepared to use an appropriate Skill or Attack Rating to make the effect possible.

In the same line, social interactions can be shifted and fudged depending on the situation. If a huge, Chimeric Biomodus has just slaughtered a group of Gaast to its last member and then asks if the last remaining monster can be intimidated into answering questions, feel free to lower the Social Difficulty Rating of the Gaast considerably to represent its feeling of self-preservation.

THE 'RULE OF COOL' TRUMPS ALL

If your players are encouraged to embrace the world with open thinking, then the Narrator should help provide them with the tools and assistance to succeed – although this should still remain within a reasonable level. As stated at the beginning of this chapter, the world of Project Biomodus is larger than life, filled with extreme weapons of destruction in the hands of immortal, biomechanical, transhuman heroes.

Players can push through concrete walls with some effort (although Heavy Case Biomodus would most likely push through a pre-disaster wall without realizing it exists), and nearly all characters can perform feats of strength and recovery that would seem almost godlike to their human ancestors. Players should be reminded of their character's power if it is not being utilized creatively.

There is always a reasonable limit to how much a character can do, however. Even with the Torsion Control Configuration and a Power Statistic of 10, it is unlikely a Biomodus will be able to pitch a baseball into orbit.

Could they toss a small truck into the path of an oncoming caravan, however? Absolutely, if their statistics and situation make it a plausible action. If a Light Case Biomodus with a low Power Statistic tried to do the same thing, they would probably have a much harder time depending on how low the Power score was and how big the truck is.

The same goes for Skill levels. If a player has 4 points in the Piloting Skill and asks if they can pull off a death-defying maneuver to try and squeeze through a gap and tricking the enemy skiff to follow - resulting in what would hopefully be a horrific fiery crash for their pursuers? That may be more than possible for them. However, a Biomodus with a low piloting Skill may not be as lucky or even capable of performing such a maneuver in the first place.

CREATIVE THINKING AND FINDING A BALANCE

You will see that a lot of descriptions – primarily Combat Maneuvers – read that the final result or plausibility of an action is up to the Narrator to decide. This is a lot of responsibility to give the person running the game. While it may be tempting to simply deny an action because it doesn't meet with your plans for the game, you should ask yourself if that is a good enough reason to prevent the players from attempting at what they are trying to do.

At its core, Project Biomodus is a game about being more than human. If your four-ton Heavy Chimeric player has a major NPC in a grapple and wants to pitch them through a support structure of a molten iron canister, then there is no reason why they should not. Will the NPC receive potentially fatal damage from the attack if the liquid iron falls on them? Sure. Perhaps you wanted them to live a little longer, but if they are really a footnote in the campaign as a whole, then perhaps in the next session some stronger, more devious NPC steps in to take their place.

As long as you are consistent, then you should not be afraid to throw a previous plan to the wind and let something else step in to push the story forward. Creative thinking by the players should result in a meaningful reward – not just in the form of mechanical benefits such as experience points – but in reaching milestones for their character personally or achieving a goal of the party overall.

Maintaining a consistent level of acceptance is hard to do on the fly, however. You should have in mind a line of what kind of leeway you are willing to grant the players. If you let the Heavy Biomodus toss a car into an abandoned store window in one game, but then refuse a request to pitch a telegraph pole at a retreating NPC, your inconsistent decisions may leave a sense of futility in your players. This can leave the impression that their good idea can be shot down, the moment it is inconvenient to the Narrator.

On the flip side of the coin, when players start to get into the habit of describing wildly exciting maneuvers in an attempt to circumvent the already established systems, especially ones in which their characters may be deficient, then it is time to pull back on the reigns.

In the same way, you should be consistent in their favor, you should also apply that attitude to your line. This helps set a precedent for what is acceptable usage and hopefully gives the players a reasonable middle-ground of what is acceptable within your theme.

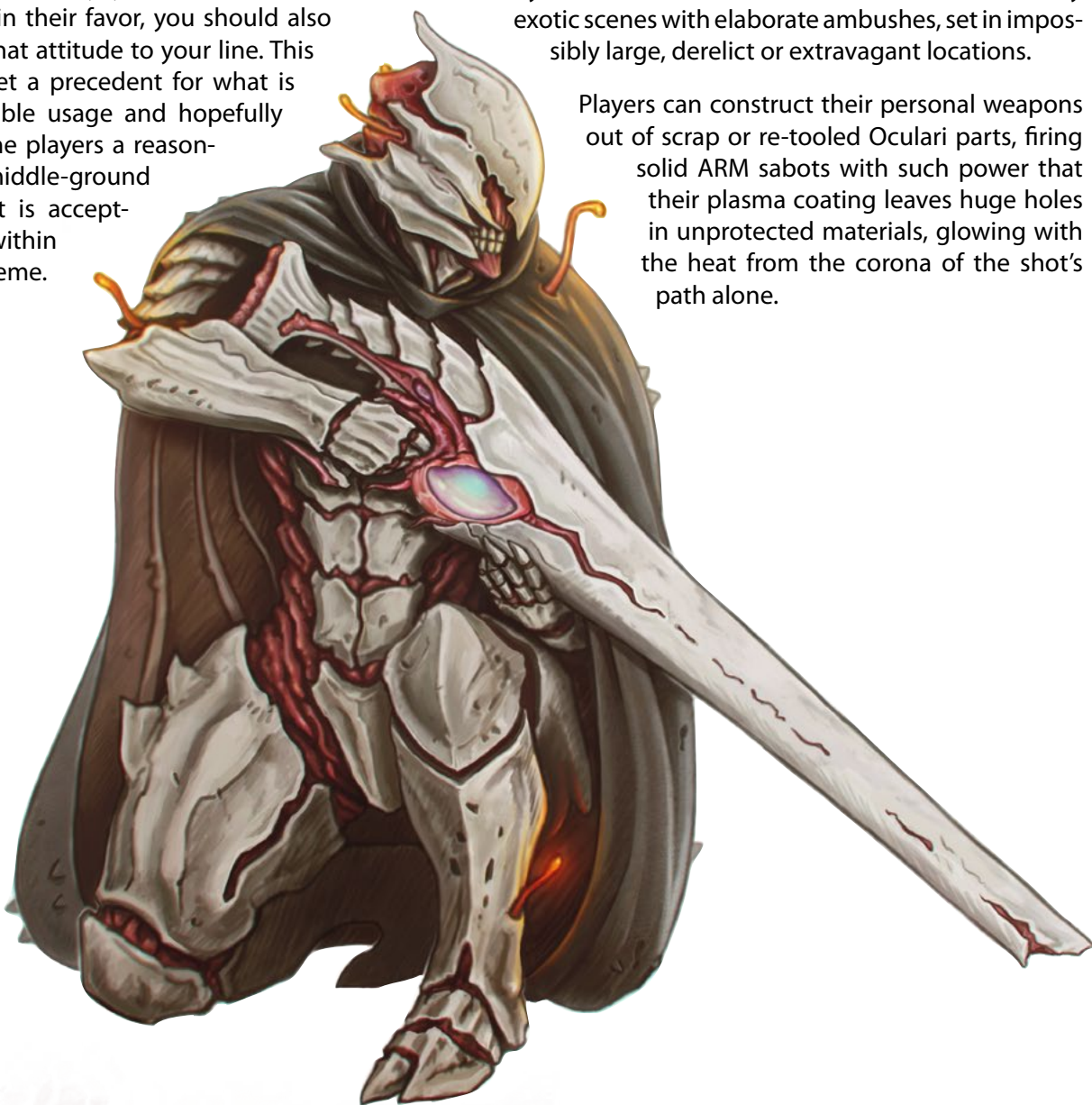
Of course, there may be the one occasion where the characters or some story McGuffin is under threat of destruction by misfortune. Could you let players die because of bad rolls, or because some member of the party screwed the pooch; endangering the rest of the players? Sure. You could, but there is no satisfaction in that.

Do not be afraid to levy heavy damage or penalties to a party that makes, or is subjected to a single player's bad decisions. There is a whole table of structural damage you could have party members wake up to if you desire to put the brakes on reckless playing.

AESTHETICS VS. FUNCTION

With the combat system being fairly open-ended and a huge list of non-specific weapons available to the players, it leaves a lot of room for artistic creativity on all sides of the table. Narrators can set wildly exotic scenes with elaborate ambushes, set in impossibly large, derelict or extravagant locations.

Players can construct their personal weapons out of scrap or re-tooled Oculari parts, firing solid ARM sabots with such power that their plasma coating leaves huge holes in unprotected materials, glowing with the heat from the corona of the shot's path alone.



In the same way, player's actions are just as open to artistic interpretation. Any Adjusted Defense score is not just maneuvering or intercepting a physical blow with another weapon. It may well be that a player describes a blocking action as their huge, armored Biomodus swatting a blade aside like it was a fly, or a highly alert and agile Biomodus making the smallest maneuvers possible to evade a rifle shot as they slowly, menacingly walk towards their prey. In others, a block may consist of expert swordplay, or evading is a mixture of lighting fast zig-zags and flips to evade incoming fire.

If they are successfully rolling checks that mechanically make no difference to the described result, then let them look as cool as possible!

WHEN TO BEND AND WHEN TO BREAK

"Rules are made to be broken," as the old saying goes. This is true of many game systems, but there can be a time and a place to break the rules, whereas bending a rule to make it slightly more fitting is a lot simpler, and still keeps a sense of achievement for your players.

For example, here are some examples of when it is good to bend the rules:

- A player's normal movement would leave them short of their target by a couple feet, but the description of how they got there was superb. Why not let them have that extra yard? Perhaps an explosion behind them pushed them that little bit forward?
- A well-organized trap is sprung by the players, hinging on a grenade rolled down a cramped corridor. However, a bad roll means the player would miss. Instead of letting the attack fail, how about having the player roll all of their damage as Scratch, to represent the contained impact of the explosion? It may not do as much damage, but it could wing a few lesser-armored targets.

- A slew of bad luck has hindered a player in a major fight. The party enemy makes another horrifically damaging shot that will result in the untimely destruction of the character, even though they have been making an excellent effort to survive. Give another player the opportunity to roll and see if they can jump in the way of the shot to save their friend.

- On the flip side of the 'luck' coin, another group has been stampeding their way through a lot of well-set ambushes, and the last fight was planning to have a party of whittled down players to deal with. Before the combat stars, give the final enemy a bit of a boost. Open up with a few grenades or traps to soften up the group a little, or perhaps an upgraded set of equipment, granting a couple more dice of damage. Explain how this enemy is different or improved ahead of time, so it is justifiably harder. By some horrific set of circumstances, a group of players has been falsely accused of an offense. A sentinel player is the only one available to make a social roll and they are not very socially skilled in the first place. Maybe the group's history in the area or their reputation lends them an edge, and as a result, their prosecutors are not so distrusting of the Sentinel. In this case, the Sentinel's Social Skill penalty could be removed.

- In contrast, here are some examples of how breaking or bending the rules could be bad:

- A player has been doing very well against a major enemy. Mid-battle, the enemy suddenly gains an extra two dice of damage for no explainable reason, resulting in the player losing a lot of health.
- A Combat Maneuver means that – unbeknownst to the players – an important NPC is about to be tossed to their death. Out of nowhere another NPC flies in on an otherwise unnoticed vehicle and rescues them, without the opportunity given to the party to spot or react to the NPC's backup beforehand.

- A Social Skill roll works for the players, but the end result is trying to get information out of a fairly well-informed NPC. The Narrator decides to give up nothing, but the players find out later the NPC was 'in the know' all along.

- Rolls of a '1' on players dice result in debilitating Conditions, no matter what they suggest.

- A player has a lot of good ideas, and you have been granting excessive additions to damage and other well-described rolls. Soon the actions become garishly overblown, and to maintain consistency, you continue to grant them.

In the end, it is up to you how far you are willing to let your players go, or how forgiving you are when it comes to helping them out with dice rolls or effects.

Some people prefer to be very 'hard-limits' when it comes to flexibility, and while Project Biomodus is not really designed with that aesthetic, some people may find that imposing such limits on an otherwise superhuman being, adds to the excitement and achievement. These lines and precedents should be discussed with your players, even before character creation starts.

ISSUING XP AND REWARDS

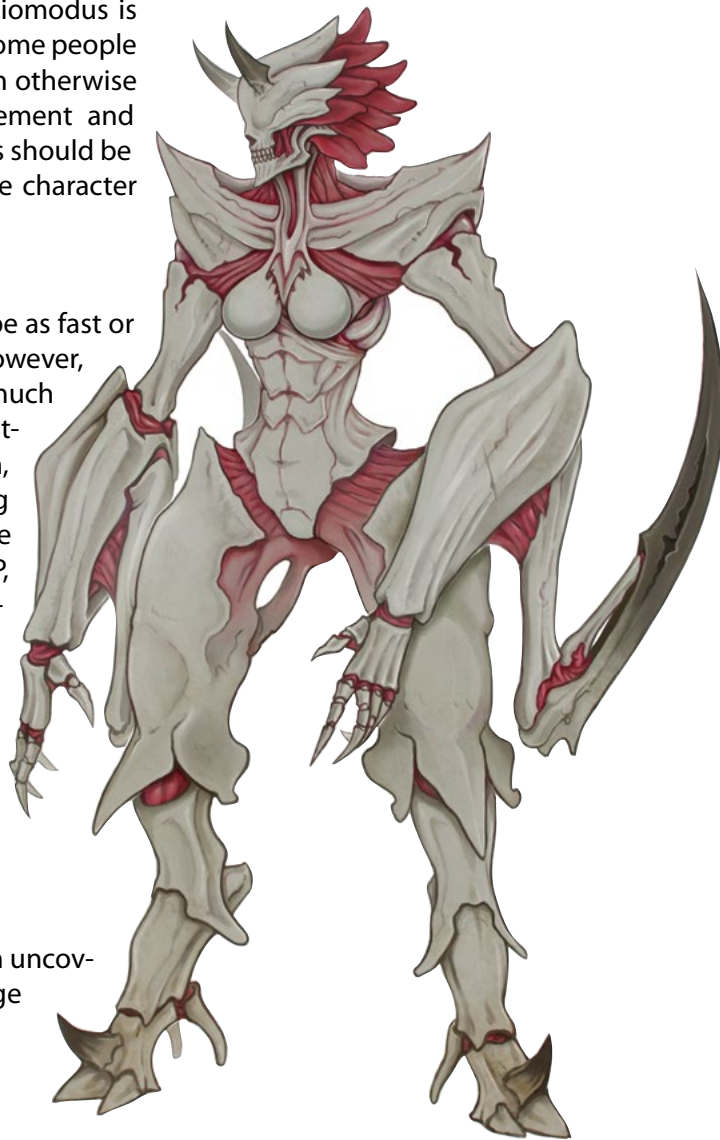
Advancement in Project Biomodus can be as fast or as paced as you, the Narrator, prefers. However, if you need some guidance as to how much XP to give your players, then it is suggested to grant around 50XP per session, depending on some factors surrounding how your players performed. When the session ends and you are handing out XP, take the following points into consideration:

- Did any of your players overcome a significant threat through teamwork and strategy?
- Did any of your players perform a particularly cool action that impressed the rest of the players and/or you?
- Was a major plot point in the campaign uncovered, or have the players made it to a large milestone in their story?

- Has a player maintained their character's persona well, or roleplayed in a way that did not break character, even if it would have made the situation easier for the party?

- Have any of your players worked out a difficult situation in a way that is both clever and beneficial for the party?

These are just some examples of how you can justify some extra awards. If players demonstrate any of the above, (or perhaps another action during play which you feel warrants a reward), then you should perhaps consider giving them an additional 5-10XP per rewarded action. Be cautious when giving extra rewards. If they are given too easily, then players may come to expect them. Rewards should be earned for exceptional actions, and to reward excellent role-playing.



THE BIOMODUS OF LEGEND

Throughout the world, there are many survivors. For the most part, these survivors are going to be Munsis, or perhaps a small group of like-minded Biomodus who are struggling to survive – much like the Biomodus of your group. There are, however, a small handful of Biomodus that have risen well above the ranks of the others, securing themselves a place in the annals of history for their feats or their uniqueness.

These beings are legends for a reason. Some are well known for their compassion, others for their cruelty. One thing they all share in common is that they are beyond the normal day-to-day concerns of most Biomodus, let alone the Munsis they came from.

INCLUDING LEGENDS IN YOUR CAMPAIGN

The Biomodus of Legend described in this section are not there for Narrators to simply throw in as ‘enforcers’ of their design. Where all of these characters included are powerful, influential and capable of holding their own, they are not designed to be a constant thread or source of aid to the Biomodus group. To put it simply, in no way should the spotlight be taken away from the characters of your campaign.

Legends should be used to highlight struggles, or provide some influential mover within a society that the group may request help from in a certain task, but ultimately this contact should be short, sparse and more as an aid to the story than anything else. This is also the reason why no definitive statistics are given for Biomodus of Legend. It should be assumed that each of them is well armed, armored and augmented. If you want to have a group of Biomodus encounter a Legend in combat, it should – again – be for story purposes only, or perhaps give them some environmental way of temporarily defeating a legend.

Perhaps a campaign could center on killing one of these Legends, but such a target should be considered the ‘final boss’ of a campaign, reachable by only passing through much research, planning, adventure, and loss.

For the most part, Legends should be used to add some needed gravitas to a game session, helping show the depth of the danger or the importance of what is happening. Perhaps they can be a roleplaying ‘gatekeeper’ of sorts, demonstrating the need to negotiate information or passage with a much stronger – but ultimately detached – member of society as a greater body.

THE LEGENDS

The various Legends below are from several different walks of life and are not organized into a particular order. There are no statistics given, but it should be assumed that will at least be considered a challenge to a Biomodus group. For the most part that will have any appropriate Modifications they need, as well as resources to back up anything they can threaten a Biomodus with.

In some cases, these Legends have followers or equipment as a part of who they are, and that will be discussed in their description. There are also several different rumors and potential story hooks included within the Legend’s description, showing how they may get involved in your campaign, or the kinds of rumblings spoken about them by the locals. In your world, some of them may be real, others may be fake. Ultimately these Legends are just as much a part of your custom world as the scenery and inhabitants.

JESKAL

Aliases: The Lost Lord, The Scrap Father

Jeskal is a war-torn survivor, born in the Scaava Lands in Eastern Europe. When other survivors of humanity's uplifting were being buried under seas of concrete and refuse, there were a few brave survivors who journeyed to the surface before many of the others. The Scaava know these few as the Lost Lords.

When the rest of the Scaava came to the surface, they discovered that these few pioneering souls had created a culture of their own. In the vast mountain of garbage, ever-increasing by the automated systems left to clean up over hundreds of years, these few Lost Lords had made their stake. By the time the rest of their people would discover it, they would have either been killed or had moved on to other places – never to be heard of again.

Jeskal was the last remaining one. Thought to be one of the oldest living inhabitants of the world, his history is at least the most verified of all the individuals claiming to be the eldest. When he emerged out of the machine-made mountain of ruins, he set about creating his home... and his new people. The Lost Lord is a builder of incredible renown, even by those who recall stories of his time below the surface. He built machines to defend his claim, creating automatons and simple programs that serve different functions while using self-written A.L.I. to help maintain the encampment.

Over hundreds of years, Jeskal modified his home, his mechanical denizens as well as his own body. By the time the rest of a Scaava had emerged, they had encountered a whole town populated by automatons, incredible defenses and the Lost Lord himself, waiting for them. When they came to him, they asked him for sanctuary. He granted it. They asked him for supplies, and he granted it. But when they asked him to make the automatons serve them, he ejected them back into The Wastes.

Jeskal's reality had become the automatons he had created. Selfless, loyal and above the petty squabbles of politics and power-plays of his former peers, they meant more to him than any breathing, selfish cur who had come to finally dig their way out of hiding. He no longer felt part of that world, and so... he left it behind.

Around him the Scaava began to rebuild their homes and take to their own tribes, staying clear of the Lost Lord's domain for fear of incurring his wrath once again. For a time, things were going well, but when the Oculari began to flow in from the north, Jeskal found another enemy to his people – one that usurped the loyalty of his automatons and destroyed the very city he had come to call home.

Betrayed by his own offspring and disheartened in the selfishness of his people, Jeskal left the Scaava lands to find the only remaining people that seemed to hold a similar heart to his own: the other Lost Lords.

When encountered, Jeskal will often have automaton servitors, although their capabilities seem to be more like supporting staff than anything else. Jeskal is not afraid to get his hands dirty with anything and is often encountered alongside struggling pockets of civilization, as he attempts to help them build their defenses, but he never stays in one place too long.



Notably, Jeskal prefers the body of a Medium Hom-inid, equipped with a large auxiliary arm that is a custom modified limb. It allows him to wield huge weapons and toss items many times his own weight, as well as be a modifiable toolkit for all other purposes. He is also one of the only beings to be able to wear custom heavy armor without any penalty to his mobility, even as a Medium Frame. He does not use Configurations as much as other Biomodus of his power, but he has almost every Modification imaginable with some customized extras on top.

RUMORS AND PLOT HOOKS:

Jeskal is the last Lost Lord for a reason... he killed the rest of them.

Jeskal has attracted the personal ire of the Foci, who sees the Biomodus' dominion and inspired loyalty in non-biological life to be an affront.

After the Oculari turned most of his trusted offspring against him, Jeskal has developed a way to block the hacking of the Oculari with unheard of success. It may even be a secret he can be convinced to part with...

LOAM and Jeskal have a bittersweet relationship, although the Lost Lord is distrusting of her, he sees her as a means to an end... whatever that end may be.

The Typhometi have branded Jeskal a criminal and enemy of the Cathedral of Flesh. There is a whole chapter of missionaries and Templars dedicated to hunting him down. No one seems to know why.

KARCHARIAS

Most Biomodus are known by their people as being great hunters. These hunters often are the lifeblood of many encampments, villages, and enclaves as they provide and feed their Munsis family and friends. There is one such hunter in the world that does not care for hunting lesser prey, and he is not revered by anyone other than those paying for a successful job upon completion.

Karcharias is a walking nightmare for anyone with a price on their head. The more dangerous an outlaw you are, the more like Karcharias is going to take your mark... and there is rarely a more dangerous mark than another Biomodus. Equipped to the hilt with traps, weapons, Modifications and a host of other tricks, this bounty hunter is not above deception, kidnapping, blackmail, and manipulation to get to his prey. He is also an exceptional MedTek in his own right, so his custom-created equipment and components give him an edge that most solitary Biomodus could only dream of.



On top of his collection of equipment, Karcharias has a small collection of co-opted military and ocular drones which he uses as fodder and bait to set up traps. He will use traps, disposable troops, and other such tactics to wear down on the enemy and then pick off the weakened remnants from afar with his ranged skills and hard-hitting, armor-piercing weapons.

When up against unfavorable odds, Karcharias is not afraid to cut his losses and escape, perhaps to retry again at a later time. He is patient, clever and observant. Above all things, he values his own life (even above the contracts he takes), and if he does not fulfill a contract, he is not too concerned about his employers coming after him for failure. There is some level of professional pride, however, as he will often take marks on especially challenging prey for little more than his expenses, if only for the challenge in hunting down a Biomodus of renown.

Karcharias is most often encountered in his highly-modified Hominid Case, which is littered with weapons, changing limbs, armor and mobility enhancers. He has been known to take the form of several other cases. Most notably, a well-defended Sentinel when he is expecting to take on larger parties, but given his renown, his funding and his general grade of employer, having a fleet of available cases in a local safe house is not beyond the realms of possibility for him.

Hiring Karcharias is no easy feat either. His prices are high, he will often flat-out refuse a target if it is impossible to survive the encounter, or if it does not meet his (ever-changing) criteria to be a good hunt. He takes which jobs he likes, leaves all others as a waste of his talent, and will often brag about his successes when questioned. He is vain, dangerous and deadly.

Everything you could want in a sociopathic hunter of his 'lessers.'

RUMORS AND PLOT HOOKS:

Karcharias is actually a member of the House of Audit, acting in a way that helps expose internal fraud.

Karcharias is a former member of the House of Audit, gone rogue after he was framed by internal politics and now does what he can to disrupt the goals of the House of Trade.

Although a fantastic MedTek in his own right, Karcharias has a team of support agents that hack and control drones for him, provide information remotely and work on his gear. Keeping this information to himself makes it seem like he is much more skilled and so he gets better work.

There is one person out there Karcharias will hunt for free: an ex-lover or sibling. No one seems to know for sure, but they are just as skilled as him. His anger is a dead giveaway though.

It is thought that Karcharias is plotting to take out a Huntsman, but is biding his time and doing his research. That and no one has offered him enough 'incentive.'

Karcharias has made deals with Gaast to weaken enclaves enough for him to get in and take out his target in the confusion. Needless to say, this is considered an inhuman and unspeakable tactic, and incredibly dangerous, not to mention recklessly selfish.

LOAM

Of all the creatures, intelligence and major players in the world, there are none so elusive as the mystical Loam. There is much speculation as to the origins of the glowing, goddess-like intelligence that seems to randomly appear and assist certain 'interesting parties' with their struggles. Many Munsí, Maalkari and other collections of Homo biomodi often look at the stories of Loam as a legend or a fairytale.

The few who have claimed to run across her usually have similar stories. Either they were investigating a ruin of the old world, and Loam appeared to them to give them direction or protect them from the occupants of these 'temples,' or they have been visited in visions and dreams following encounters with forgotten and abandoned technology.

Some enclaves of Munsí often revere Loam as some kind of protective deity and shines of metal and glass are often erected in her image, waiting for the day when she will appear to them to give them guidance or provide protection in their time of need. Some say those very events have occurred, whereas others tell stories of families slaughtered in droves as they waited for their luminous goddess to protect them.

In actuality, the truth is far colder.

Loam is perhaps the only surviving Oculari who does not agree with the process of extermination forwarded by the mighty Foci. It is not known where she is housed, nor her criteria in helping or hindering the remnants of humanity, but it is thought that if she takes an interest in your life, there is always a reason.

Loam can commandeer any Oculari Drone unit within a mile of one of her relays. When encountered, it is usually through some connection to where her actual processes reside, but she almost always takes the form of a partially translucent female with a mane of long hair, dancing code about her skin and surrounded in floating machinery like a crown or clothing, depending on what is nearby. Like all Oculari control intelligence, her Data Iris is often in the center of the chest (where the heart would be on a human), and small floating emitters take a vague skeletal structure within her light-based form to allow her to interact.

Loam's temples are often abandoned buildings with high security, littered with disconnected and inert Oculari drones which come to life at any sign of trespassers. To most people of The Wastes, these places can seem like any other Oculari stronghold, except when Loam is present and in direct control, her drones will often display a purple hue to their energy matrices instead of the normal cold blue.

RUMORS AND POTENTIAL HOOKS:

Loam was originally the AI in charge of a Health wing of one of the old governments. Her knowledge of humanity and records of their psychology is what endears them to her.

Loam will only assist those who are either close to the biological strain of Homo sapiens, or are protecting someone of 'pure lineage.'

Oculari drones controlled by Loam will not open fire on attackers unless they are attacked. When controlled, these drones actively seem protective of Loam and when in rest, will coil around her image like pets or children.



There are certain, reclusive enclaves of Homo biomodi that are 'testing' grounds for Loam. Once her tests are completed, she will abandon these enclaves and no longer protect them. Until she is done with them, however, drones will protect the villagers en masse, leaving no survivors to tell of their locations.

Loam is looking to smudge the line between Homo biomodi and the Oculari. If the two can be made to live like the other, perhaps peace can ensue?

Loam was once either a human, a Munki or a Biomodus before she converted herself into a digital form, hence why she is like no other Oculari.

PROPHET

Not all heroes are born in greatness. Some just happen to come along it, where it is forced upon them.

Prophet is the name used to describe this wandering Warrior-King. There have been other names over the centuries to describe him, but Prophet has been the one which has been heard throughout the world. It is not known how old Prophet is exactly, but recollections of his adventures span back far enough, for people interested in his history to know that he was one of the first Biomodus to walk into The Wastes - shortly after the ecology stabilized from the uplifting of humanity.

Over the years, he has fought countless enemies, survived thousands of impossible battles and has personally turned the tide of fate away from those who would be washed away by it. He is a folklore legend that still lives, a monarch to many with no kingdom of his own, and a victim of his own conscience.

Prophet's most notable accomplishment is perhaps the reason he does what he does.

At one point in his life - before he took to the never-ending path he is on now - he once worked to defend a city from an approaching Huntsman. The fight lasted days with hundreds slaughtered and the city blasted into ash, but on the final day, Prophet struck the final blow to the Huntsman, causing it to detonate in an explosion very few have seen the likes of, before or since. He would claim he was lucky, but the few survivors

who had witnessed the event said that he fought until his body was wracked and his opponent was nothing left but a crawling torso.

To date, he is the only Individual to have laid a killing blow on a Huntsman.

It took him years to recover from the damage done to his body and his core, but once he was back on his feet, Prophet decided that he would never want to see the kind of slaughter witnessed in his last battle. He still carried the Huntsman's blade to this day, a testament to his victory and a reminder of his mission.

Now, some see him as a herald of calamity, as he walks ahead of Huntsman as they roam the globe on their impossibly destructive mission, helping evacuate towns, cities, and enclaves before they can fall under the swing of the Huntsman's quest. It is a task that can net him hate and worship in equal droves.



Usually, Prophet will appear several days before a Huntsman will arrive. He spends that time warning the people of the area to leave, move away and get out of its path, and many who know of his impossible, endless task take heed and do so, avoiding the unspeakable death that the Huntsman is capable of. Others will defy, attack and try to imprison him, arrogant that they can halt the threat and defeat the creature heading to their borders.

Some may try to attack him, and very often, nihilistic cultists who worship the Huntsman will attempt to assassinate him before he can ruin the 'inevitable death' that awaits the foolish Homo biomodi. Prophet will defend himself if necessary, and only then it becomes apparent that he is no stranger to battle. His old equipment is perfectly maintained. His body deceptively houses hundreds of Modifications, and he has a fleet of Configurations as his command. When push comes to shove, Prophet can shove back with force almost equal to the Huntsman itself.

When villages are too stubborn to move, he will often engage the wandering huntsman to lure them away from the town or give the residents enough time to reconsider and escape. Sometimes he is successful, and other times he has to watch the slaughter of thousands again. As a result, the Prophet is a solitary herald. He does not keep partnerships long, but when he does, they are almost always to help defend an enclave or town before he has to move on again.

With the adaptive and dangerous nature of the Huntsman ever growing, he knows he will not be lucky enough to destroy another one and survive, so he presses onwards: every 10 years, choosing another Huntsman at the Hunters Conclave where they all meet, then returning to his task of saving countless thousands.

Stopping only to resupply, warn and accept the hospitality of those grateful to his service as they evacuate, Prophet is a paragon of selflessness in a world where only the greedy, hungry and desperate survive.

He is the King Who Drags His Throne.

RUMORS AND STORY HOOKS:

Prophet is one of the first Biomodus. Some would say he is one of The Engineers original disciples.

Prophet is a living aspect of The Engineer, sent to atone for the destruction caused by the uplifting of humanity.

Prophet once had a family in the nameless town where he defeated the Huntsman. Their loss drove him to madness, and that is why he constantly pits himself against the Huntsman.

Where most see him as benevolent, it is, in fact, a ruse to hide that he controls the Huntsman. It is a test to see if people will stand their ground against an unavoidable fate and who will survive.

Prophet does not think of himself as anything other than a soldier. He is often seen playing with children or comforting families rather than attending lavish events in his honor. He even sees them as distasteful. Attempts to bribe him will result in his abandonment of the city to their fate.

Prophet is a former Huntsman. He did not kill the first one, but the city did him enough damage to break his directives, resulting in him taking another form to foil the plans of his former brothers.

There is more than one Prophet. It is a history of seasoned warriors taking up the role (and Case) of the original when the previous Core is too damaged to continue.

TAGARAAL

The life of a Maalkari is a dangerous one that has a very limited life expectancy. In this way, this is how the Maalkari maintain a level of balance within their own culture. Warlords get big, they get strong, and when they become too much of a threat to the other tribes, someone will oppose them, betray them or find some other way to remove them from the equation.

Tagaraal is the exception to this rule. A Biomodus of incredible strength and nigh-invulnerability, this easily bored, Maalkari Warlord is above and beyond the concerns of the smaller tribes and their petty squabbles. When Tagaraal goes raiding, he does so against entire sections of civilization. The House of Trade, The Typhometi Cathedral of Flesh... even Oclum itself. All of these otherwise impregnable fortresses have been smashed, raided and stolen from and each time, Tagaraal has managed to survive.

Tagaraal does not have an encampment as many other Maalkari do. In possession of a tribe that is mobile, he is in possession of some of the finest raided equipment that the House of Logistics made. His own 'flagship' of this personal armada is a stolen Marmutt Convoy Tank that has been modified to move at almost double the base model's speed. Behind that is a fleet of other, smaller vehicles that are all piloted by competent raiders.

The Maalkari behind Tagaraal are divided into sub-tribes of engineers, shock troops, and hard laborers. All are headed up by a hierarchy of various leaders, starting at one of Tagaraal's lieutenants, and moving all the way down the chain through warlords, commanders, and squad leaders.

Were it not for the level of discord and in-fighting between rivals, Tagaraal's war machine may have been the most powerful and undefeated force outside of the House of Trade. On top of that, drawing the ire of every major group in the world takes its toll. Tagaraal is constantly fighting off assignation attempts, raids from rival Warlords and the vengeful counter-attacks of the powerful Typhometi or the House of Trade.

The warlord himself is a towering, twelve feet of Chimeric armor plating, spikes and weaponry. Weighing at approximately eight tons and carrying a pair of blades that look like they were pulled from industrial wind turbines, Tagaraal is more than capable of holding his own against the mightiest of attackers, although he does so when he feels the challenge is right.

Where some may think of him as sociopathic, Tagaraal does not just kill without thought. Each blow is with the design to sow terror, stake a claim or to cut down a worthy competitor.

RUMORS AND STORY HOOKS:

Tagaraal was once an honorable soldier who grew too bored without a war to fight. Becoming the greatest Maalkari Warlord meant he no longer had to go searching for a good battle, but rather it came to him.

Although a consummate Maalkari, Tagaraal does not kill unarmed people. If people come to him seeking an audience, he will always grant it, even forgoing the usual precautions of checking for weapons.

Somehow, his rivalry with the House of Trade started long before his position as a Maalkari. His choice of new friends is simply a product of the vengeance he seeks.

While his motivations are unclear, the Maalkari Warlord will often enter into battle, cause an area to go into full defensive mode and then leave before wiping out the populace. He will kill and murder as he desires, but he never seems to leave a place completely crippled.

One of the Maalkari under his command is his daughter. No one is quite sure who it is, but Tagaraal does not show anyone preferential treatment.

THE LIBRARIAN

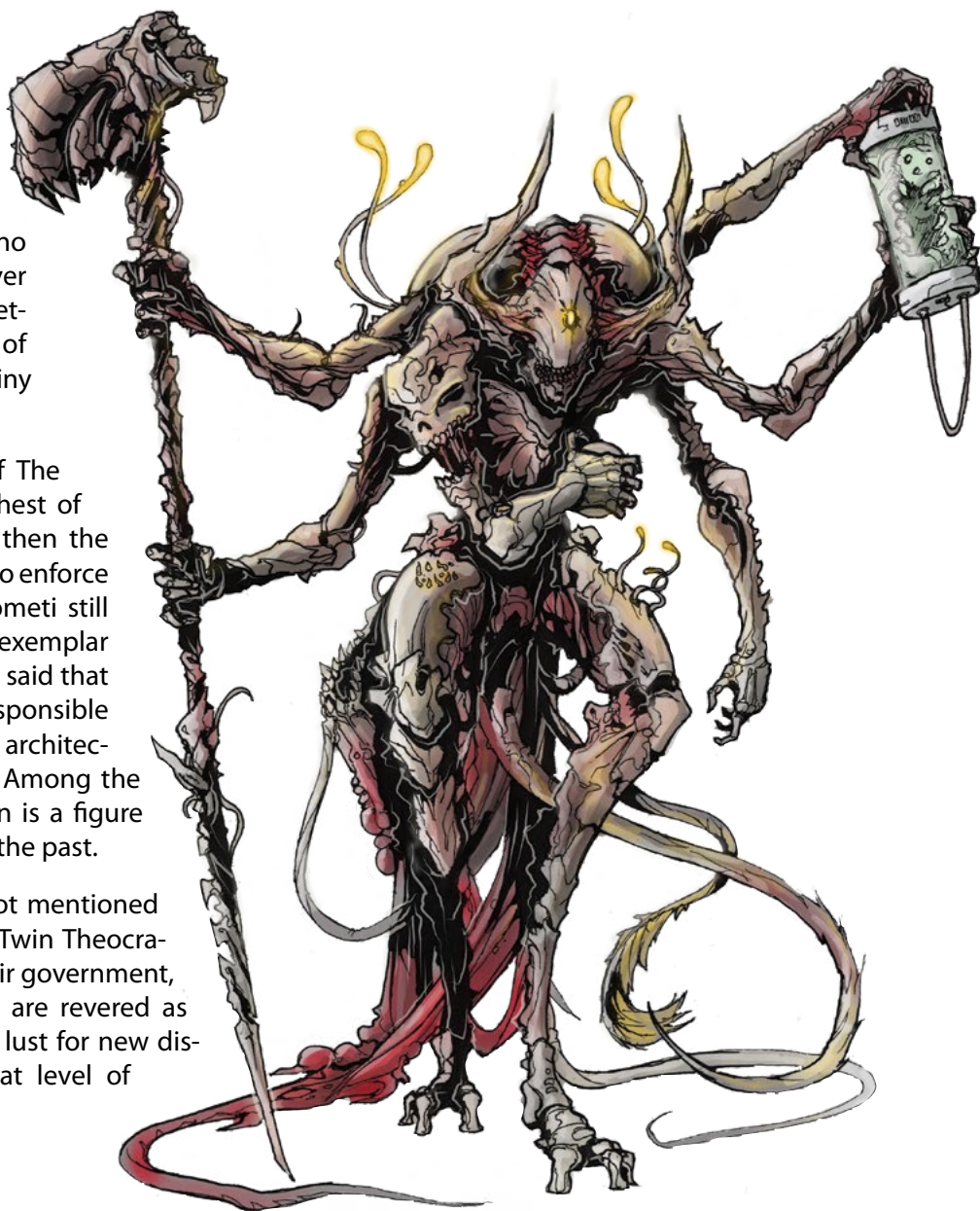
Some legends are made because of their leadership, where others are renowned for their battle prowess or awe-inspiring might. The creature known as The Librarian cares for none of those accolades. A reportedly independent Typhometi exile, The Librarian scours the surface of The Wastes looking for genetic material and samples to fill his collection of organic components.

It is thought that The Librarian was too much, even for the eccentric tastes of the Cathedral of Flesh. While the furor of the Typhometi allows them to do much, they is still a sense of community and rejection of the metal monstrosities that have suppressed them for centuries. The Librarian knows no such limitations. The Theocracy of his homeland holds no secrets for him to uncover and flirting with the genetics of the other societies of The Wastes invites scrutiny and exile.

However, if the exile of The Librarian was at the behest of the Cathedral of Flesh, then the rulership has done little to enforce their anger. Most Typhometi still consider him to be an exemplar of flesh crafting, and it is said that the old Biomodus is responsible for some of the initial, architectural growth chambers. Among the Typhometi, The Librarian is a figure of authority, but only of the past.

His current works are not mentioned in the teachings of the Twin Theocracy, one either side of their government, whereas his past works are revered as revolutionary. It was his lust for new discoveries that ended that level of inclusion.

That is the fundamental truth about the Librarian; when he sees some interesting new genetic strain or mutation, he will do whatever he can in his power to either hire someone to go get it for him (regardless of the moral implications of doing so) or get frustrated and do the task himself. Once the sample is collected, dissected and indexed, The Librarian packs up shop and continues his search elsewhere.



The most memorable part of an encounter with the Librarian is perhaps the huge mobile home for all of his samples. Acting as part-laboratory, part-home and part-siege engine, the creature he travels with in looks much like a building-sized, armored crustacean with a distinct tail of bone and flesh stretching upward, pushed along by crab-like legs and a snail-like muscular 'foot.' Bulging eyes appear on most sides, but the larger ones rest on the front. It will growl at unknown approaches and in times of need, it will defend itself – with surprising effectiveness.

Orifices at the side of the mobile, organic home open up to let The Librarian embark or leave as required. Although he is cautious, the Librarian has been known to let others enter the gigantic creature with him, but those causing trouble quickly find themselves swimming in its caustic digestive fluid. The inside of creature is just as dangerous – perhaps more so – than the outside.

The Librarian himself is fairly unimposing, aside from the fact that most Typhometi appear abhorrent to the aesthetics of many normal Munsis or Maalkari inhabitants. Even so, the six-armed Typhometi is considered to be in a Light Case, built completely of bone and sinew, lending him a thin, lithe gait. His body is armored and fully modified, but most of all, the Librarian is deceptively strong.

RUMORS AND STORY HOOKS:

The Librarian is one of the first leaders of the Cathedral of Flesh. It is thought that he may even be the original architect for the conversion of St. Paul's Cathedral into the towering, breathing center for the Theocracy.

For some reason other than the terrifying living home he travels with, many of the different factions around the Earth leave The Librarian well alone, even the Oculari tend to steer clear of the wandering collector.

It is thought that the Librarian is the only creature to have met and conversed with every other Biomodus of Legend. Each of them talk about him in varying levels of respect and wariness, but there is always some level of uncertainty there.

Stealing from the Librarian will get you killed. Slowly.

Gaining the Librarian's favor can be as simple as bringing him something unique. It can also be extraordinarily difficult, but in doing so, The Librarian can teach a group much.

THE TRADER'S DAUGHTER

There is a tale of a young Munsis who wanted nothing more than to follow her father's example as an independent trader. The two of them traveled the wastes, discovering new tribes and enclaves before the House of Trade had even begun to expand its operation. They were fearless. The father was well known and respected by almost everyone they met. Years of travel and trade gave them a level of security and that security kept them going.

Sadly, the Daalum Virus does not care for security or respect.

When the first wave of corrupted nanites swallowed a vast amount of area, the trader and his daughter were caught up in the storm. No matter where they traveled, or whom they turned to for help, they were shunned and rejected. Eventually, the pair succumbed to the infection and were killed soon after as part of the huge purge of Gaast following the outbreak.

Or at least, that is one side of the story.

There are many other tales told about the trader and his daughter, but the one that is perhaps the most terrifying is that of the survivor. The daughter, starving, infected and close to death turned on her father when her Bioforge started the process of becoming a Biomodus. It was a unique environment where the fresh, newly mutating Daalum virus was infecting a mid-transition Bioforge into a Core. Like any other transition, the Bioforge required a surplus of food and that indomitable hunger drove the girl mad.

What remained was a newly created Malgaast, born into the role, rather than succumbing to it. The uniqueness of the change was not only horrifying for the daughter herself but to others around her as her hunger was settled somewhat by the Bioforge's Modifications. Her Core was still fundamentally active and capable of transferring to different bodies like any other Biomodus, but the infection itself had lost its virulence.

So she was left to her fate, a soulless shell of a girl, left with her late father's life on her hands and his wares on her back... or at least, that is how the story goes.

There have been many descriptions of girls who match the Trader Daughter, some describe her as elegant and child-like, where others as a devilish monster. The most common is that of a hunched, drawn female who drags around a strange doll – apparently constructed from the parts of real people. On her back is a huge collection of supplies, trade goods, and other materials, forcing the girl to lean forward and hunch under the strain.

She will silently buy and sell good to any who come across her, but if she is ever provoked, then the retribution is swift and deadly. Tales are heard of her incredible strength and paralyzing stare. She feels no pain and survivors swear up and down that as she was tearing their late companions apart, even the doll would watch with sadistic glee.

Do not ever dare try to steal from her...

RUMORS AND STORY HOOKS:

The Traders Daughter is actually a collection of biomodi survivors, having spread the story to protect them. They use the fearful tales of their legend to keep their trade routes safe.

The body that people see and interact with is just a remote-controlled puppet. The real threat is the doll...

The Trader's Daughter is a unique Biomodus, one that uses the perception of the infection to scare off would-be attackers.

She is not only a unique form of Daalum, but she is also one of the first Maalgaast to have walked the earth. Other Daalum avoid her like the plague – as if flooded with some instinctual fear.



XAABOR

AKA: Old Bones, Fortune's Bastard Son.

Some legends are made through sheer luck.

Xaabor – known as a very fidgety and articulate Gaast – does not enjoy such fame and misfortune on the grand scale in which it is dumped upon him. Xaabor is nothing special. He is a particularly old Gaast that has an unnerving knack of getting out of trouble. In many cases, some would call him 'Fortune's Bastard Child' (and often do).

Xaabor always seems to be around grand things happening, try as he might evade them. When groups of Biomodus encounter him, they are often interrupted when trying to kill him, or when he finally manages to infiltrate Munsu Society, a Huntsman will show up and ruin everything for him. No one – not even he – knows what he has done to fall under such misfortune, but the Gaast is lamentation and bitterness personified.

While it may seem otherwise, Xaabor is far from an innocent victim. He is still a Gaast after all. Xaabor has been known to lead wandering bands of ignorant Biomodus into packs of Morrg, happily picking off the survivors for a snack if he can get away with it. However, Xaabor will only attack a group or individual if he is sure he can win and get away with it.

Xaabor has also been known to lead and use other Gaast and Morrg in his incredibly patient schemes and plots to get revenge on tribes or enclaves who have shunned him. While he is not to the levels of some of the other legends, Xaabor is still capable of holding his own but is often too cowardly for a confrontation. He is, however, a surprisingly good negotiator. He will most likely try and talk his way out of trouble than anything else.

Xaabor is skeletal to the point of frail. He has little to no biological components left, and what remains of his mechanical side is worn and piecemeal.

RUMORS AND STORY HOOKS:

Xaabor is the most manipulative 'help' a person can get. Whereas he may seem benign at times, he is always looking for an opening to betray an ally.

Xaabor is not actually what he seems. Some think he may be a very old Vangaast, capable of disguising his power and hunger beyond that of his peers.

Even though Xaabor gets in so much trouble, the fact remains that he always seems to escape. Perhaps beaten, in pieces and left for dead, but he always seems to turn up somewhere.

Making an enemy of the old Gaast is a dangerous affair. He may not be able to directly take revenge, but he will happily lead a pack of Morrg into the original village of someone who has wronged him if anything to watch their family eaten out of spite.

ZOT

Politics is not a completely dead art in the larger areas of The Wastes. Enclaves have their own system of governance, and in some cases, one Biomodus will rise to become the unchallenged ruler of a land... for better or for worse.

ZOT is an example of what happens when 'worse' takes the lead and power takes a stronghold in the hearts of the fearful.

It started life as an Enclave Munsu, dedicated to his tribe. If you were to listen to the way it would tell the story, ZOT was born into a natural Sentinel Case and became a full-fledged Biomodus not long after that. The truth is a little hard to determine.

What is absolutely certain, ZOT does not only care little for the stigmata of being a sentinel (and their likeness to the Oculari), but it embraces the hate. To ZOT, flesh is weak, and compassion is a tool only to be exploited by those who do not care for it. In that sense, his sociopathic approach to 'leadership' is world-renowned.

As an individual, ZOT is a massive, impossibly armored sphere, measuring ten feet across. ZOT has no immediately visible features over its black body, aside from an intense, huge eye in the front of its Case. This glowing, green-colored sensor is constantly projecting an emerald-colored data iris – a result of the taboo Modifications which grant its Bioforge a small form of sentience. Were it not for the fact that this Modification has made its Core a viable intelligence of its own, this allows ZOT to essentially enslave it to do what many consider impossible... to control the Oculari.

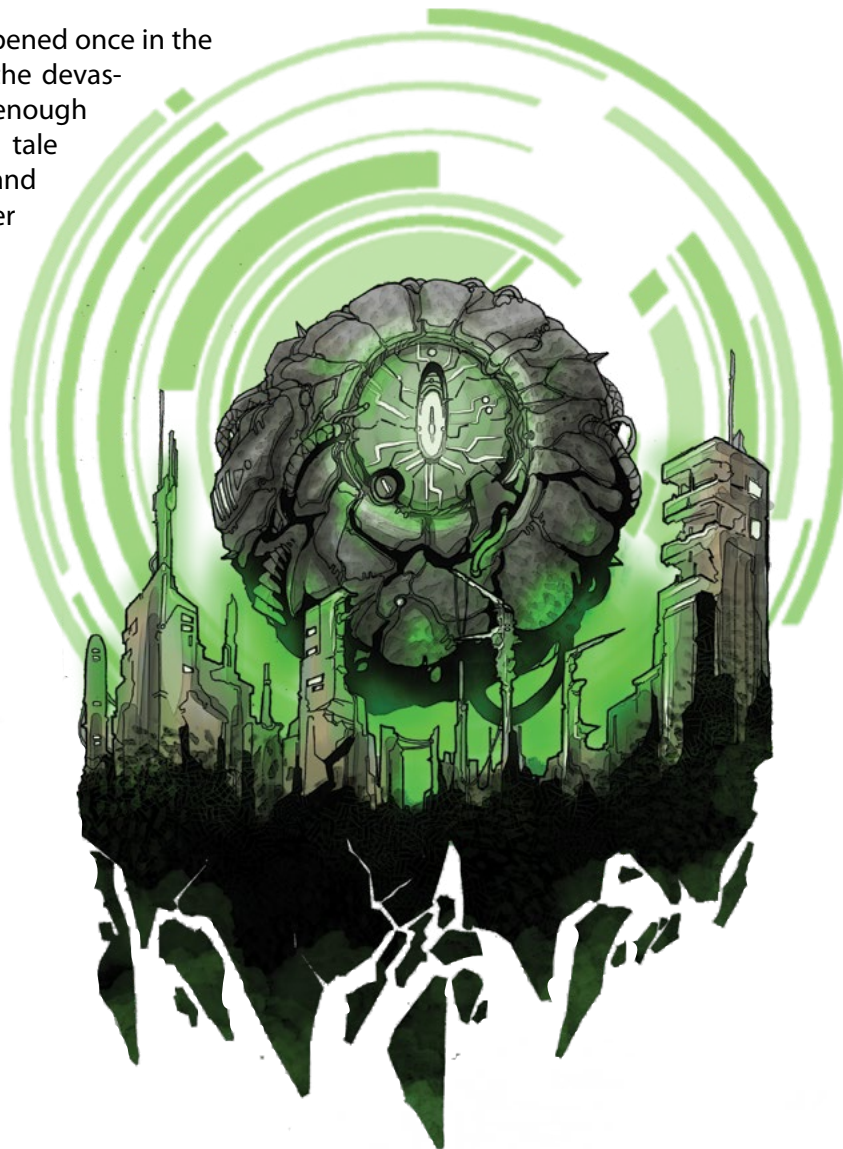
This control of Homo biomodi's greatest enemy is also the card that keeps ZOT in power. Fear drives the masses under his watch to obey him because if he so desired, the co-opted Oculari forces that bear his data iris could essentially turn on his 'constituents' and unleash chaos on a grand scale.

Only has this happened once in the last lifetime, but the devastation left just enough survivors for the tale to be told over and over – a reminder to never cross the master of the city.

While many may consider ZOT a terrifying tyrant, the Sentinel has some very odd, and almost endearing personality quirks. ZOT will only speak about itself in the third person. It has no concept of things like personal space or privacy. It will often stop by in stores and trading outposts, only to demand relatively mundane and completely inappropriate things, such as a latte, or perhaps a length of rope.

Should such questions remain unanswered or the recipient unable to act in fear, ZOT will ask louder and get closer. It is as if ZOT is trying to be a major of a town, rather than its overlord, but lacks something in the execution.

Occasionally, ZOT will try and be among 'its people' by going out in disguise... although seeing a giant metal ball covered with a colored sheet of material can be more disconcerting than reassuring.



To the general populace, ZOT only uses two methods of enforcement. If someone proves to be uncooperative ZOT will use its power to Dominate them into obedience. If that fails for whatever reason (or is feeling particularly vengeful), ZOT will instead resort to a Disintegration Configuration, one that shoots out like a green ray from its eye, and makes a very distinctive 'zot' sound. That is not to say that ZOT's huge, armored shell is not hiding more surprises, but if it is ever encountered, those are the go-to 'problem' solvers.

RUMORS AND STORY HOOKS:

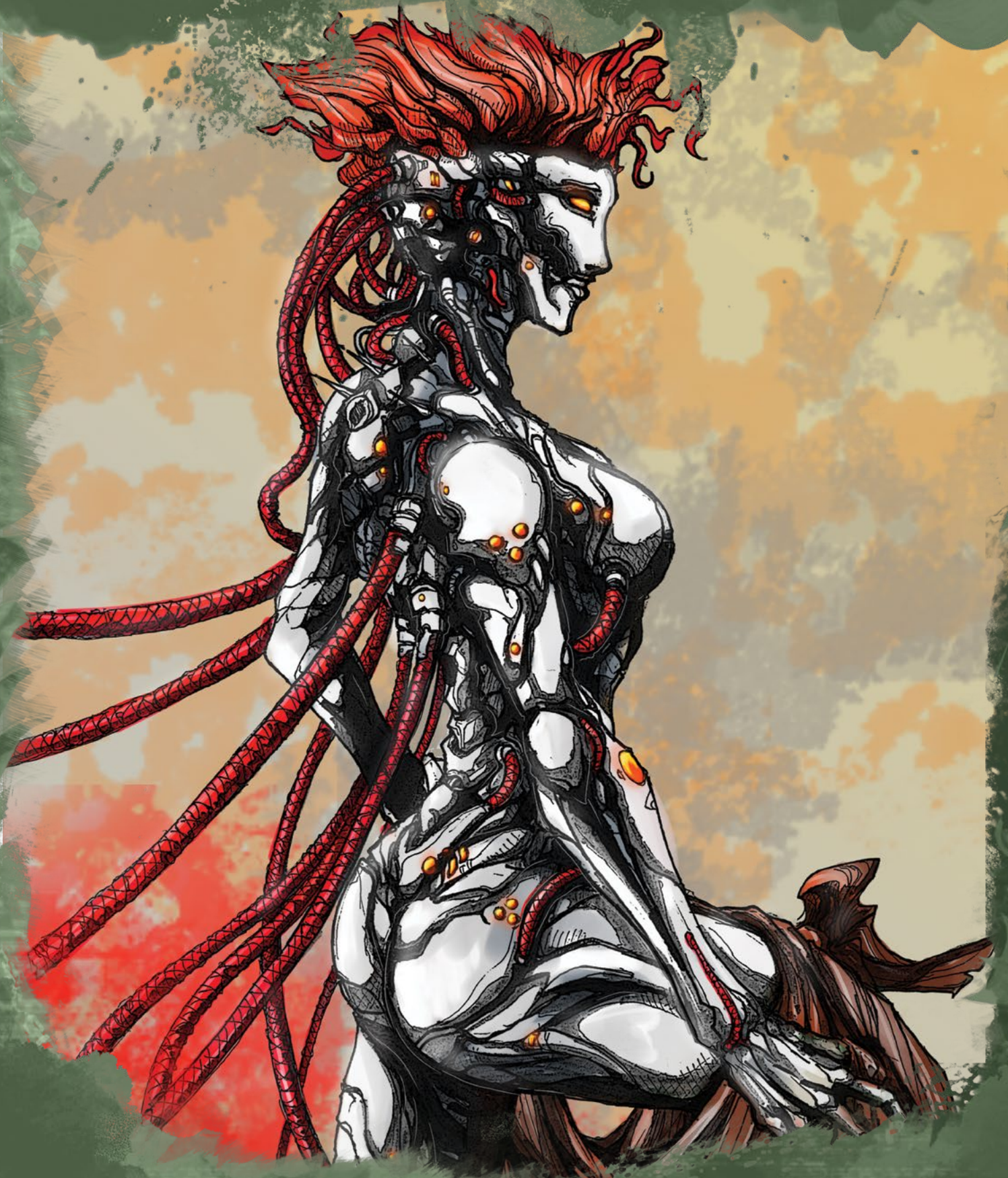
ZOT is – in fact – a rogue Oculari program, although unlike LOAM, the Sentinel is quite, quite mad. It emulates ancient human society by trying to normalize the sociopathic nature of its leadership with 'normal,' humanoid activities.

The Core intelligence granted by ZOT's Modifications is actually calling the shots. Way more intelligent and capable of control than the Sentinel it possesses, it allows ZOT the illusion of leadership while it controls the city for its own purposes.

Once part of a legendary team of Biomodus, ZOT settled down into ruling a city only after saving it from an Oculari invasion. The strain of wrestling control of the machine race is what has affected its sanity... but slowly, it is returning.

ZOT is just ZOT – a sociopathic, armored lunatic.

ANTAGONISTS



ANTAGONISTS

Over the course of the book, you will have read about Maalkari, Munsu, monsters, and creatures of legend. This section is a description of those creatures and how they compare to the characters.

These statistics and descriptions are formatted in a slightly different way from the statistics used by the characters. As a result, antagonists are a touch more generic in nature. Enemies are not nearly as complex as Biomodus characters, and as such they have a very simple pool of statistics to follow, making using them in the game easy for the narrator.

READING THE ANTAGONIST SHEET

Each entry in this section represents a type of antagonist. Mostly, these are common traits for a monster or NPC of its type, although the Narrator may adjust some statistics because it happens to be equipped with a plot device or happens to be considerably better (or in some cases, lesser), equipped or funded than the usual type.

BASIC INFORMATION

Name

This is the name of the type of creature or NPC.

DESCRIPTION

This is a brief paragraph describing the antagonist, including a little bit about where you may find them lurking and what their motivations may be.

FACTION

If the Antagonist is a certain type of creature that belongs to a family, army or some other larger body of creatures, it will be listed here. Some examples are the Oculari, the Daalum, and the Great Trade Houses.

TYPE

A basic listing of the type of enemy.

LIGHT

Small, mobile enemies.

MEDIUM

Sturdier, yet still mobile enemies.

HEAVY

Large, usually-singular shock troops.

SQUAD

Usually found in small, mobile groups.

SOLO

Independent, self-sufficient and usually deadly.

MONSTER

A 'naturally' occurring member of The Waste's Fauna. Most likely non-sentient and hungry.

MOB

Mobs are special units and have their own set of rules (see pg. 242).

THREAT RATING

An idea of how dangerous the Antagonist is.

SIMPLE

Barely even a real threat to most Munsu, let alone to a full Biomodus. Even in the beginning, Simple threats are nothing too concerning for player characters.

COMMON

It's not unusual for most hunters to encounter these threats. They are found in almost all areas of the world, and while maybe not a huge problem for Biomodus, they are often an issue for a vulnerable group of Munsu.

CHALLENGING

Somewhat experienced Biomodus have some trouble when encountering a challenging threat. Always a potential danger, most young characters will need to be clever to tackle an antagonist of this type.

DIFFICULT

Most Munsu will abandon a place if a creature of this level is present. Creatures of this type usually require multiple, experienced Biomodus to tackle and even then, it is a dangerous affair.

OVERWHELMING

Akin to an act of God or a natural disaster, Antagonists that are of this level are often the reason behind massive levels of slaughter or complete displacement of tribes. Even seasoned Biomodus will be in great peril when hunting an Overwhelming threat.

HEALTH

A measure of an antagonist's health. Monsters and NPCs do not suffer from structural damage as player characters do, neither do they have a pool of 'minus' health. Once an antagonist reaches 0 Health, they are destroyed or disabled as the story requires.

MOVEMENT

This is the equivalent of Adjusted Base Move for a Biomodus character. It is a measure of how many yards they can move horizontally in yards and vertically in feet. An Antagonist only usually takes one movement a turn but may sacrifice an attack to repeat it if required.

COMBAT DEFENSES

When under attack from a character, these are the Defense Ratings used to represent the antagonist's ability to block, evade, or counter an attack. Armor ratings are also listed in this section.

DIFFICULTY RATINGS

These statistics represent the capabilities of the antagonist when it comes to non-combat attacks or opposed checks using Skills. For example, trying to sneak past a Gaast would require a Stealth Skill roll vs. a Difficulty Rating of 5, as its Perception Difficulty Rating is 5. These are broken into four sections:

PERCEPTION

Dictates how accurate the antagonist's senses are. Smell, sight, hearing, touch, and ability to notice small details. This is rolled against when the characters are attempting to hide from, steal from or follow an antagonist.

SOCIAL

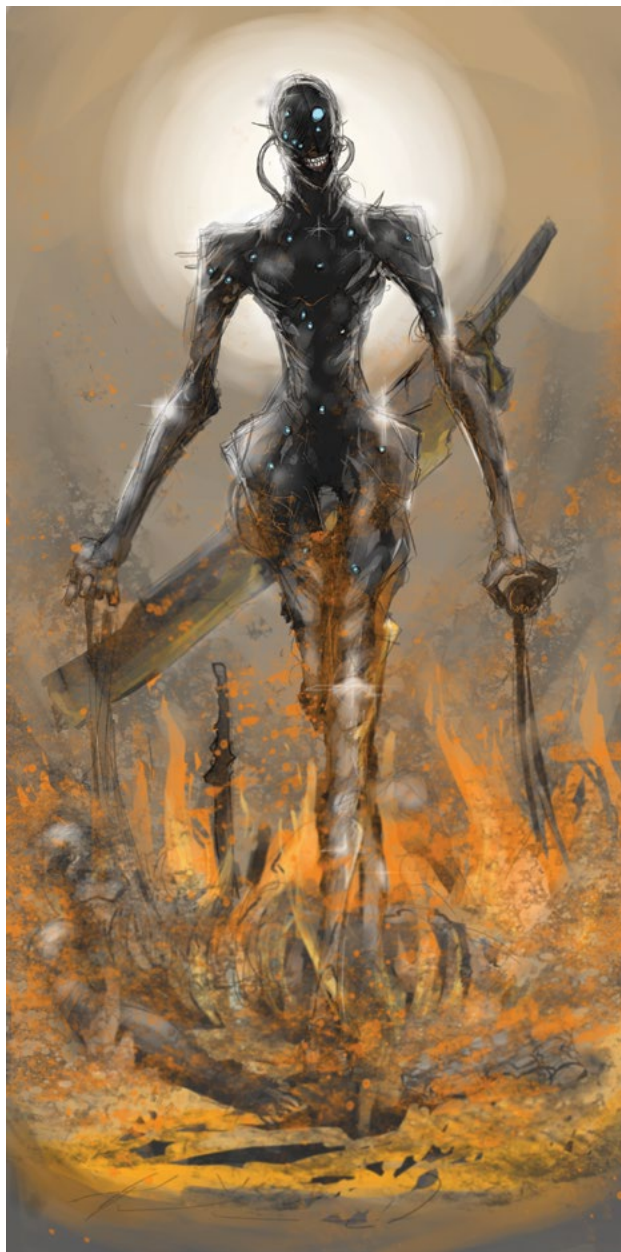
Sometimes monsters like the Gaast may try to deceive and betray. Other times the players may find themselves trying to intimidate a band of wild Maalkari. Social Difficulties are used in all these cases and represent the strength of will of the antagonist just as much as how charming or creepy they can be.

STRENGTH

This is a measure of raw physical capability. When trying to brute force an antagonist, the difficulty to do so is listed here. This is most commonly used in physically opposed Skill checks, Combat Maneuvers, and other power contests.

AGILITY

Used primarily to react with speed, but is also a measure of how light-footed a creature can be when following or hiding.



SPECIAL DEFENSES

Special defenses come into play for certain types of Antagonists.

Whereas most monsters and Maalkari are just as prone to the type of Conditions which can affect the players, some monsters have certain defenses – either because they are very powerful and have overcome such vulnerabilities, or the nature of their creation and existence simply means that certain threats do not apply to them.

Most notably are the Oculari, and the Daalum, as any creature that falls under this type, have certain Immunities and vulnerabilities that are spread across the entire race (with some minor exceptions.)

These special defenses are detailed below:

DAALUM DEFENSES

Resistances: Immune to the Disrupted, Impaired, and Infected Conditions.

Vulnerabilities: Daalum suffers a -2 Defense against any attack that hinders control of their bodies, such as the Glitch, Actuator Hack or Overlord Configurations. This can apply to other effects as the Narrator rules.

DRONE DEFENSES

Resistances: Immune to the Impaired Condition and cannot be coerced through social charming or intimidation. Drones have a 360-degree sight arc, and cannot be surprised unless the attacker is using stealth.

Vulnerabilities: - 2 Defense penalty against the Disrupted Condition. Signal Scramblers can be used offensively against Drone-type enemies. When activated, the user can roll an Adjust System Attack vs. the System Defense of any Drone targets in range. If successful, the Drone suffers the Disrupted Condition for one turn until its systems adjust.

SOLO DEFENSES

Resistances: Rolls to sustain an effect on a Solo-type target suffer a cumulative -3 Penalty to any Adjusted Attack rolls instead of the usual -1 Penalty, as Solo Antagonists adjust much faster. This penalty does not reset in any given encounter, even when used by another attacker. Solo monsters are immune to the Called Shot Combat Maneuver and attempts to use any grapple-related combat maneuvers (including

maintaining a grapple), suffer a cumulative -2 penalty per turn, although this penalty is reset when the grapple ends.

Vulnerabilities: None

MOB DEFENSES AND MOBS IN GENERAL

Mobs are a representation of many smaller, less dangerous antagonists moving as a group. Regarding gameplay, this combines a whole mass of creatures into one target with a shared place in combat. Rather than having the Narrator determine attacks for dozens of smaller enemies, the group has a pool of Health it can draw from, and the more injury it sustains (represented by losing members of its group), the less effective it becomes.

Mobs can be very dangerous when first encountered. They cover a wide area, have a lot of attacks and when focused, can do a good deal of damage. As they begin to suffer losses, their effectiveness decreases dramatically. When you look at a listing for a mob, you will often see values separated by slashes. This corresponds to the Mob's health. For example:

A Medium mob of trained, House of Logistics guards has a Health rating of 50/35/20. They also have a Defense Roll rating of 3/2/1, 5/3/2 Weapon Attacks and a Social Difficulty Rating of 8/7/6. These values are tied together by Health.

When the mob suffers damage and has only 35 Health remaining, their Defensive Actions drop to 2, they can only make 3 Weapon Attacks a turn and their Social Defense Rating drops to 7. Should they reach only 20 Health remaining, they would lower these values to the last number in the listing accordingly until they reached 0 Health.

In this way, Mobs can be literally anything the Narrator wants to throw in as a threat while making them reasonably non-descript and disposable. They could be a flock of native, adapted predators hunting the party, or a bunch of mass-produced Oculari drones defending a production facility.

These are the nameless bad-guys in suits, or the robot foot soldiers in any action movie – designed to get mowed down in droves.

There is one caveat to using mobs, in that each Health listing is 'gated' - meaning that if an attack would normally bring a Mob to lower than their next Health category, it reduces them to the next Health category and does not reduce it further.

For example, the Medium Mob listed above starts with 50 Health and its next category is 35 Health. If a player is fortunate enough to make an attack that does 20 Damage, the Mob's Health would not be reduced to 30. Instead, it would hit its next category of 35 and remain there, although the drop in their other statistics for having their overall Health reduced would also take effect.

Immunities: Mobs do not suffer any penalties or Condition effects of Combat Maneuvers and do not suffer from any other Condition penalties mechanically, though thematically, there may be some result. A Biomodus may grapple a member of a mob (perhaps even a couple at a time), but the mob as a whole (as it is a single enemy as far as the game mechanics go), is not considered Grappled. However, the same Biomodus could still theoretically pitch a member of that mob into a wall or off a cliff should they so wish.

Damage sustained by Combat Maneuvers, Configurations and the like are still effective to a Mob, but if a Condition or effect would impose a movement penalty or attack penalty, it is negated. In such cases, the Narrator is always the final adjudicator on whether a Combat Maneuver or Condition has an effect on a Mob, but as a rule of thumb, Mobs are immune to such things mechanically.

Vulnerabilities: Mobs treat all Scratch Damage from Blast, Adjacent Threat, and other forms of wide-reaching attacks as the primary damage type of the attack (Either Physical or Energy). Anything that would normally do minor damage as a result of an explosion or area of effect applies the same amount of damage, only its type changes to either Physical or Energy Damage.

IMPREGNABLE

Impregnable enemies are some of the hardest targets populating The Wastes. Although they come in various sizes and rarities, an Impregnable creature is so adapted to modern weapons that it is incredibly hard to break its defenses.

As a result, Antagonists with the Impregnable special defense are immune to the Piercing modifier to damage, and cannot have their armor reduced in any way using the Soft Spot Combat Maneuver or certain Configurations such as Decay or Disintegrate.

This could be a result of biological adaption to an incredibly dangerous environment, or by having a level of technology that is far more advanced than even the weapons and armor in use by a Biomodus. In either case, such creatures are usually few and far between.

ANTAGONIST COMBAT ORDER

Combat order is a measure of when an Antagonist takes their turn in comparison to the Biomodus characters. When a Player rolls their Combat Order in addition to a D20 result, they establish when they go in comparison to other players and the Antagonists. Antagonists have a set combat order that does not fluctuate, and so depending on the D20 roll, a player may find themselves going before or after an Antagonist. Combat rounds start at the highest number and work their way down the order until everyone (including Antagonists) have taken their turn, and then the order repeats from the top.

Narrators wishing for Antagonists to go on different turns may choose to add or minus Combat Order to individual units. How they do that is up to them, but a good way of randomizing their order is to roll a D6 and consult the following chart;

D6 ROLL RESULT	ORDER MODIFIER
1	-2
2	-1
3	No change
4	+1
5	+2
6	+3

In this way, not all of your Antagonists will act on the same turn.

As a side note, it is useful to have Flash Cards with the player or character name written on them along with a few spare cards for you to use for Antagonists. When you determine their Combat Order and then write them on the corresponding card. Organize these cards according to their result and then when the turn is over, you can move the front card to the bottom of the pile, revealing who is next on the list. When you get to the last card, the round restarts and the first card is in place to go.

ATTACKS

ATTACKS PER ROUND

This is a measure of how many attacks an Antagonist can make on its turn. In some cases, a set of options are listed (separated by a slash). In the case of the Gaast, it can either make one attack with an equipped weapon, or two natural attacks with its claws or maw. (Listed as '1 Weapon / 2 Natural Attacks')

WEAPON ATTACKS

This chart is divided up into statistics for each individual type of attack. These attacks are considered normal and repeatable, and in the case of ranged weapons, Antagonists are always considered to have enough ammunition to fire them for a combat round.

WEAPON ATTACK

This is the name of the attack being made.

ATTACK RATING

When rolling a defense, this is the Attack Rating the players are comparing their defenses against.

DAMAGE

This lists the damage done by the attack if it is successful. This is the only time Narrators really roll in regards to combat, and the listing is followed in the same way as Player damage.

3P(2) would represent three dice of Physical Damage, with the two highest dice counting as Lethal Damage.

Since Antagonists do not have a Power Statistic, extra damage granted by their strength is listed as a flat number next to their damage.

RANGE

This is a measure of the attack's range in yards.

NOTES

If the attack has a special effect, it will be listed here. This can include any Piercing values, as well as any Conditions (such as Infected, along with its starting potency).

SPECIAL ATTACKS

Some enemies have special attacks that are mostly unique to them. This can also include special rules that apply to attacks or Combat Maneuvers that the Antagonist can perform. As far as their statistics, Special Attacks are listed in the same way as Weapon Attacks above.

REWARDS

When an enemy is defeated, there are several useful things a Biomodus (or NPC) can harvest from the remains. These rewards are usually given out at the end of a combat scene, as the scavenging process can take time, although the Narrator may make special exceptions in the case of a group of players trying to retrieve something specific then retreat.

Such possibilities are up to the Narrator to decide on and may be limited by the situation or environment.

CONSUMABLE HEALTH

When a creature is defeated, their Bioforge still continues to process for a while until the body can no longer support it, much like a heart beating after death, only to come to a halt a few seconds later. During this limited time, Nanite Gel can be harvested from the fallen creature and immediately consumed to regain Health.

When the combat is over, the combined Consumable Health value is totaled up and then split among the party as they so decide. For every point of Consumable Health available, they can heal 1 Health point of Lethal Damage. Once this decision is made and the Health points applied, any leftover Consumable health degrades into an unusable state. Some MedTek or other survivalists carry Nanite Preservation units, which can take Consumable Health and sustain it for later battles.

Any leftover Consumable Health can be stored in such a way indefinitely, and can even be used as a source of income in some places who may have a lot of conflict. Most Nanite Preservation Units (see Equipment pg. 195) can only carry five (5) points of Consumable Health, although MedTek Equipment Modules can carry twice that amount.

As an aside, Munsis, Maalkari and Daalum Antagonists have listings of 0 Consumable Health. There are two reasons for this:

Firstly, consuming the Bioforge of a Munsis or Maalkari is a taboo - and an overwhelmingly criminal - practice. Although there are some tribes of Maalkari who shun this rule, there are still many out there that consider it a matter of survival and honor, as many Munsis and Maalkari societies, the cannibal is marked as a Fel Wendigo - a social death sentence. Such a crime goes with a permanent digital brand on the offenders Bioforge that is apparent to anyone capable of seeing such things.

Fel Wendigos are shunned and exiled from society at best - and murdered on sight at worst.

Consuming Bioforge material of another Homo biomod is also dangerous. There is a risk of rejection and corruption, causing the imbiber to vomit up their contaminated Nanite Gel, as well as take damage. This potentially lethal (and even worse, Infectious) rejection is detailed in the Health, Healing and Death section of this book (see pg. 167).

Secondly, The Daalum's Bioforges are infected or damaged beyond repair. In the case of the Gaast, there is so little functionality left, that it has nothing worthwhile in it anyway. The Morrg's Bioforge is so functionally unstable that even if the player is lucky enough to kill a Morrg without it exploding, the Nanite Gel is unconsumable.

Attempting to do so results in a Potency 3 Infection that will certainly turn an infected creature into a Morrg if it dies while infected.

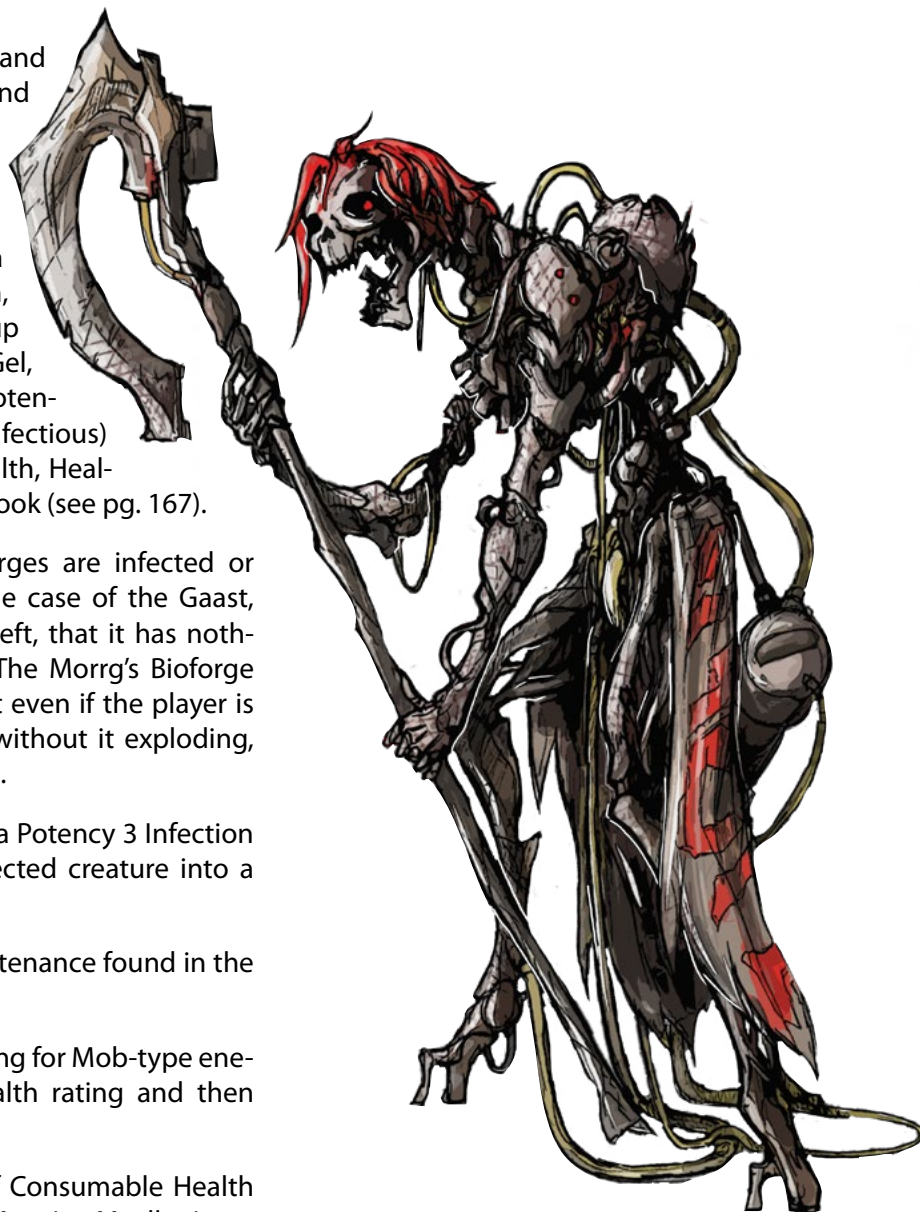
Needless to say, there is no sustenance found in the victims of the Daalum virus.

It should be noted that the listing for Mob-type enemies have a Consumable Health rating and then another value in parenthesis.

This represents the amount of Consumable Health available if the mob is either a Munsis or Maalkari party, or a Daalum-infected enemy. In such cases, these groups may contain a partially-filled Nanite Preservation Unit or some kind of additional reward.

PARTS AND TRADE VALUE

As part of the scavenging process, Antagonists often have weapons, augments, systems and other technology that can fetch a fair price. This is a measure of their raw TD\$ value to the party. Larger creatures and the like may require some method of carrying them back to a House of Conversion to be converted into a TD\$ pellet, but use of a Refining Grinder (see Equipment pg. 194) can help break down larger components into more manageable parts. This allows for longer hunting trips at a slightly reduced payout per hunt.



SPECIAL SALVAGE

This is a list of potentially rare items and valuables carried by the Antagonist. In most cases, items are listed by their chance of discovery and then the contents. For every item on the list, a separate roll should be made to see if the hunters discover them. The way to determine if a special item of salvage is discovered is by rolling 1D6. Each chance of discovery is listed in a way that represents a D6 roll.

For example, if a loot table has one entry showing 1/6 and another showing 4/6, then the Narrator rolls twice. If the result of the first dice is a 1, then the players acquire the rare item. Anything above a one means that the party is unlucky this time.

On the second roll, the chance is listed as 4/6. If the Narrator rolls a 4 or below on a D6, then the special salvage is acquired. A result of a 5 or 6 would result in no additional loot for the players.

In short, if the Narrator rolls the first number or lower on a D6, then the players acquire the special loot.

Some Narrators may require that the players make the rolls to see if they have discovered the loot, but in some cases, the Narrator may want to control the rate of equipment gained to either grant some additional items to the party, or hold them back should the situation call for it. In any case, A Narrator who wants the players to roll can also alter the drop chances, should the situation seem reasonable.

It should also be noted that game McGuffins can also be added in this way. If you want an essence of randomness as to when a Party discovers an item along their journey, then the Narrator may keep a secret looting table.

This level of randomness can keep things interesting should the game make a sudden turn unexpectedly.

BIOMODI ANTAGONISTS

MAALKARI HUNTERS AND RAIDERS

The Maalkari hunters are just as dangerous as Munsis, if not more so. They do not have the subtleties of their Munsis cousins, and since they are generally more aggressive and build for power, they use brute force, numbers, and savagery to overcome prey. If a few members are lost or injured in the process of the hunt, then it only weeds out the weak and helps the stronger adapt.

Maalkari hunters often lead raiding parties of lesser, perhaps younger Maalkari when they engage. For the most part, they consider their kin fodder for the small fry, so they can swoop in for the kill and claim all the glory. They prefer to use close combat and are often dirty fighters, using tricks, guile, and equipment to tilt a battle in their favor. Narrators should not be afraid to have them break out a Grenade or other surprise if the battle seems too one-sided.

When facing a Veteran Maalkari, there is a certain change in demeanor. Very few of them are as rabid as their younger, less experienced kin, and that passionate, fiery rage is replaced with a much colder, sociopathic sadism. Veterans are not afraid to let fools rush in before them to take the fire. They know that lunacy has a purpose on the battlefield but to keep fighting, you need to know when to make sacrifices. To them, those sacrifices are other people.

MAALKARI HUNTER (VETERAN)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Medium Squad
THREAT RATING	Common

HEALTH	30
MOVEMENT	14

COMBAT DEFENSES	
MELEE	14
RANGED	12
SYSTEM	12
ARMOR	4P/2E

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	4
STRENGTH	5
AGILITY	4

SPECIAL DEFENSES
None

COMBAT ORDER
16

ATTACKS

ATTACKS PER ROUND	2 Weapon
-------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Medium Ranged Weapon	12	4P(3)	50	-
Medium Melee	15	4P(2)	-	-

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	200

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	2 ARM

MAALKARI WARLORD

When a Maalkari Warlord comes to power, they are most likely Biomodi. Built of gutted, random parts, the Case of a Warlord is often huge, coated in armor and spikes and with no regard for anything aesthetic, save to intimidate everything that dares challenge them. Anything that challenges them must be smashed down, everything weak purged from their ranks and if anything like a threat starts to rise in the form of another Biomodus in their little slice of the world, they will often subject the young fledgling to exile or death to maintain their power.

Towering over the battlefield, these monstrous Bio-modus will often come to the fray, swinging their mighty, ritually worshipped weapons, blasting swathes of enemies away with vast firepower and demonstrating their disregard for subtlety or conservation with aplomb.

MAALKARI WARLORD

BASIC INFORMATION

FACTION	Biomodi
TYPE	Heavy Solo
THREAT RATING	Challenging

HEALTH	50
MOVEMENT	10

COMBAT DEFENSES	
MELEE	15
RANGED	13
SYSTEM	13
ARMOR	6P/6E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	6
STRENGTH	7
AGILITY	5

SPECIAL DEFENSES
Solo Defenses

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	3 Weapon
--------------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Medium Ranged Weapon	14	5P(4)	50	Uses one hand
Heavy Melee	16	6P(4)	-	Adjacent Threat - uses one hand

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Rage	-	-	-	When <50% Health, increase Melee Damage by +1P and +2S

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	400

SPECIAL SALVAGE	
CHANCE	ITEM
Automatic	10 ARM
2/6	600TD\$ of rare components

MUNSI HUNTERS

Munsi who dedicate their lives to hunting are usually much harder and better equipped than their civilian counterparts. When encountered, hunters will often use equipment and surprise, along with traps, environmental dangers and anything else at their disposal to deal with a Biomodus. Understanding they are weaker than the Biomodus, they attempt encounters on their grounds, using their rules.

Hunters come in all shapes and sizes, from tribal wanderers to well-versed navigators of the endless husks which litter a large city. Equipment and skill can vary, depending on the area, but in all cases, hunters are smart, hardy and used to danger – which is probably most Biomodus were in this role before their Conversion.

Older Munsi take a very cautious, tactical approach to combat. They specialize in teamwork and synergy to bring down a tougher foe. They don't let death unnerve them, as much as it may hurt. They are not afraid to run when encountering a foe too great for them. They are masters of their own land, and while they are still physically less capable than a decent Biomodus when in their element, they can cause nothing but grief to a wayward, unwelcome party of explorers.

MUNSI HUNTER (MOB)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Medium Squad
THREAT RATING	Common

HEALTH	45/30/15
MOVEMENT	12

COMBAT DEFENSES	
MELEE	11
RANGED	13
SYSTEM	11
ARMOR	4P/2E

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	8
STRENGTH	5
AGILITY	4

SPECIAL DEFENSES
None

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	4/3/2
-------------------	-------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM RANGED WEAPON	14	4P(3)	50	-
MEDIUM MELEE	13	4P(2)	-	-

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	400

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	2 ARM
1/6	500TD\$ of rare components

MUNSI HUNTER (VETERAN)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Medium Squad
THREAT RATING	Common

HEALTH	20
MOVEMENT	12

COMBAT DEFENSES	
MELEE	13
RANGED	13
SYSTEM	12
ARMOR	4P/2E

DIFFICULTY RATINGS	
PERCEPTION	5
SOCIAL	5
STRENGTH	4
AGILITY	5

SPECIAL DEFENSES
None

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	1 Weapon
-------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM RANGED WEAPON	14	4P(3)	50	-
MEDIUM MELEE	13	4P(2)	-	-

RECOVERABLES AND ITEMS

REWARDS		SPECIAL SALVAGE	
TYPE	AMOUNT	CHANCE	ITEM
CONSUMABLE HEALTH	0	2/6	2 ARM
PARTS AND TRADE VALUE	400	1/6	500TD\$ of rare components

VETERAN MUNSI TRIBESMAN

Most Munsí try to lead a life of simple hunting or craft. Many can eke out a living doing so for some time, but ultimately, some may turn to savagery or banditry out of desperation. Other Munsí societies also see the Biomodus as a curse upon the world and will attack them on sight.

Mostly armed with primitive weapons and armor, most Munsí are not close to a threat to the Biomodus, however, in large numbers, Munsí civilians can still cause problems. Munsí are usually fairly easy to overcome but do not have much in the way of trade goods or weapons. Even raiders focus mostly on the trade caravans over raiding villages unless they are of the slave-taking bent.

Munsí come from all walks of life, so the title of Tribesman can apply to those out in The Wastes, living from the land, or a member of a trade collective, hiding out in some small, city-based Arcology left over from humanity's rule of the world.

MUNSI TRIBESMAN (VETERAN)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Light Squad
THREAT RATING	Simple

HEALTH	15
MOVEMENT	12

COMBAT DEFENSES	
MELEE	13
RANGED	12
SYSTEM	11
ARMOR	2P

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	3
STRENGTH	3
AGILITY	4

SPECIAL DEFENSES
None

COMBAT ORDER
12

ATTACKS

ATTACKS PER ROUND	1 Weapon
-------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Primitive Weapon	13	4P(1)	30	Represents Melee and Ranged attacks

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	200

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	1 ARM

YAAZAKI

There are various tales of the closed island Arcology of Naraako. The brutal caste system and rules to abide by. Some residents of the city commit crimes and those who are not killed – or perhaps, are political refugees – exile remains the only punishment. Such individuals are never welcome back into their home again. Such criminals do not care for their fate, and many will either commit suicide before long, or they become somewhat nihilistic.

"If we are to die in this world, then we shall do so by our own customs."

This mantra turns rogue Naraaki into the Yaazaki: a group of renegade criminals and mercenaries that have little value of their own life. That is not to say they are suicidal, but rather they will take on any job, they will combat any foe, regardless of difficulty and they will do their absolute best to succeed in their task. To do any less would sully their reputation as a warrior. They will also seek out one-on-one duels with worthy foes if they see that as a suitable way to satisfy their end.

This does not mean that the Yaazaki are subtle or scholarly warrior-sages. In fact, they are loud-mouthed braggarts who are not afraid of educating the miserable Munsis around them. They will provoke and question the bravery of those around them, hoping to find someone worthy of a fight or, at very least, someone capable of sharpening their blades on.

Yaazaki are – for the most part – Naraaki Munsis. They are trained, hardened and well supplied, but they are not as capable as a well-trained Biomodus. Rarely, a Biomodus will join one of these groups as a leader or a champion. These individuals are known as a Boss, both in function and stature. Yaazaki Bosses are nearly always powerful and well-seasoned fighters, drawing other Yaakazi to their cause until they become much larger warbands.

Often, such warbands will come into conflict with the Oculari, and when they become too big, the leaders will seek out impossible wars to fight. Once such band laid waste to an entire swathe of Maalkari across a thousand miles until they were finally brought down by their legendary warlord. It is said that the same Warlord would have conquered most of the settled wastes, were it not for their intervention.



YAAZAKI (BOSS)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Medium Solo
THREAT RATING	Challenging

HEALTH	55
MOVEMENT	14

COMBAT DEFENSES	
MELEE	16
RANGED	14
SYSTEM	12
ARMOR	6P/5E

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	9
STRENGTH	6
AGILITY	8

SPECIAL DEFENSES
None

COMBAT ORDER
14

ATTACKS

ATTACKS PER ROUND	3 Weapon
-------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
HEAVY MELEE	16	4P(3)	-	-
HAND SHOTGUN	14	5P(2)	20	Adjacent Threat

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Jaeger Charge	16	As Config.	40	As Configuration

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	500

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	1D6 ARM
2/6	600TD\$ of rare components

YAAZAKI (MOB)

BASIC INFORMATION

FACTION	Biomodi
TYPE	Medium Mob
THREAT RATING	Common

HEALTH	45/30/15
MOVEMENT	16

COMBAT DEFENSES	
MELEE	14
RANGED	13
SYSTEM	10
ARMOR	4P/2E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	7/6/5
STRENGTH	8
AGILITY	9

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
14

ATTACKS

ATTACKS PER ROUND	6/4/2
-------------------	-------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MELEE ATTACKS	14	3P(2)	-	-
RANGED ATTACKS	14	3P(2)	40	Piercing 3

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	600

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	1D6 ARM
2/6	500TD\$ of rare components

DAALUM

GAAST

When a Daalum-infected Homo biomodi loses its Bioforge to the ravages of infection, it becomes a Gaast. Since the Bioforge is functionally unable to sustain itself, the flesh and biological material rots, dies or is consumed. The mind of the newly born Gaast becomes obsessed with feeding its failed Bioforge, and although frail and vulnerable, its mind becomes a sharp, devious tool of deception.

Gaast hunt in packs, usually infiltrating villages and outposts or setting up ambushes for passers-by. Once trapped, the group will often attack by grabbing, ripping and biting until the hunger is temporarily sated. Occasionally a Gaast will survive long enough to become especially devious. These older Gaast are less impulsive, carry better weaponry and are much more capable of setting traps.

GAAST (MOB)

BASIC INFORMATION

FACTION	Daalum
TYPE	Light Squad
THREAT RATING	Common

HEALTH	45/30/15
MOVEMENT	8

COMBAT DEFENSES	
MELEE	13
RANGED	10
SYSTEM	10
ARMOR	3P

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	8/6/4
STRENGTH	4
AGILITY	4

SPECIAL DEFENSES
Daalum Defenses

COMBAT ORDER
12

ATTACKS

ATTACKS PER ROUND	5/4/3
-------------------	-------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM WEAPON	13	4P(2)	-	-
BITE OR CLAW	14	3P(2)	-	Potency 1 Infection on Damage

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
GRAPPLE	14	-	-	Once successful, Gaast gains +1P/1S to bite and claw damage. Gaast do not lose the use of their limbs when grappled for the purpose of attacks. Also applies when grappled by an attacker.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	400

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	2x Filled Nanite Preservation Unit
2/6	1D6 ARM

GAAST (VETERAN)

BASIC INFORMATION

FACTION	Daalum
TYPE	Light Squad
THREAT RATING	Common

HEALTH	20
MOVEMENT	8

COMBAT DEFENSES	
MELEE	14
RANGED	11
SYSTEM	10
ARMOR	3P

DIFFICULTY RATINGS	
PERCEPTION	5
SOCIAL	6
STRENGTH	4
AGILITY	4

SPECIAL DEFENSES
Daalum Defenses

COMBAT ORDER
12

ATTACKS

ATTACKS PER ROUND	1 Weapon / 2 Natural Attacks
-------------------	------------------------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM WEAPON	13	4P(2)	-	-
BITE OR CLAW	14	3P(2)	-	Potency 1 Infection on Damage

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Grapple	14	-	-	Once successful, Gaast gains +1P/1S to bite and claw damage. Gaast do not lose the use of their limbs when grappled for the purpose of attacks. Also applies when grappled by an attacker.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	300

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	Filled Nanite Preservation Unit

MALGAAST

The Malgaast is a nightmarishly devious and powerful Gaast born of a Biomodus. Although still suffering from a dead Bioforge, the Malgaast draws strength from its anger, the remains of its engineered body and a fanatically loyal group of Gaast.

When in the presence of a Malgaast, Gaast become even more devious and are often much more patient in their planning. Some will even use more complicated tools and improved communication. When a Malgaast leads a pack of Gaast, they use the Malgaast's Social Difficulty Rating, not their own.

MALGAAST BASIC INFORMATION

FACTION	Daalum
TYPE	Medium Solo
THREAT RATING	Challenging

HEALTH	50
MOVEMENT	10

COMBAT DEFENSES	
MELEE	15
RANGED	14
SYSTEM	13
ARMOR	3P/3E

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	8
STRENGTH	7
AGILITY	5

SPECIAL DEFENSES
Daalum Defenses - Solo Defenses

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	1 Weapon / 2 Natural Attacks
-------------------	------------------------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM WEAPON	16	5P(3)	-	Piercing 2
BITE OR CLAW	16	3P(2)	-	Potency 2 Infection on Damage

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Grapple	16	-	-	Once successful, the Malaast gains +2P/2S to bite and claw damage. Malgaasts do not lose the use of their limbs when grappled for the purpose of attacks. Also applies when grappled by an attacker.

RECOVERABLES AND ITEMS

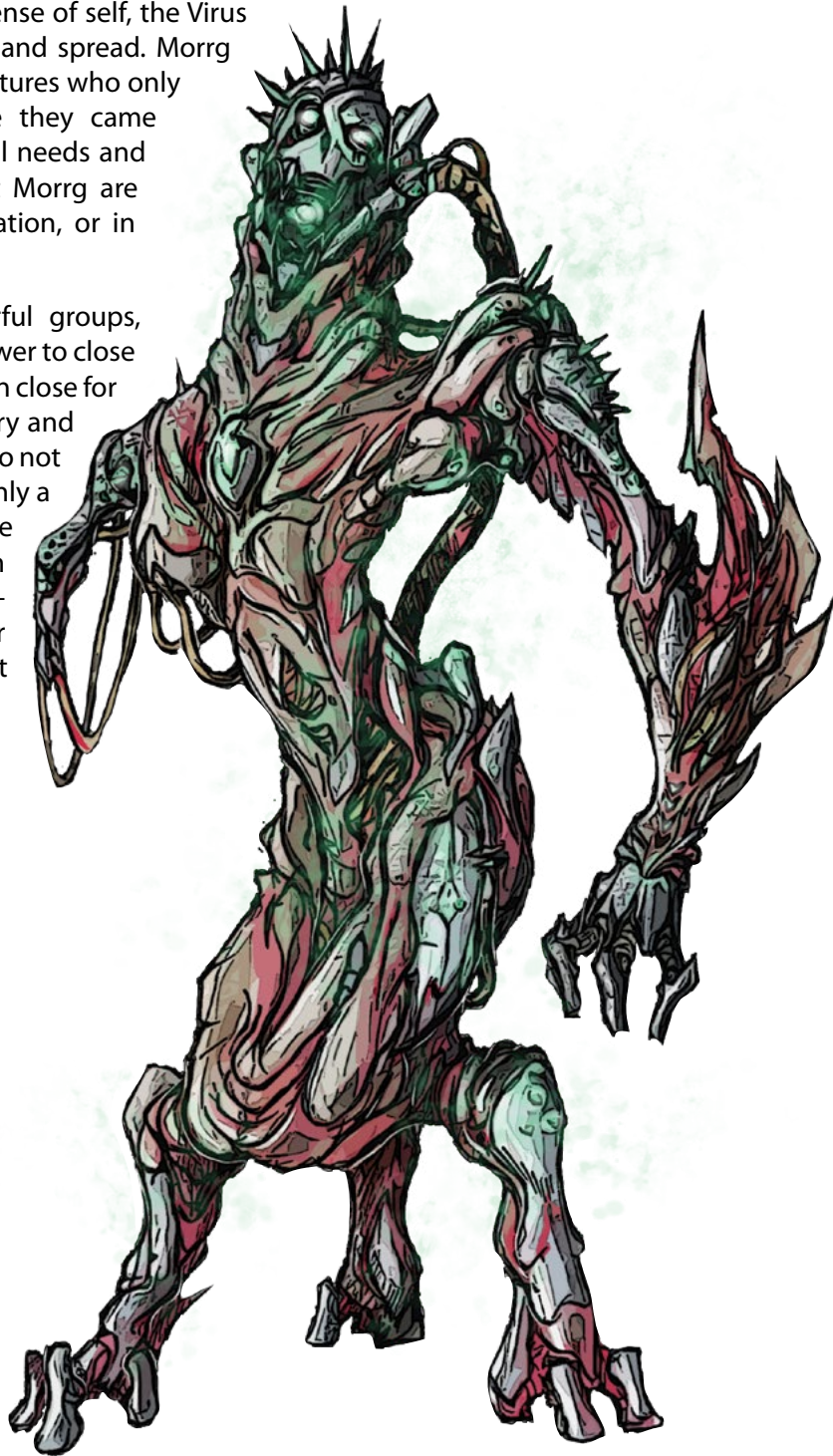
REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	700

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	2 ARM
2/6	Filled Nanite Preservation Unit

MORRG

Morrg are the unfortunate Daalum victims whose minds die as part of the infection, but their Bioforges continue on without direction or restraint. When the Bioforge no longer has a sense of self, the Virus compels it to adapt, consume and spread. Morrg are malformed, monstrous creatures who only vaguely resemble the people they came from. Due to their lack of social needs and violently hungry attacks, most Morrg are encountered outside of civilization, or in abandoned areas of cities.

Morrg attack in small, powerful groups, using uncontrolled blasts of power to close the distance before they come in close for the kill. They are fearless, hungry and without remorse. Older Morrg do not gain any greater intelligence, only a hunters instinct. They consume and hunt but do so in a much more vicious fashion. Like trap-door spiders, they make their lairs in popular places and wait for prey to come.



MORRG (MOB)

BASIC INFORMATION

FACTION	Daalum
TYPE	Medium Squad
THREAT RATING	Common

HEALTH	50/35/20
MOVEMENT	10

COMBAT DEFENSES	
MELEE	12
RANGED	11
SYSTEM	12
ARMOR	2P/2E

DIFFICULTY RATINGS	
PERCEPTION	5
SOCIAL	N/A
STRENGTH	6
AGILITY	4

SPECIAL DEFENSES
Daalum Defenses

COMBAT ORDER
13

ATTACKS

ATTACKS PER ROUND	5/4/3
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
NATURAL MELEE	14	4P(2)	-	-
RANGED ENERGY WEAPON	13	3E(2)	25	-

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
VARIFORM PANIC	15	5E(3)	10	50% chance of Bioforge detonation when reaching every health gateway - Blast 5/10

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	150

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	200TD\$ of raw ARM Fluid
3/6	400TD\$ of rare components

MORRG (VETERAN)

BASIC INFORMATION

FACTION	Daalum
TYPE	Medium Squad
THREAT RATING	Common

HEALTH	25
MOVEMENT	10

COMBAT DEFENSES	
MELEE	13
RANGED	12
SYSTEM	14
ARMOR	2P/2E

DIFFICULTY RATINGS	
PERCEPTION	3
SOCIAL	N/A
STRENGTH	6
AGILITY	4

SPECIAL DEFENSES
Daalum Defenses

COMBAT ORDER
13

ATTACKS

ATTACKS PER ROUND	2/Turn
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
NATURAL MELEE	14	4P(2)	-	-
RANGED ENERGY WEAPON	13	3E(2)	25	-

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
VARIFORM PANIC	15	5E(3)	10	50% chance of Bioforge detonation when reaching 0 Health - Blast 5/10

RECOVERABLES AND ITEMS

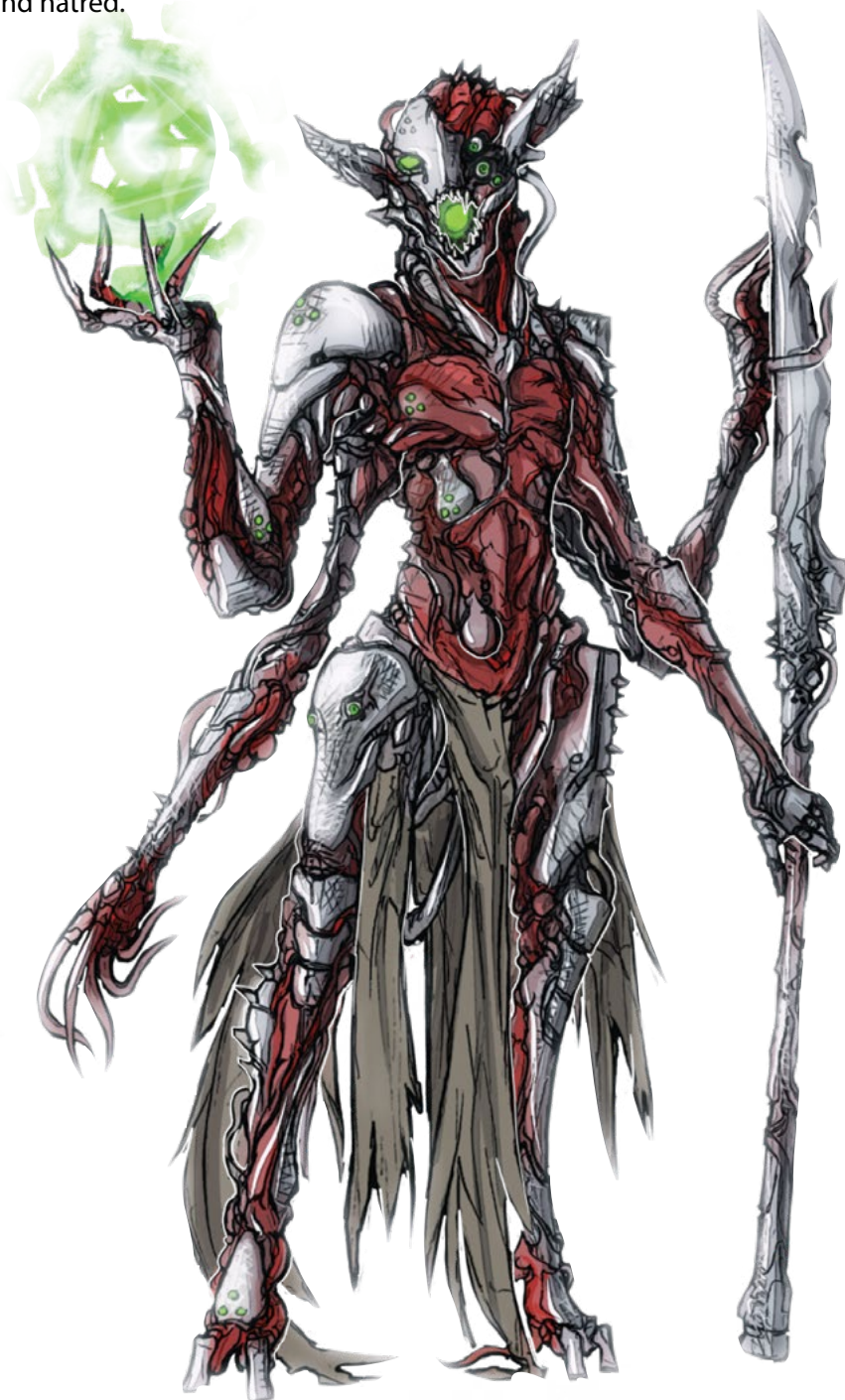
REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	150

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	200TD\$ of raw ARM Fluid

MALMORRG

A Malmorrg is a creature born of a Biomodus with a malfunctioning Bioforge. Either through damage or infection, the Bioforge consumes and absorbs the cognitive functions of the Core, and now runs rampant with a much better understanding of hate and aggression than its Morrg kin. Malmorrg are usually more humanoid shaped, as they have a better grasp on their old sense of self, but all reason is consumed with anger, pain, and hatred.

Morrg in the presence of a Malmorrg become frighteningly effective. They are capable of directing, focused attacks and in some cases, forced explosions when ordered by their leader. Morrg use the Perception Difficulty Rating and System Defense of a Malmorrg when in proximity to one.



MALMORRG

BASIC INFORMATION

FACTION	Daalum
TYPE	Medium Solo
THREAT RATING	Challenging

HEALTH	55
MOVEMENT	14

COMBAT DEFENSES	
MELEE	14
RANGED	13
SYSTEM	17
ARMOR	3P/4E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	4
STRENGTH	8
AGILITY	6

SPECIAL DEFENSES
Daalum Defenses - Solo Defenses

COMBAT ORDER
19

ATTACKS

ATTACKS PER ROUND	3/Turn
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
NATURAL MELEE	15	5P(3)	-	If successfully attacks a target with two attacks, the target is grappled.
ENERGY BARRAGE	15	4E(3)	40	

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Variform Panic	15	5E(3)	10	50% chance of Bioforge detonation when reaching 0 Health - Blast 10/15

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	350

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	500TD\$ of raw ARM Fluid
1/6	800TD\$ of rare components

MARIKI

Occasionally in The Wastes, a child is born in certain conditions. These children are born with a Chimeric natural body and are vastly adapted to life in the wilds: natural born hunters. This rare occasion is a mark of great rejoicing for some tribes, but the perils of The Wastes are just as dangerous to those who are born special.

The Daalum virus does not care for a creature's origins. When these naturally-occurring Chimera are infected, their biology dictates to the virus how it should best use the materials it provides. This makes a unique breed of Gaast, known as a Mariki. These Daalum have a strong Bioforge that does not fully perish during the infection but rather can resume function when it ingests Forge Material from a living Bioforge. In effect, it converts other creatures Forge Points to power its own set of abilities.

These 'vampiric' Daalum start slow, but the more they consume, the more deadly they get. Most often, they will dart back and forward, performing hit-and-run attacks to drain a target's nanite gel, then use that power to make their attacks more effective.



MARIKI (VETERAN)

BASIC INFORMATION

FACTION	Daalum
TYPE	Light Squad
THREAT RATING	Challenging

HEALTH	30
MOVEMENT	22 F

COMBAT DEFENSES	
MELEE	16
RANGED	18
SYSTEM	14
ARMOR	3P/3E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	8
STRENGTH	5
AGILITY	10

SPECIAL DEFENSES
Daalum Defenses - Immune: Immobilized

COMBAT ORDER
20

ATTACKS

ATTACKS PER ROUND	3 Weapon
-------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
CLAWS OR BITE	14	4P(2)	-	Upon landing two successful attacks, may use Forge Drain.

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
FORGE DRAIN	16	-	-	Upon two successful attacks landing, may use this ability to consume 2 Forge Points
MURK	14	-	-	Mariki vents black smoke, clouding vision. Hinders sight in almost all spectrums

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	0
PARTS AND TRADE VALUE	600

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	Filled Nanite Preservation Unit

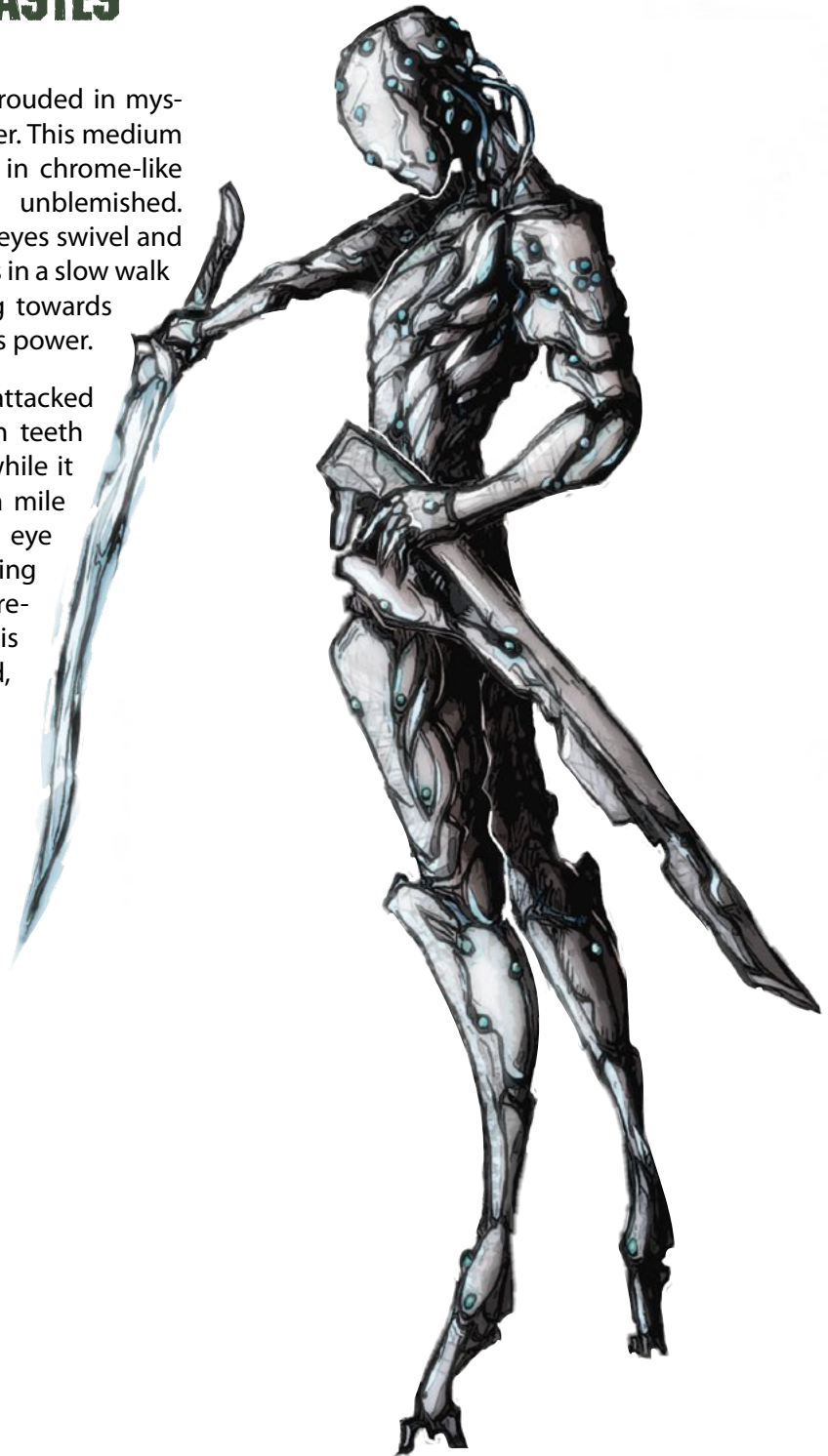
MONSTERS OF THE WASTES

HUNTSMAN

The Huntsman is a rare monster shrouded in mysterious origins and exceptional power. This medium sized, humanoid figure is wrapped in chrome-like armor, completely unscathed and unblemished. Across its body, dozens of synthetic eyes swivel and focus on the things about it. It moves in a slow walk unless under attack, always moving towards its destination and unstoppable in its power.

A Huntsman is a creature of legend. If attacked an all-too-human mouth lined with teeth opens up in an unending scream, while it destroys every living thing within a mile before silently continuing on. Each eye can fire a laser that can cut a building in half, and its impenetrable body barely registers even artillery impact. It is a modern-day, Biomechanical God, walking among children.

No one truly knows where the Huntsman comes from, but it is known that there is only a handful in the world, and they predate the earliest rising of civilized life in the Wastes. Other than that, no one knows where they come from, who created them or what their purpose is. They are all that is terrifying in the world.



HUNTSMAN

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Solo
THREAT RATING	Overwhelming

HEALTH	120
MOVEMENT	20

COMBAT DEFENSES	
MELEE	17
RANGED	15
SYSTEM	19
ARMOR	9P/9E/S-IM/

DIFFICULTY RATINGS	
PERCEPTION	12
SOCIAL	N/A
STRENGTH	12
AGILITY	13

SPECIAL DEFENSES
Solo Defenses - Immunity: All Conditions - Impregnable

COMBAT ORDER
26

ATTACKS

ATTACKS PER ROUND	5 Weapon + 1 Configuration
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
HUNTERS BLADE	18	5P(4)	-	Peircing 6 (both types)
ANTI-MATERIAL LASER	18	5E(5)	100	Peircing 6

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
CONFIGURATION	18	As Configuration	As Configuration	Configuration List: Any. Huntsman has 20 Effective FP to use per turn.
DEATH KNELL	20	10E(6)	10E(6)	Blast 150/300

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	100
PARTS AND TRADE VALUE	10000

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	Huntsmans Blade (Handling +2, Damage 6P(4*), AP -2, Piercing 6, ROF 3)
2/6	4D6 ARM
4/6	1000TD\$ of raw ARM fluid

KOBLITH

The Koblith are an interesting and dangerous race of bipedal, humanoid creatures who are powerful hunters, although limited in intelligence. It is not certain if they are a race derived from a human adaptation to a more feral life, or a former animal species uplifted to full sentience as part of the adaptation.

One thing is certain though, this matriarchal society of creatures thrives in bloodshed. They are split by gender as far as their appearance goes, with the males being lithe, fast moving hunters and gathers known as 'Snipes.' The females – known as Matriarchs – are almost twice the size and rival Heavy Case Bio-modus in bulk and muscle density.

Koblith have reverse joint legs, thick hide, wide fanged mouths and incredibly dense musculature. Their skin is a mottled spread between greens and browns with a pale underbelly. Long ears protrude from the sides of their heads, and unlike other creatures, they are capable of recognizing weapons and tools, using them although they lack the cognitive ability to replicate them.

Koblith are seemingly immune to the Daalum virus and will happily consume the Bioforge of anything they meet, including their own people without suffering the usual fate of infection. They are cannibals and omnivores through and through.



KOBLITH (MATRIARCH)

BASIC INFORMATION

FACTION	Monster
TYPE	Heavy Solo
THREAT RATING	Difficult

HEALTH	60
MOVEMENT	14

COMBAT DEFENSES	
MELEE	14
RANGED	14
SYSTEM	13
ARMOR	5P/5E

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	10
STRENGTH	8
AGILITY	6

SPECIAL DEFENSES
Solo Defenses - Immune: Infected

COMBAT ORDER
17

ATTACKS

ATTACKS PER ROUND	3
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
HEAVY MELEE	16	4P(3)	-	Adjacent Threat
GROWL	14		-	Blast 10/10 - Inflicts Disrupted Condition

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	15
PARTS AND TRADE VALUE	300

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	1500TD\$ of rare components
4/6	Filled Nanite Preservation Unit

KOBLITH (SNIPE)

BASIC INFORMATION

FACTION	Monster
TYPE	Light Mob
THREAT RATING	Common

HEALTH	30/20/10
MOVEMENT	16

COMBAT DEFENSES	
MELEE	13
RANGED	14
SYSTEM	12
ARMOR	2P/2E

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	5
STRENGTH	5
AGILITY	6

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	7/5/3
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Medium Weapon	13	4P(2)	20 if Ranged	-

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	15
PARTS AND TRADE VALUE	200

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	300TD\$ of rare components

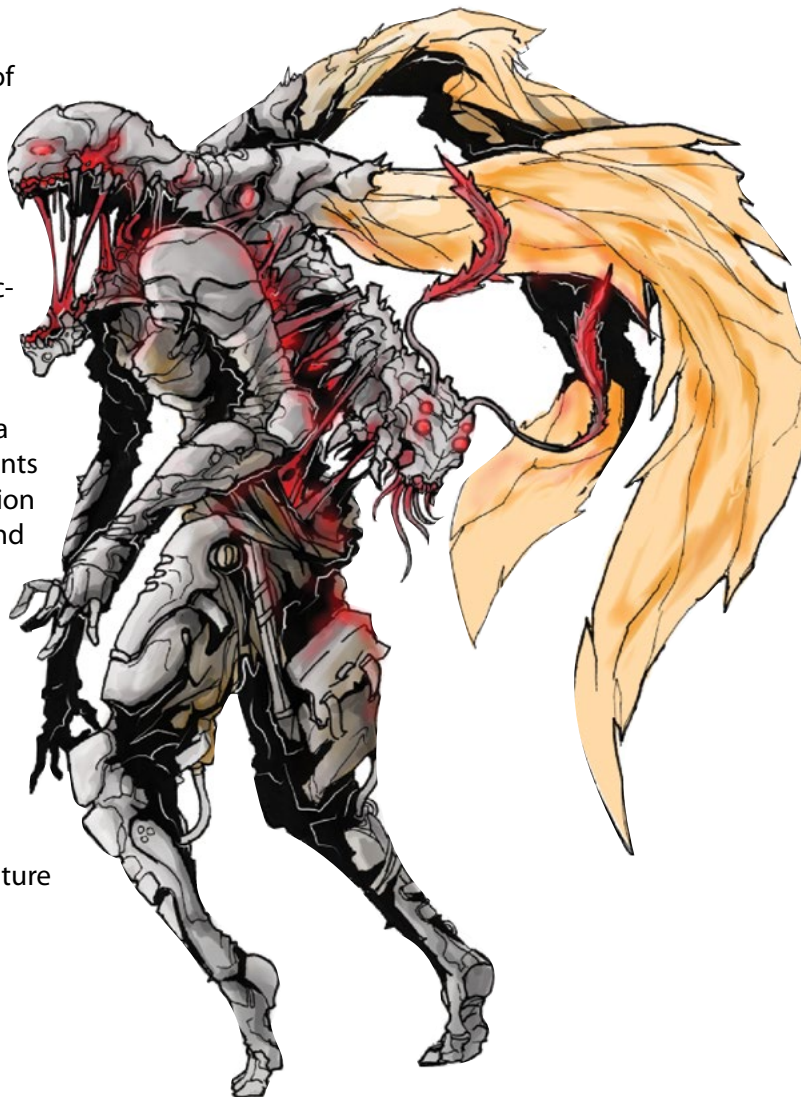
LISSK

There are few creatures in the wastes as horrifying as a Lissk.

This moth-like creature is around 3-feet long, has wings on the far back of its body, a muscular, tentril-lined underbelly and a horrific mouth with a large maw on the head. The Lissk in its normal state is docile and clumsy, but it has some fearsome natural defenses. Acidic spit softens up its opponents when needed, but most often they will find weakened bodies and then attempt to fuse itself with the hapless victim.

This fusion is the disturbing part of a Lissk. First, it devours the spine and top half of the head of its victim, leaving a hollowed-out space for the Lissk to sit. It then injects tentacles into the body and uses them to then puppet the victim like a second skin. The head of the Lissk sits at the base of the spine and the tail end – which is camouflaged as the top half of a humanoid face – sits on the remnants of the corpse's jaw. When the fusion is complete, the wings wrap around the body to simulate clothing and to hide the segmented, armored body of the Lissk.

Note: The stats in the Lissk's sheet are to represent the creature alone and the creature when possessing a humanoid corpse. The first number is the fused Lissk's statistics, the number after the slash is the creature on its own.



LISSK

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Solo
THREAT RATING	Challenging

HEALTH	40/30
MOVEMENT	12/18

COMBAT DEFENSES	
MELEE	13/15
RANGED	12/15
SYSTEM	13/13
ARMOR	6P/6E

DIFFICULTY RATINGS	
PERCEPTION	8
SOCIAL	N/A
STRENGTH	8/4
AGILITY	4/7

SPECIAL DEFENSES
Solo Defenses

COMBAT ORDER
20

ATTACKS

ATTACKS PER ROUND	4 WEAPON
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Acidic Spittle	14/16	5P(3)	20	Each successful hit reduces armor by 1P/1E
Medium Weapon (Fused)	14	4P(2)	-	Uses a fused body to attack

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Fuse	-	-	-	When in contact with a disabled Case or corpse for three rounds it may fuse it and pilot it.

RECOVERABLES AND ITEMS

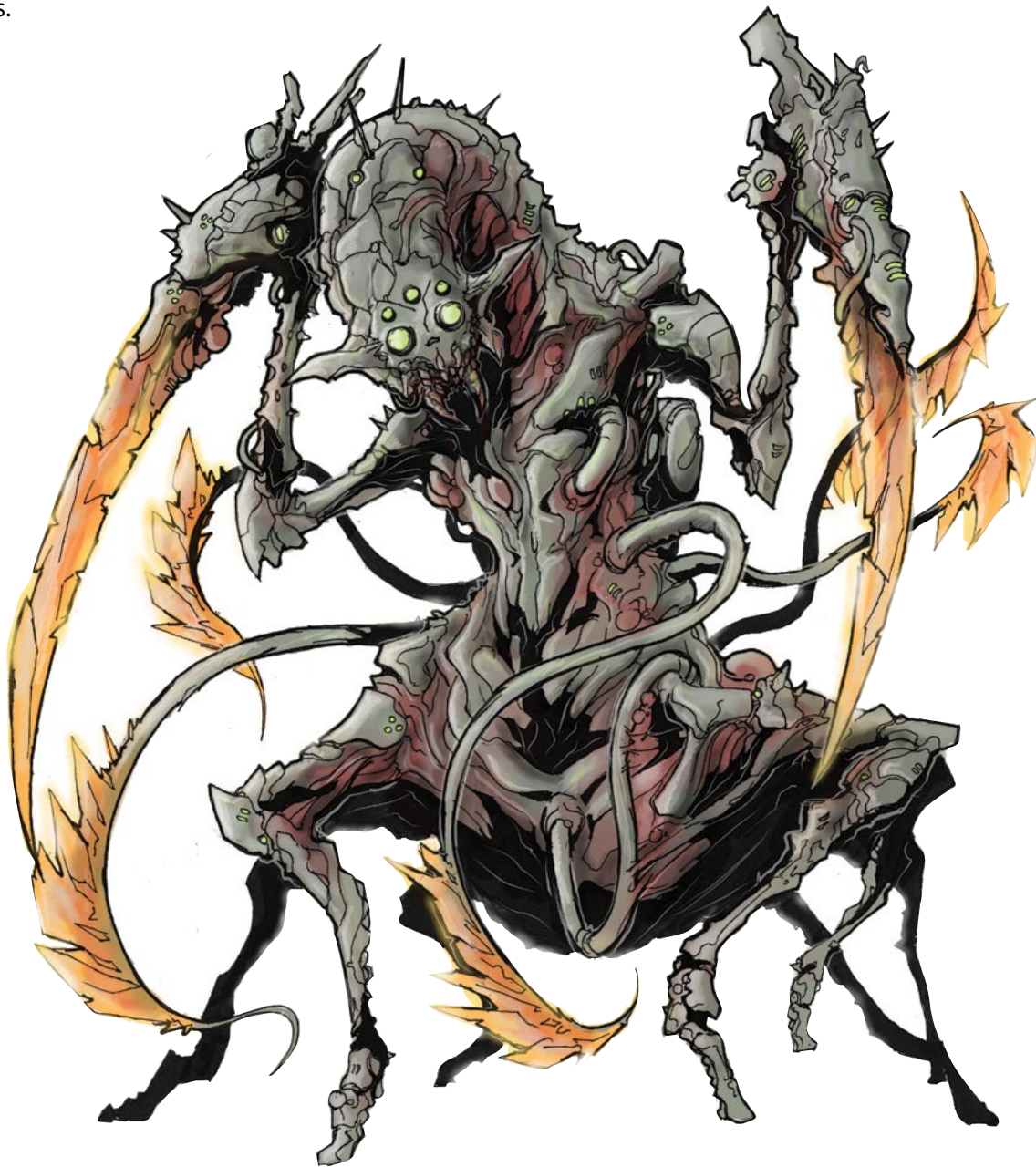
REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20
PARTS AND TRADE VALUE	400

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	Filled Nanite Preservation Unit
3/6	400TD\$ of rare components

MAARITH

Akin to the long-extinct Preying Mantis, the Maarith is similarly alien in appearance, but much, much bigger. Standing between eight and ten feet tall, these multi-legged creatures are armed with Nanoglass lashes that reach out, pierce their prey and then drag them into a hungry pair of scything, Nanoglass blades.

These predators are most commonly found in the Scaava lands, where they make burrows in the mountains of junk, creating trapdoor lairs in which to snag passing wanderers and traders. They are smart but mostly solitary. Maarith may hunt in a mated pair, but often territorial battles can break out between the large hunters, especially when food is rare.



MAARITH

BASIC INFORMATION

FACTION	Monster
TYPE	Heavy Squad
THREAT RATING	Challenging

HEALTH	80
MOVEMENT	16

COMBAT DEFENSES	
MELEE	14
RANGED	14
SYSTEM	12
ARMOR	6P/6E

DIFFICULTY RATINGS	
PERCEPTION	9
SOCIAL	N/A
STRENGTH	7
AGILITY	8

SPECIAL DEFENSES
None

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	3 Weapon
--------------------------	----------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Nanoglass Tendril	14	4P(2)	20	May pull a target 10 yards towards the Marrith on a successful hit
Nanoglass Scythe	16	5P(3)	-	-

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Retreat Cover	16	4P(3)	20	Drops a cloud of noxious fumes that obscure normal sight and will try and run. Starting or entering the radius will cause the damage once per turn. Lasts 5 rounds. Can use 1/Day.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20
PARTS AND TRADE VALUE	800

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	500TD\$ of rare components

MELANCORTH

Melancorth are also called the Dragons of The Wastes by many Munsu and Maalkari tribes and settlements alike. Favoring high-altitude nests, these huge, slug-like, flying creatures are feared for their power, their hunger, and their seeming intelligence. However, Melancorth are highly sought after, as their bodies comprise of massive, pulsating Nanite Factories in which they convert raw material into biologically nourishing nanite gel. Its long flank is coated in serrated blades, and at the front of the grotesque, pulsing body, an oddly humanoid face splits open to show rows of teeth and energy emitters.

Melancorth come in classes, based on age and size. A Class 1 Melancorth is the youngest - a fledgling by all accounts. Not nearly as developed as their parents, they are often prized for being weak, yet still valuable in both Trade Parts and Consumable Health. Be warned though, a young Melancorth's sire is often close by and can go on hideous, maternal outbursts of destruction.



When reaching Class 3, a Melancorth has fully developed its defenses, as well as have ventured out from its nest to make its own hunting grounds. This is the most common form of encountered Melancorth, as its growth stabilizes at around 20-25 feet long. Most Melancorth do not progress further than a Class 4, as they are either limited by a dwindling food source or hunted by the local tribes.

Melancorth at this age and size are more than capable of handling themselves, however. Intelligence is one of its key traits - for what should be a mindless monster - and it will often lure hunting parties into confined areas under the guise of escape, or simply destroy those trying to hunt more than they are capable of handling.

Some old, very well-fed Melancorth make it past the limitations of their kin and make it to Class 5. These behemoth creatures often make nests in the tallest, most dangerous shells of the huge buildings that scrape the bottom of the sky, and hunting one is considered either futile or a result of existential desperation. When a Class 5 Melancorth migrates to a new hunting ground or sets up a nest, the best course of action is to simply move away or get eaten in its rampage.



MELANCORTH (CLASS 1)

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Monster
THREAT RATING	Challenging

HEALTH	60
MOVEMENT	12 F

COMBAT DEFENSES	
MELEE	14
RANGED	13
SYSTEM	12
ARMOR	4P/4E

DIFFICULTY RATINGS	
PERCEPTION	5
SOCIAL	N/A
STRENGTH	8
AGILITY	7

SPECIAL DEFENSES
Immune: Immobilized, Infected

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	2 Weapon + 1 Special
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Blades	15	5P(3)	-	-
Throat Scribble Laser	14	3E(3)	40	Adjacent Threat

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Stun Canisters	12	5E(1)	30	Blast 10/20 - Blocks all Line of Sight, including IR, UV, and other senses

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	30
PARTS AND TRADE VALUE	400

SPECIAL SALVAGE	
CHANCE	ITEM
Automatic	5 ARM
1/6	500TD\$ of rare components

MELANCORTH (CLASS 3)

BASIC INFORMATION

FACTION	Monster
TYPE	Heavy Solo Monster
THREAT RATING	Difficult

HEALTH	100
MOVEMENT	14 F

COMBAT DEFENSES	
MELEE	16
RANGED	11
SYSTEM	14
ARMOR	6P/6E

DIFFICULTY RATINGS	
PERCEPTION	7
SOCIAL	N/A
STRENGTH	10
AGILITY	6

SPECIAL DEFENSES
Solo Defenses - Immune: Immobilized, Infected - Impregnable

COMBAT ORDER
17

ATTACKS

ATTACKS PER ROUND	2 Weapon + 1 Special
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
BLADES	16	5P(3)	10	Piercing 3
THROAT SCRIBBLE LASER	15	4E(4)	40	Adjacent Threat

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
STUN CANISTERS	12	5E(1)	30	Blast 10/20 - Blocks all Line of Sight, including IR, UV, and other senses
KEEN	15	8P(0)	8P(0)	If >= 15 Health lost, target is also Disrupted for 1 round.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	40
PARTS AND TRADE VALUE	1000

SPECIAL SALVAGE	
CHANCE	ITEM
Automatic	15 ARM
2/6	1500TD\$ of rare components

MELANCORTH (CLASS 5)

BASIC INFORMATION

FACTION	Monster
TYPE	Colossal Solo Monster
THREAT RATING	Overwhelming

HEALTH	150
MOVEMENT	16 F

COMBAT DEFENSES	
MELEE	17
RANGED	11
SYSTEM	17
ARMOR	9P/6E/S-IM

DIFFICULTY RATINGS	
PERCEPTION	9
SOCIAL	N/A
STRENGTH	12
AGILITY	5

SPECIAL DEFENSES
Solo Defenses - Immune: Immobilized, Infected - Impregnable

COMBAT ORDER
19

ATTACKS

ATTACKS PER ROUND	3 Weapon / 2 Weapon + 1 Special
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
BLADES	18	6P(4)	15	Peircing 4
THROAT PLASMA BEAM	17	6E(6)	60	Adjacent Threat
DEVOUR	17	6P(4)	-	Requires Grapple - Devoured creatures are Immobilized, Disrupted and take damage every turn. Losing 30 Health will cause the Melancorth to regurgitate the target.

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
STUN CANISTERS	16	7E(2)	50	Blast 15/30 - Blocks all Line of Sight, including IR, UV, and other senses
KEEN	18	8P(0)	8P(0)	If >= 15 Health lost, target is also Disrupted for 1D6 rounds.

RECOVERABLES AND ITEMS

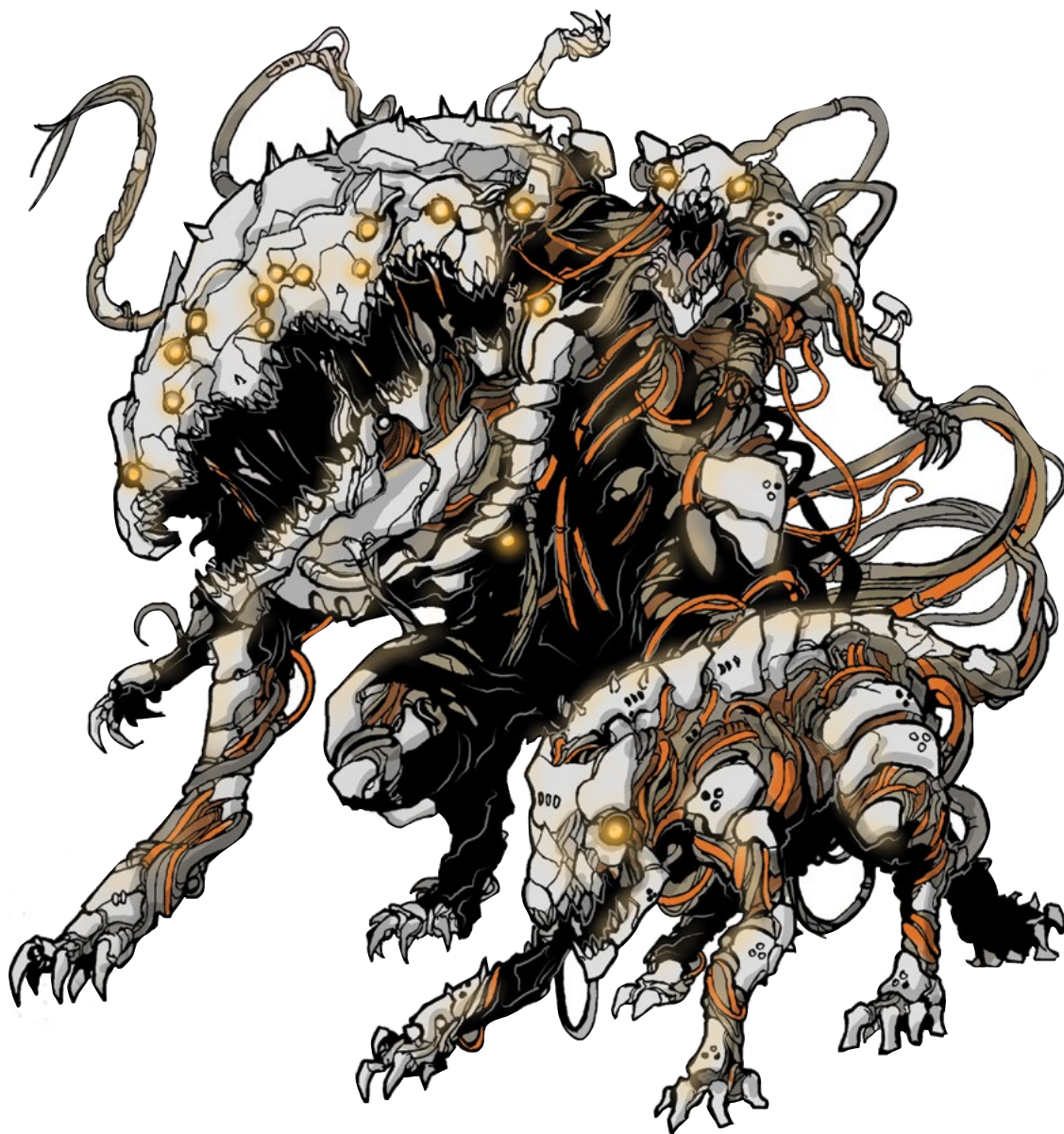
REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	70
PARTS AND TRADE VALUE	5000

SPECIAL SALVAGE	
CHANCE	ITEM
Automatic	20 ARM
4/6	1500TD\$ of rare components
1/6	3000TD\$ of rare components

MUTTLETH

When dogs and pack hunters evolve into apex predators, the result is something much like the Muttleth. However, there is a part of the Muttleth which dominates any of its rivals for food. As a pack, they act in perfect unison, each hound made up of unsecured floating armor over a body of dense, muscular cabling and snake-like flesh. This means that Muttleth are individually very flexible, impossible to contain and attack with dire ferocity.

When a pack of Muttleth comes across a large threat, they use their mostly-fluid forms to combine, lining the outer bulk of their combined musculature and systems with the floating metal plates, combining them much like Roman soldiers would do, forming shield walls. In this huge, hulking form, the Muttleth is a nigh-unstoppable foe.



MUTTLETH (COMBINED)

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Solo
THREAT RATING	Difficult

HEALTH	70
MOVEMENT	10

COMBAT DEFENSES	
MELEE	13
RANGED	13
SYSTEM	16
ARMOR	6P/6E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	N/A
STRENGTH	10
AGILITY	5

SPECIAL DEFENSES
Solo Defenses

COMBAT ORDER
13

ATTACKS

ATTACKS PER ROUND	4
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Claws or Bite	15	5P(3)	-	Upon landing two successful attacks, automatically reduce target armor by 1P/1E

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	25
PARTS AND TRADE VALUE	800

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	4 ARM
3/6	800TD\$ of rare components

MUTTLETH (PACK)

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Mob
THREAT RATING	Difficult

HEALTH	50/35/20
MOVEMENT	15

COMBAT DEFENSES	
MELEE	14
RANGED	15
SYSTEM	12
ARMOR	4P/4E

DIFFICULTY RATINGS	
PERCEPTION	9
SOCIAL	8
STRENGTH	6
AGILITY	8

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	6/5/4
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
CLAWS OR BITE	13	3P(2)	-	Upon landing two successful attacks, gains the Grappled Condition.
REND	14		-	Upon a hit, the target loses 1P/1E armor

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	25
PARTS AND TRADE VALUE	800

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	4 ARM
3/6	800TD\$ of rare components

OMLAA

Before the rebirth of humanity into Homo Biomodi, there were experiments by human governments to replicate the Core of a Biomodus by using one of the artificial nanoforges of the heart and the human brain. These experiments were – for the most part – a disastrous failure. Horrific, maddened part-brains would often go wildly berserk, and the loss of life was enough for many governments to shut down the program.

Every now and then, a remnant of this lost technology will surface. Oomla, as they are called, are literally brains in a container, strapped on to an artificial Bioforge. Their interfaces connect directly to the brain, and as such, they often are surrounded by lots of ancient technology. Small drones, war machines, automated turrets and self-propelled weaponry all follow the Oomla around as if it were a master leading its pets. Oomla themselves will generally support their troupe, using powerful Configuration-like attacks and support abilities, whereas the drones will hammer away at the target.



OMLAA

BASIC INFORMATION

FACTION	Monster
TYPE	Medium Mob
THREAT RATING	Difficult

HEALTH	80/50/20
MOVEMENT	10

COMBAT DEFENSES	
MELEE	14
RANGED	14
SYSTEM	18
ARMOR	3P/8E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	5
STRENGTH	5
AGILITY	4

SPECIAL DEFENSES
Drone Defenses - Mob Defenses

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	8/6/4
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WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MELEE ATTACKS	13	3P(2)	-	-
RANGED ATTACKS	15	3E(3)	60	-
CONFIGURATION	18	As Configuration	As Configuration	Access to: Glitch, Actuator Hack, EM Flux, Projection

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
OVERLORD	18	As Configuration	As Configuration	Can only use once in an encounter. No cumulative penalty for maintaining.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20
PARTS AND TRADE VALUE	1500

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20
PARTS AND TRADE VALUE	1500

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	1500TD\$ of rare components
2/6	2D6+2 ARM
3/6	Filled Nanite Preservation Unit

VESPAARA

There are some mysteries of The Wastes that even the vast increases in science can't explain. The Vespaara is one such mystery. As huge, wasp-like insects, they are hive-based with a distinct queen-drone matriarchy. The drones range from around two to four feet in length and are all armed with a long, needle-like stinger. Their carapace is a mixture of oddly bright coloring, fading from a luminescent blue through to purple, although their eyes are a sickeningly glowing yellow.

Vespaara are dangerous enough as giant insects, but their largest danger comes from their ability to break the rules of physics and simply teleport as part of their movement. It was once speculated that they simply move too fast for the eye to see, but they will even escape out of captivity through otherwise solid walls.

This ability also passes to their elongated stingers which phase through matter to ignore mundane armor as if it was simply not there.

The queens of the species are much more terrifying. While maintaining all of the perils of their drones, a queen also procreates by laying eggs within her victims and letting them burrow out from the inside. When the nest is migrating, a Queen will be flanked by a cadre of her royal guards, all of which are fast, deadly and incredibly aggressive.



VESPAARA (QUEEN)

BASIC INFORMATION

FACTION	Monster
TYPE	Light Squad
THREAT RATING	Challenging

HEALTH	50
MOVEMENT	20T*

COMBAT DEFENSES	
MELEE	15
RANGED	15
SYSTEM	14
ARMOR	2P/4E

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	N/A
STRENGTH	5
AGILITY	10

SPECIAL DEFENSES
Immune: Immobilized, Infected

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	2 Weapon + 1 Special
-------------------	----------------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
STINGER	14	3P(2)	-	Ignores all armor

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
IMPREGNATE	14	4P(2)	-	Requires a successful sting attack. If impregnate succeeds, the egg is laid in a character who then loses 2FP per day and FPR is reduced to 0. Egg can be removed only by removing Core from the Case and using a successful Repair check vs. a Difficulty Rating of 10

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	30
PARTS AND TRADE VALUE	1000

SPECIAL SALVAGE	
CHANCE	ITEM
2/6	300TD\$ of rare components
1/6	1000TD\$ of rare components

VESPAARA (ROYAL GUARD)

BASIC INFORMATION

FACTION	Monster
TYPE	Light Mob
THREAT RATING	Common

HEALTH	45/30/15
MOVEMENT	25 T*

COMBAT DEFENSES	
MELEE	13
RANGED	14
SYSTEM	12
ARMOR	2P/4E

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	N/A
STRENGTH	4
AGILITY	11

SPECIAL DEFENSES	COMBAT ORDER
Mob Defenses	20

ATTACKS

ATTACKS PER ROUND	5/4/3
--------------------------	-------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Stinger	13	2P(1)	-	Ignores all armor

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20
PARTS AND TRADE VALUE	300

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	300TD\$ of rare components

THE OCULARI

DRONE SQUADS

For the most part, the Oculari are built for a purpose, so the main bulk of their force is easily manufactured, mass-produced humanoid models of varying shapes and sizes. When a group of Biomodus encounters a front line Oculari force, it is most likely going to be a unit of these drones.

Drones march in perfect unison, however, they are not the deftest or most rugged of creations. Rather than having a template for every type of Oculari drone squadron, it is advised that Narrators use the Generic Mob templates below, add some energy armor and ranged energy weapons as the Biomodus are most likely going to plow through the rank-and-file.

There are some special forms of Oculari, that warrant their own entry, however.

COLLECTOR DRONE SWARM

There are areas of the world that are desolate and unfounded, but sometimes the remnants of the old world still work at full efficiency without input from anyone else. Some of these places are known as Data Hives, and they are populated by the most observational – and perhaps the most ambivalent – form of Oculari.

These drones are small spheres, all of them equipped with a Data Iris as well as a highly adaptive, nanofabricator built into their shells. It is this nanofabricator that helps them shift and adapt to a needed situation when required. Much like a hive of insects, certain drones have certain functions, but they are all capable of transforming to fit a need of the hive should the necessity arise.

Each drone is armed with an Indexer. This device is part weapon-part data collector, as it breaks down small items and genetic material into data patterns, which it then stores and transports back to the hive for archiving. This process is incredibly painful and can even render armor inert.

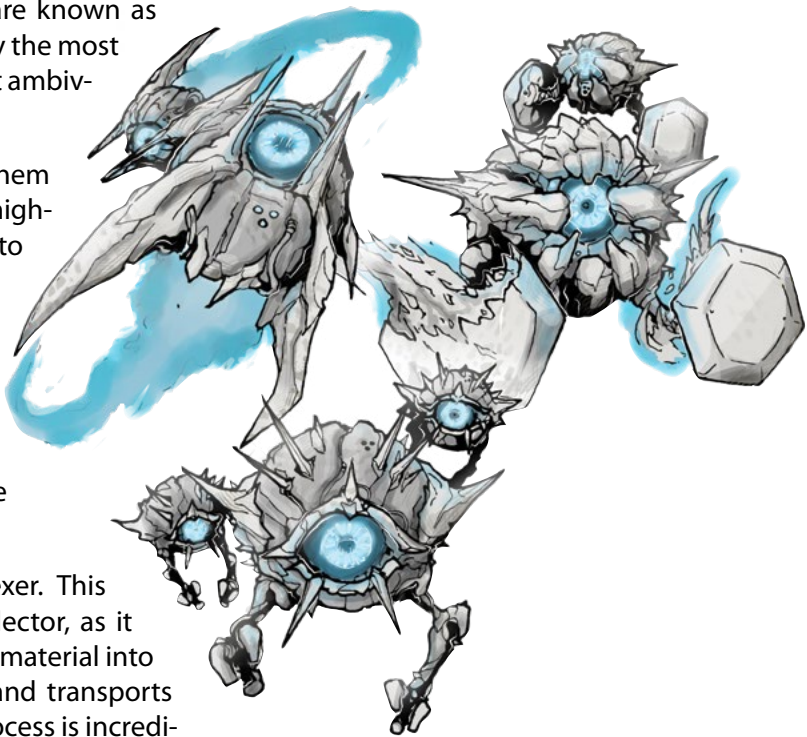
Drone swarms are split into three categories: Scouts, Indexers, and Vanguard. All three types use the basic statistics given in the Drone Swarm entry. However, they gain the following, based on their type:

Scouts increase their movement speed to 30 and gain the ability to fly. Their Perception Rating also increases to 12.

Indexers increase their disassembler array damage to 3E(3)

Vanguards decrease their speed to 15 but increase their armor by 2P/2E.

It takes a full turn for a Drone Swarm to swap their types, after which they may continue to act as they so desire. For the most part, Scouts will spot and find intruders or new items to index, the indexers scour and collect data for the hive, and the Vanguard will generate large shields of armor to interlock and rebuff attackers.



COLLECTOR DRONE SWARM

BASIC INFORMATION

FACTION	Oculari
TYPE	Light Mob
THREAT RATING	Common

HEALTH	30/20/10
MOVEMENT	18

COMBAT DEFENSES	
MELEE	13
RANGED	15
SYSTEM	16
ARMOR	2P/2E

DIFFICULTY RATINGS	
PERCEPTION	10
SOCIAL	N/A
STRENGTH	4
AGILITY	6

SPECIAL DEFENSES
Drone Defenses - Mob Defenses - Special Defenses (See Notes)

COMBAT ORDER
16

ATTACKS

ATTACKS PER ROUND	6/5/4
-------------------	-------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
DISASSEMBLER RAY	14	2E(2)	40	Each successful hit reduces armor by 1P/1E
SWARM DETONATION	16	6E(4) / 5E(3) / 4E(2)	-	Blast 20/10 - Swarm is Killed in the Process

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	25
PARTS AND TRADE VALUE	500

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	300TD\$ of rare components
3/6	1D6 ARM

SCOUTS CONFIGURATION: Increase movement speed to 30 and gain the ability to fly. Perception Rating also increases to 12.

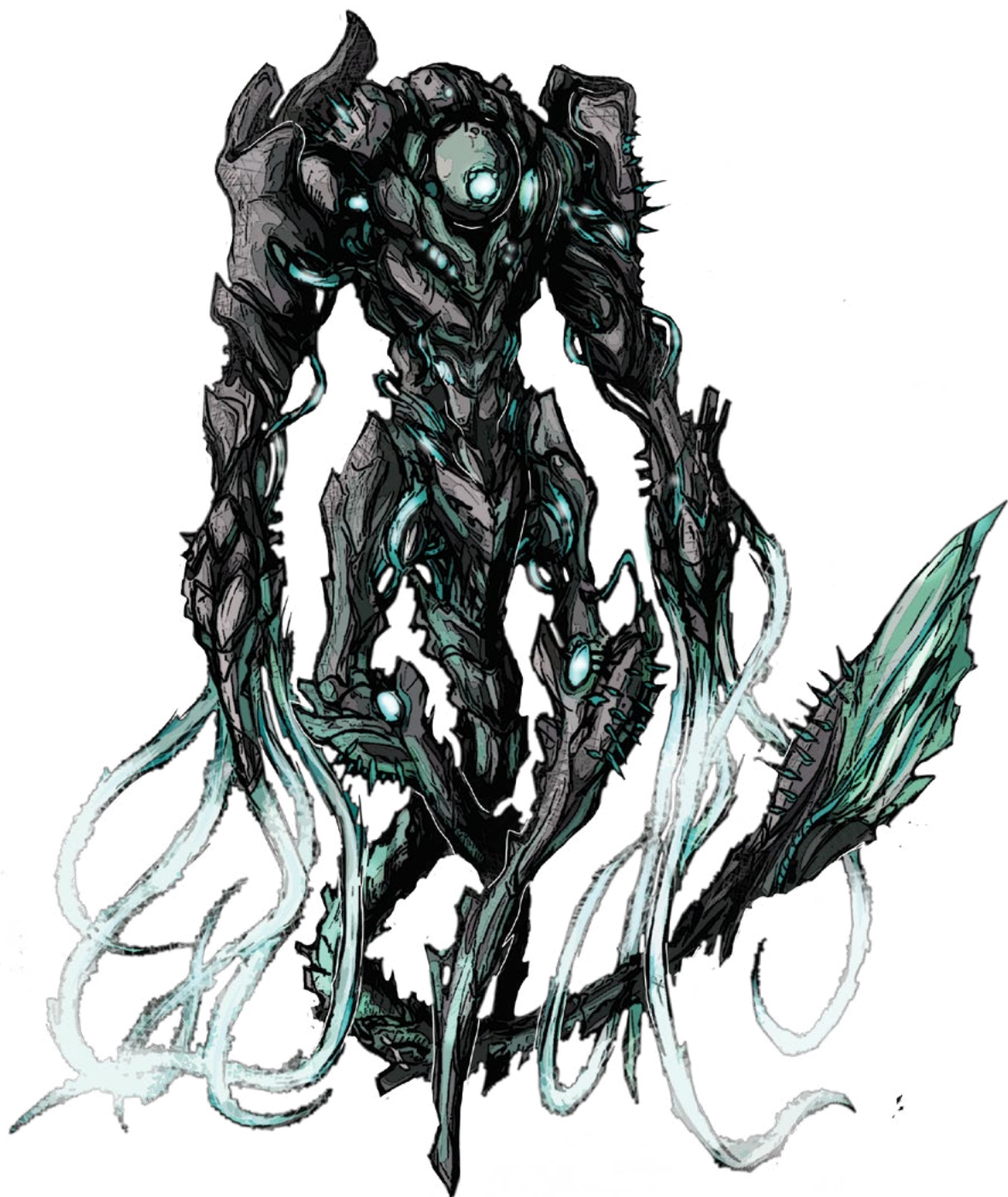
INDEXER CONFIGURATION: Increase Disassembler Array damage to 3E(3).

VANGUARD CONFIGURATION: Decrease movement to 15, but increase armor by 2P/2E (to 4P/4E total).

HUNKAAL

Before the world was a ruin, Hunkaals were the base hunter-killer models of the North American military. These towering, bipedal monstrosities were deployed when rooting out and eliminating threats to the safety of America's national interests. Now, eight centuries later and under the complete control of the Oculari, these ruinous, lithe drones now act as guardians for important areas, or are dropped into settlements to destroy, purge and murder.

Hunkaals have nanofiber lashes on the end of their arms that writhe and flick all about them, but the Hunkaal has such good spatial awareness, that the lashes never touch its body and it can never lose its balance. On top of that, it is armored to perfection, capable of withstanding blows from even the strongest modern weapons, all the time unleashing waves of untold destruction.



HUNKAAL

BASIC INFORMATION

FACTION	Oculari
TYPE	Heavy Solo
THREAT RATING	Difficult

HEALTH	80
MOVEMENT	16

COMBAT DEFENSES	
MELEE	15
RANGED	14
SYSTEM	14
ARMOR	6P/6E/S-IM

DIFFICULTY RATINGS	
PERCEPTION	8
SOCIAL	N/A
STRENGTH	8
AGILITY	10

SPECIAL DEFENSES
Drone Defenses - Solo Defenses

COMBAT ORDER
22

ATTACKS

ATTACKS PER ROUND	3 Weapon / 1 Weapon + 1 Configuration
-------------------	---------------------------------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Nanofiber Lash	15	6P(3)	10	Piercing 3
Scribble Laser Battery	15	4E(4)	40	Adjacent Threat

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Configuration	15	As Configuration	As Configuration	Configuration List: Electrify (+2E), Napalm (3E Dam), Combustion (10 Yards)

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	25
PARTS AND TRADE VALUE	1500

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	1500TD\$ of rare components
1/6	2D6+2 ARM

JILA

The Oculari have several types of drone at their disposal, and the Jila is their primary air superiority scouting drone. Looking like a combination of a snake and an insect with large nanoglass wings, the Jila is capable of quick, piercing strikes with a point laser, or can hover in place, using the blazing heat and light output of the sun to ignite and burn targets below.

Jila often accompany other, hardier Oculari troops to help harass their targets or spot enemies for them. While somewhat hard to hit, the Jila is not well armored, and a couple of solid hits will often take one down, but their high damage, high maneuverability method of battle can be dangerous if left alone for too long.

JILA

BASIC INFORMATION

FACTION	Oculari
TYPE	Light Squad
THREAT RATING	Common

HEALTH	20
MOVEMENT	20

COMBAT DEFENSES	
MELEE	13
RANGED	12
SYSTEM	12
ARMOR	2P/2E

DIFFICULTY RATINGS	
PERCEPTION	5
SOCIAL	N/A
STRENGTH	4
AGILITY	6

SPECIAL DEFENSES	
Drone Defenses	

COMBAT ORDER	
20	

ATTACKS

ATTACKS PER ROUND	2/Turn or 1 Special
--------------------------	---------------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Point Laser	14	3E(2)	40	Piercing 2

SPECIAL ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Focus Wings	12	5E(3)	20	Sets target on fire for 2E damage per turn for 3 turns, or until 5AP spent to put themselves out.

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	7
PARTS AND TRADE VALUE	400

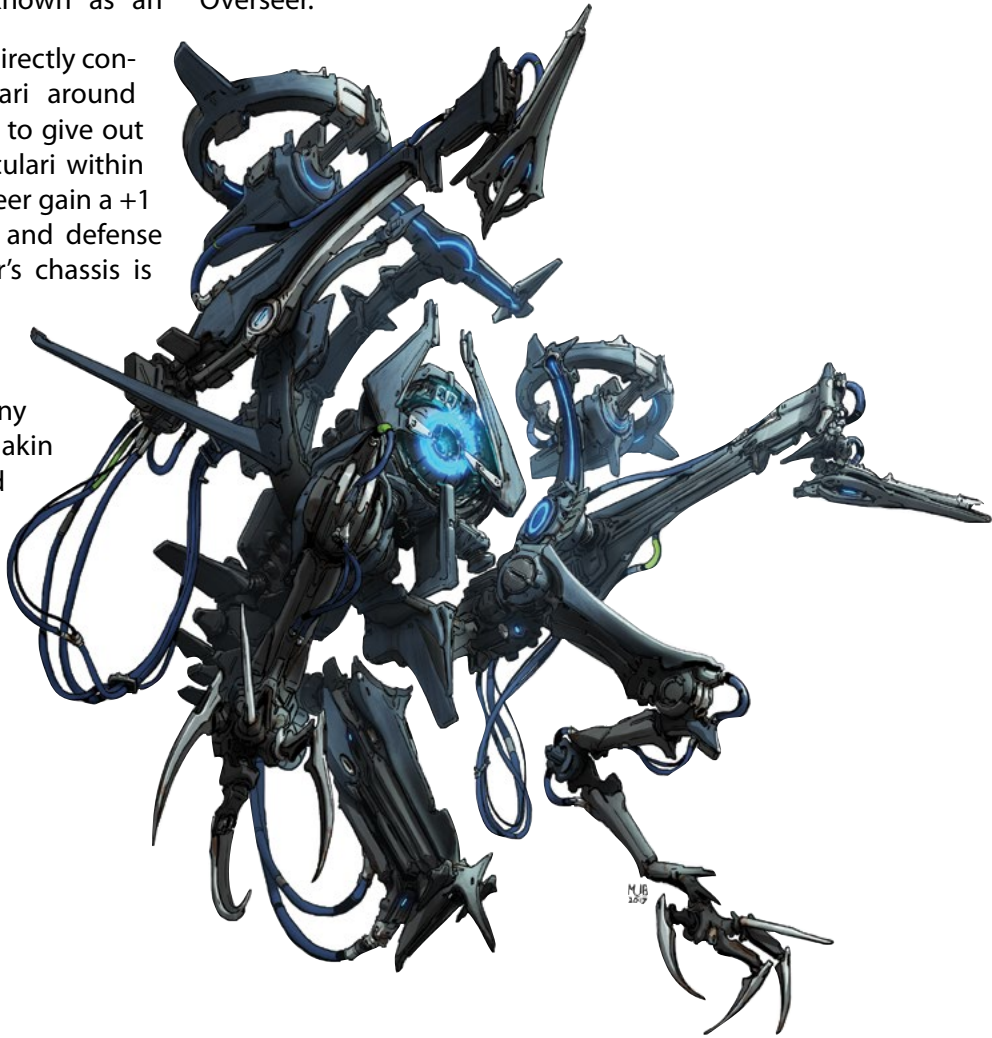
SPECIAL SALVAGE	
CHANCE	ITEM
2/6	300TD\$ of rare components

OVERSEER

When involved in important campaigns of the war, the Oculari do not leave anything to chance. One of the main AI will fork a portion of their personality to a surrogate projector through quantum entanglement and possess a heavily armed, well-constructed weapons platform known as an Overseer.

These Overseers are directly connected to the Oculari around it, and since it is able to give out orders directly, all Oculari within ten miles of an Overseer gain a +1 to all of their attack and defense ratings. The Overseer's chassis is dangerous in and of itself – armed as it is – and taking one down is a feat many hunters would say is akin to attacking a very old Melancorth.

Needless to say, if a group has encountered an Overseer, they have either bitten off more than they can chew, or they are making a last-ditch run at the head of the snake.



OVERSEER

BASIC INFORMATION

FACTION	Oculari
TYPE	Heavy Solo
THREAT RATING	Overwhelming

HEALTH	100
MOVEMENT	100T*

COMBAT DEFENSES	
MELEE	16
RANGED	16
SYSTEM	22
ARMOR	8P/12E/S-IM

DIFFICULTY RATINGS	
PERCEPTION	12
SOCIAL	N/A
STRENGTH	8
AGILITY	8

SPECIAL DEFENSES
Solo Defenses - Oculari Defenses

COMBAT ORDER
22

ATTACKS

ATTACKS PER ROUND	4
-------------------	---

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
ANTI-MATERIAL LASER	15	4E(4)	200	Piercing 3
SUMMON DRONE			50	Summon a Light Mob of Drones
QUANTUM REALIGNMENT	15	8E(4)	100	Use once every other turn - Blast 20/10 - Inflicts Disrupted Condition

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	60
PARTS AND TRADE VALUE	12000

SPECIAL SALVAGE	
CHANCE	ITEM
1/6	1500TD\$ of rare components
2/6	2D6+2 ARM
4/6	3000TD\$ of rare components

GENERIC MOBS

GROUP / ANIMAL PACK

Light mobs are usually made up of a pack of small animals, or of untrained civilians with little no combat benefit, other than their numbers. Most likely they are armed with primitive or ineffective natural weapons, and although not much of a threat to the Biomodus on a singular level, a few of these mobs can result in 'death by a thousand cuts' if the target is not careful.

Some examples of a Light Mob may come in the form of the following: a group of angry Munsis or young Maalkari villagers, a pack of small, non-predatory animals defending a hive, a group of service drones or perhaps a swarm of adapted, bird-sized Mosquitos.

SMALL GROUP / ANIMAL PACK

BASIC INFORMATION

FACTION	Generic
TYPE	Light Mob
THREAT RATING	Simple

HEALTH	30/20/10
MOVEMENT	12

COMBAT DEFENSES	
MELEE	12
RANGED	12
SYSTEM	11
ARMOR	1P/1E

DIFFICULTY RATINGS	
PERCEPTION	4
SOCIAL	6/5/4
STRENGTH	3
AGILITY	4

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
15

ATTACKS

ATTACKS PER ROUND	5/3/2 Weapon
-------------------	--------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
Primitive / Natural Weapons	13	4P(1)	Up to 40	Represents Melee and Ranged attacks

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	10 [0]
PARTS AND TRADE VALUE	200

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	1 ARM or 200TD\$

TRAINED GROUP / PACK HUNTERS

Mobs of this category are usually more of a threat to a player. Equipped with modern weapons and better trained in combat, these mobs are typically encountered in small squads of five or six individuals or a pack of dog-sized animals.

Some examples include, but are not limited to: a small pack of wild, adapted dogs, hungry and desperate for food, an Oculari Drone Soldier squad activated in a manufacturing facility, a group of well-trained Maalkari guards or a House of Audit Death-Squad sent in to support an Auditor. Some may use a Configuration or two, or be in possession of a heavy weapon, letting them do a bit more damage on one of their attacks if the Narrator feels it necessary.

TRAINED GROUP / PACK HUNTERS

BASIC INFORMATION

FACTION	Generic
TYPE	Medium Mob
THREAT RATING	Common

HEALTH	50/35/20
MOVEMENT	12

COMBAT DEFENSES	
MELEE	13
RANGED	13
SYSTEM	13
ARMOR	3P/3E

DIFFICULTY RATINGS	
PERCEPTION	6
SOCIAL	8/7/6
STRENGTH	4
AGILITY	3

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
18

ATTACKS

ATTACKS PER ROUND	5/3/2 Weapon
-------------------	--------------

WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
MEDIUM RANGED WEAPONS	14	4P(3)	40	May not apply to Monstrous Mobs
MELEE / NATURAL WEAPONS	14	4P(2)	-	-

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	20 [0]
PARTS AND TRADE VALUE	300

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	3 ARM or 400TD\$

HEAVY RIOT / DEADLY FLOCK

Heavy mobs are large, well-armed or heavily adapted creatures that pose a risk to even the power of a Biomodus. Usually consisting of other, conscripted Biomodus or pack predators that prove a large risk to the local Munki communities, these packs strike hard, can take a lot of punishment and maintain a level of deadliness even when their numbers are reduced.

Some examples of a Heavy Mob may consist of a squad of Oculari hunter-killer drones sent to purge a village, a well-armed House of Logistics guard detachment, protecting an important caravan of goods, a herd of huge, predatory creatures or another squad of moderately experienced Biomodus on contract with some enemy of the players. Narrators should not be afraid to spice up the encounter with a grenade or a couple of low-level configurations if they so desire.

HEAVY RIOT / DEADLY FLOCK

BASIC INFORMATION

FACTION	Generic
TYPE	Heavy Mob
THREAT RATING	Challenging

HEALTH	75/50/25
MOVEMENT	12

COMBAT DEFENSES	
MELEE	14
RANGED	14
SYSTEM	13
ARMOR	5P/5E

DIFFICULTY RATINGS	
PERCEPTION	8
SOCIAL	10/9/8
STRENGTH	4
AGILITY	5

SPECIAL DEFENSES
Mob Defenses

COMBAT ORDER
21

ATTACKS

ATTACKS PER ROUND		6/4/2 Weapon		
WEAPON ATTACKS	ATTACK RATING	DAMAGE	RANGE	NOTES
HEAVY RANGED WEAPONS	15	5P(4)	100	-
MELEE / NATURAL WEAPONS	16	4P(2)	-	-

RECOVERABLES AND ITEMS

REWARDS	
TYPE	AMOUNT
CONSUMABLE HEALTH	30 [0]
PARTS AND TRADE VALUE	500

SPECIAL SALVAGE	
CHANCE	ITEM
3/6	6 ARM or 800TD\$

QUICK REFERENCE CHARTS

CHARACTER CREATION

CORE STATISTICS (EACH)										
Rating	1	2	3	4	5	6	7	8	9	10
Individual XP Cost	Free	10	20	30	40	50	60	70	80	90
Total XP Cost	Free	10	30	60	100	150	210	280	360	450

COMBAT SKILLS					
Rating	1	2	3	4	5
Individual XP Cost	15	10	20	30	40
Total XP Cost	15	25	45	75	115
NON-COMBAT SKILLS					
Rating	1	2	3	4	5
Individual XP Cost	15	5	10	15	20
Total XP Cost	15	20	30	45	65

CASE QUICK REFERENCE TABLE								
Case Type	Build	Speed	Integrity	Power	Control	Mod Slots	Movement Modifier	Benefits
Hominid	Light	4	2	2	4	2	x 2	+1 Adj. Melee & Ranged Defense
	Medium	3	3	3	3	4	x 1	
	Heavy	2	4	4	2	6	x 0.5	
Chimeric	Light	4	2	4	2	2	x 2	+1 APR
	Medium	3	2	4	3	4	x 1	
	Heavy	2	3	5	2	6	x 0.5	
Sentinel	Light	2	2	3	5	2	x 2	+1 FPR
	Medium	2	3	2	5	4	x 1	
	Heavy	1	3	3	5	6	x 0.5	

MODIFICATIONS	
Slot Cost to Equip	XP Cost
1	20
2	40
3	60
4	80
5	100
Additional Modification Slot	60

CONFIGURATIONS

Configuration Tier	XP Cost
Tier 1	25
Tier 2	50
Tier 3	75

TRAIT	FORMULA	NOTES
Max AP	Production + Speed + Power	
AP Regen	Production + Integrity	Cannot Exceed Max AP
Max FP	Production + Adaptability + Gnosis	
FP Regen	Adaptability + Control	Cannot Exceed Max FP
Health Threshold	Production + Adaptability + Integrity	Total Health = Threshold x3
Defense	Awareness + Speed + Integrity	
Force	Adaptability + Integrity + Power	
Accuracy	Gnosis + Awareness + Control	
Programming	Adaptability + Gnosis + Control	
Base Move	Production + Speed + Power	Modified by Case Type
Combat Order	Gnosis + Awareness + Control	

EQUIPMENT

Type of Improvement	XP COST
Equipment Module Slot	50
Additional 100TD\$	5

ADVANCEMENT

CASE AFFINITY (APPLIES TO SINGLE TYPE; HOMINID, CHIMERIC, OR SENTINEL)

Rating	+1	+2	+3	+4	+5	+6	+7	+8
Individual XP Cost	100	150	200	250	300	350	400	450
Total XP Cost	100	250	450	700	1000	1350	1750	2200

KICKSTARTER BACKERS

NANITE

Alton Capps
8 Anonymous Backers
Baptiste Frère
BlahBlahGames.com
Consultant
Dridore
Falon W.
Francois878
Joshua Cappel
Justin Robbins
Kaz
lojiak
Mark van der Upwich
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QT Games
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robert pavlas
Shades of Vengeance
Xerofear

BIOFORGE

Dylan Boates
Aaron J. Schrader
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Annoying Killah
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Anonymous Backer
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Colin Arbuthnot Fahrion
D3spairity
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MEDTEK

Andrew Howlett

Anonymous Backer

Doomsongs

Marcuss Damon

The most awesome human being I Know Matthew L.

CODEXI

Anonymous Backer

Connor Neumann

Houston Newman

Pul

Thomas McBride

LORD HUNTER

Anonymous Backer

Calioun

Elliott Burgi

Jesse (Telly)

Kurt(Mando)

Rhino

Rusted Portal Games

Tobiah

Tristan "Twitchy" Wolfe DeRoches

Xenogelion

LOSSITAAR

Cameron Fina

Drew Pennycook

Matthew Berkman

Peter "Cornflakes" White

Biomodus of Legend

[DE]Rebecca

Amara "Princess Shorty" Lagge

Ari Hadiks

Dane Day

Jeahanne

PROJECT BIOMODUS™

CHARACTER SHEET

NAME	PLAYER	CASE TYPE

CORE STATS	
PRODUCTION	
ADAPTABILITY	
GNOSIS	
AWARENESS	

CASE STATS	
SPEED	
INTEGRITY	
POWER	
CONTROL	

SKILLS			
COMBAT		NON COM.	
MELEE		ATHLETICS	
RANGED		FOCUS	
GUNNERY		PILOT	
INTERFACE		REPAIR	
BLOCK		SOCIAL	
EVADE		STEALTH	

ACTION PNTS	AP REGEN

FORCE PNTS	FP REGEN

ATTACKS				
NAME	ATTACK RATING	DAMAGE	AP	NOTES

P. ARMOR	E. ARMOR
THRESHOLD	TOTAL HEALTH
LETHAL DAM.	SCRATCH DAM.

COMBAT ORDER	
MOVE	
MELEE DEF	
RANGE DEF	
SYSTEMS	

NOTES

MODIFICATIONS				
NAME	AP	FP	EFFECT	EQUIP?

CONFIGURATIONS				
NAME	AP	FP	EFFECT	TIER

EQUIPMENT				

CASE AFFINITY		
HOMINID	CHIMERIC	SENTINEL

ALI			
GRADE	PILOTING	FOCUS	TARGETTING

BUILDING STATS			
MAX AP (PROD + SPD + POW)		DEFENSE (AWAR + SPD + INTEG)	
AP REGEN (PROD + INTEG)		FORCE (ADAP + INTEG + POWER)	
MAX FP (PROD + ADAP + GNO)		ACCURACY (GNO + AWAR + CONT)	
FP REGEN (ADAP + CONT)		PROGRAMMING (ADAP + GNO + CONT)	
THRESHOLD (PROD + ADAP + INTEG)		BASE MOVE (PROD + SPD + POW)	
TOTAL HEALTH (THRESHOLD X3)		COMBAT ORDER (GNO + AWAR + CONT)	

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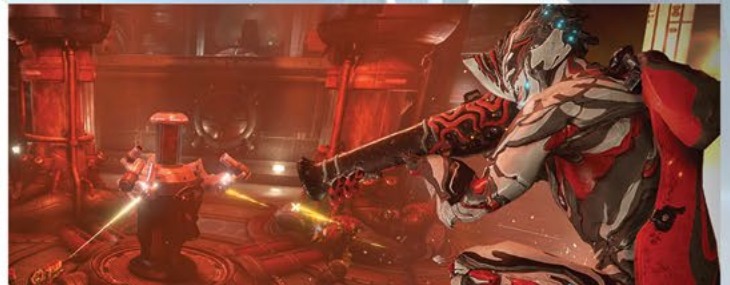
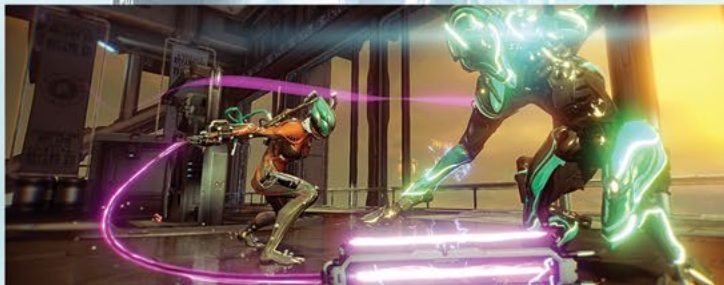
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This phrase has resounded throughout The Wastes since the Lord Huntress Selenos first uttered them. It is a constant reminder of who we are, and from whom we came. After the development of medical nanomachines, and the artificial immortality of the rich and powerful, humanity evolved and changed, becoming more like biomechanical gods, rather than the humanity which birthed them.

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