

Geneticist O.C.C.

As powerful as the Engineers and Gene-Pools are, they are large and immobile creatures. They are ill-suited to exploration, to seeing their work in action and to interaction with the average human being. Most Gene-Pools attract to themselves scholarly individuals known as Geneticists. These individuals serve as a human face to the whole process of Bio-Enhancement. Geneticists are normal humans who take a special interest in the Gene-Pools and Bio-Technology. They assist both the Gene-Pools to execute the orders of the Librarians and the other members of the Human Resistance to deal with the often horrific aspects of Bio-Enhancement. They also pursue their own research on the side into genetic codes and they tinker with making their own creatures.

In some ways the Geneticist is the Gene-Pool's answer to the Scarecrow. Geneticists work directly with the Gene-Pool and are typically outside the direct control of the Warlord of the Great House. They are granted minor enhancements from the Gene-Pool that assists them in their work. The average Gene-Pool has 3D 10 Geneticists working with it. These scientists are responsible for caring for the larval forms of Host Armors and War Mounts. They are also the ones who facilitate all enhancements made to Bio-Tech weapons, Biotics, War Mounts, Wing Packs and Host Armors. When a Packmaster is ready to enhance his Gorehounds or a Dreadguard has Bio-E to spend on her Host Armor, they go see a Geneticist to schedule the upgrades.

There are rumors that the powers of the Geneticists come from mating with the formerly human Engineer attached to the Gene-Pool. These are only malicious (or possibly jealous) rumors. The truth is much more mundane by the standards of the average Splicer. Geneticists subject themselves directly to minor Bio-Enhancement. By entering the murky waters of the Gene Pool they receive enhanced memory or heightened dexterity or even an enhanced range of vision. They view these changes as improvements that make them effectively a miniature (and mobile) version of the Engineer. They lose some of their humanity in the process, it is true, but they also become more capable than the average human.

Working so closely with the Gene-Pools is not all good, however. When they are not cooped up in the deep caverns where their Gene-Pool is, Geneticists are typically making careful scientific observations of Splicers in action in order to assess how their Bio-Tech is performing. Geneticists have little time truly to themselves. In addition, Geneticists are constantly exposed to the gene-laden waters of the Gene-Pool. This constant exposure eventually causes random mutations. The mutations only get worse the longer the Geneticist works with Bio-Tech. While few Geneticists become truly crazy, many become "a little off" They are likely to be more interested in their research than in other people and consequently their social skills suffer. There is also a tendency for them to become obsessed with their power to create and control other life forms. More than one Geneticist has ended up repulsive, reclusive and more than a little like the stereotypical "mad scientist," complete with murderous minions and maniacal laughter.

Geneticist O.C.C. Powers & Abilities:

1. Bio-E Augmentation: Their close association with Gene-Pools gives Geneticists the option of minor Bio-Enhancements to assist them in their work. Select two enhancements from the following list at first level and one additional enhancement at levels 4, 7, 10 and 13.

- **Speed Reading:** This mental enhancement gives great proficiency with the written word. The character can read 30 pages a minute with normal comprehension. Highly technical subjects may require twice as long (15 pages a minute) and a second reading.
- **Total Recall:** This ability allows the character to remember (nearly) everything he has ever read or heard. Roll percentile:
 - 01-60%: perfect memory, remembers every word and in the exact order
 - 61-85%: good memory, all the important ideas are recalled but details may be lost
 - 86-00%: basic recall, only a sketch of the most essential parts can be remembered.
- **Facility with Numbers:** +20% to Basic Math and Advanced Math skills. The character can also keep long strings of numbers in his head with ease and can mentally perform difficult calculations without the aid of a calculator or even pencil and paper.
- **Encyclopedic Knowledge:** Select three additional skills from any category. In addition, receive a one-time 5% bonus on all other skills when this enhancement is chosen.
- **Delicate Fingers:** +1 to P.P. and +15% to all skills requiring fine dexterity of the fingers such as Pick Locks, Pick Pockets, Field Surgery, Sewing and Play Musical Instrument. This ability also helps when preparing samples for examination, making injections and during surgeries.
- **Bio-Comm:** A standard Bio-Comm unit (see Splicers@ Role Playing Game, page 80) is grown onto or implanted inside the skull (character's choice). While they can speak to anyone else with a Bio-Comm, most Geneticists use it only to keep in constant communication with their Gene-Pool.
- **Microscope Eye:** One eye is permanently covered by an organic tube (3-6 inches/7.6-15 cm long) housing magnification lenses. These allow higher magnification than standard
- **Macro-Vision:** The internal structure of cells and even DNA can be seen. The area of focus is tiny, less than 1/4 inch (6 mm) square. In addition, most things will still require proper preparation and chemical staining to be seen (a successful roll on the Biology or Genetics skill). Only one eye is transformed, the other remains unaffected.
- **Neural Link-Up:** A port is grown somewhere on the Geneticist's head (usually the temple) that can couple with a neurological connector similar to those used to connect Outriders to their War Mounts. The Geneticist can use the port to link directly to the Gene-Pool in order to communicate and share information without the need for words. Geneticists can also "download" memories and experiences from War Mounts as a way to study their performance. When not connected to anything, the open port tends to ooze neurolytic jelly that quickly becomes a sickly yellow crust if not wiped away.

- **Nutrient Fluid Storage Bladder:** A small amount of the nutrient fluid used to feed all Bio-Tech weapons and armors can be stored inside the Geneticist's body. The fluid pouch is typically grown on the inside of the arm and a small tube running to the end of the first finger dispenses the fluid wherever the Geneticist points. There is enough fluid to feed two weapons or one suit of armor for 1D4 days. Less commonly, a Geneticist might have an extra-large fluid bladder on the outside of the arm or on the back with enough fluid to feed four weapons or two suits of armor for 1D4+2 days. In either case, the depleted Bio-Tech device must be sprayed with fluid and then given a full hour to absorb the nutrients before it is fully functional again. Though it can be, this ability is not typically used to supply troops in the field. The fluid is reserved for feeding the Geneticist's own experimental devices during testing or to revive damaged or discarded items just long enough to extract performance information or genetic material. The nutrient fluid is not produced by the storage bladder and the Geneticist must return to a Gene-Pool to replenish the supply. The bladder can keep the fluid fresh and active for up to two months.
- **Butcher's Organ:** This is the most advanced Geneticist enhancement and not available to first level characters. The unit works much the same as the standard Butcher's Organ (see Splicers® Role Playing Game, page 86) except that the flesh of any living thing (including animals and Bio-Technology) can be consumed. The flesh cannot be cooked, it must be eaten raw. The prospect of eating raw flesh is disturbing enough for most people, but the idea of eating raw human flesh is downright horrific. However, sacrifices must be made in the name of science! Usually the character picks up a taste for rare meats which carries over into everyday eating habits. The extent of the re-created memory depends on the exact nature of the living thing. A Bore Pistol with no sensory organs will not give a picture of the outside world, only an impression of how well it was "feeling" (operating) before it died. Animals do have eyes and ears but still perceive the world very differently from humans. Base Skill is 15% +3% per level of experience. There is a +20% bonus for animals, +40% for all War Mounts, and +60% for other humans. The Butcher's Organ always re-creates the last few (1D4x10) minutes of the creature's life, but on a failed roll, nothing meaningful is gleaned from the experience.

2. Bio-E Gifts: Because of their close connection to Engineers and Gene-Pools, beginning at third level, Geneticists can grant Bio-E to fellow Splicers directly. They can give a maximum of 10 Bio-E +1 per level of experience to anyone as they see fit. These gifts of Bio-E can be used to extract money or other favors from Splicer soldiers or can be given in gratitude for acts of kindness or for completing missions that directly benefit the work of the Geneticist and the Gene-Pool. Geneticists have 1D4x10+20 Bio-E per level to dispense as they wish. This Bio-E cannot be used on themselves or on their Homunculi (described below). It can only be given away. A Geneticist cannot save more than 150 Bio-E at a time. Any additional Bio-E earned that exceeds the limit is simply lost, thus most Geneticists have under 100 Bio-E saved up at any one time.

3. Homunculi: Geneticists can claim one "failed" larval Host Armor at fifth level. The Homunculus can be of any metabolism type and receives the respective Bio-E bonus for its metabolism. In addition, Geneticists receive 2D8+ 10 Bio-E per level (starting at fifth level) to spend on experimenting with and upgrading the features of their Homunculi. This Bio-E cannot be spent in any other way. Geneticists can claim another Homunculus at levels 8, 11 and 14. Complete details on the Homunculi are given below.

4. Random Mutations: In addition to the willingly-received enhancements listed above, the Geneticist is at risk of random mutations from continued exposure to the genetic material floating in the Gene-Pool. It is impossible for Geneticists to avoid contact with the Gene-Pool's fluids because of their constant work with Bio-Technology. Mutations become more frequent the longer Geneticists work with the Gene-Pool because their own genetic code is increasingly unstable. Roll percentile once on the following table at levels 2, 5, 7, 8, 10, 11, 12, 13, 14 and 15. The effects from most mutations stack together (including when a duplicate mutation is rolled). Occasionally, however, mutations are mutually exclusive (e.g., Herbivore and Vampiric Metabolism, or Completely Bald and Fur Coat). If a conflicting mutation is rolled, the new mutation replaces the old. At the G.M.'s option, players may select new mutations from the following table (or invent their own) rather than roll.

Geneticist Random Mutation Table:

- **01-02% No Further Mutation.**
- **03% Bio-Energy Expulsion Vent:** A fully-functional weapon grows somewhere on the torso or arms! Functions exactly like the standard Bio-Enhancement (does M.D.) except that the Vent itself is S.D.C. See Splicers® Role Playing Game, page 98, for full details.
- **04% Smarter:** Better neural connections add +1D6 to I.Q.
- **05% Piercing Eyes:** The character just has "the look," add +1D6 to M.A. (new minimum M.A. is 17).
- **06-08% Super Healing:** Heals incredibly quickly, recovers one Hit Point and 2 S.D.C. per hour.
- **09% Stronger:** An increased muscle mass adds + 1D6 to P.S.
- **10-12% Tougher Body:** Increase current S.D.C. by 50% (round up).
- **13% Wings:** A pair of wings begins to grow out of the character's back. They will be fully functional in 2D4 weeks and can be leathery, feathered or insect wings (player's choice). Once they are fully-formed they provide true flight with full bonuses. However, speed, maximum altitude and damage capacity (the wings are S.D.C. not M.D.C.) are half that of normal Bio-Enhancement wings. See Splicers® Role Playing Game, page 93, for full details.
- **14-16% Needs Less Sleep:** An increased metabolism reduces the character's need for sleep to just 1D4+1 hours a night to feel fully rested. The character does have to eat a little more than normal to fuel the more active body.
- **17-19% Inner Calm:** Nothing seems to stress the character out, add +2 to M.E.

- **20-22% Resistance to Heat:** Same as the Bio-Enhancement (see Splicers Role Playing Game, page 85). Temperatures up to 140 degrees Fahrenheit (60 C) have no effect, and heat and fire hotter than that, including plasma weapons, does half damage.
- **23-25% Resistance to Electricity:** Same as the Bio-Enhancement (see Splicers Role Playing Game, page 84). Stun weapons and electrical jolts up to 2,000 volts have no effect and stronger electrical discharges, including lightning, do half damage.
- **26-28% Gills:** Either gill slits like a fish or feathery external structures like some amphibians (player's choice) grow on the neck. The character can now breathe underwater.
- **29-31% Hoofed Feet:** The feet are replaced by hard, horse-like hooves. These hooves add +2D6+4 to speed attribute but their clip-clopping makes sneaking around difficult (-15% to Prowl rolls).
- **32% Forked Tongue:** Tongue becomes long and forked like a snake's and very sensitive to airborne tastes. Can identify common odors and track by taste alone at a skill of 35% +2% per level of experience. Specific odors can be identified and tracked to their source at a skill of 20% +2% per level of experience. The sense is fouled by rain, high winds (-20%) or by other powerful tastes (such as the smoke from a fire). Range is 1,000 feet (305 m).
- **33-36% Claws on Hands and Feet:** Nails turn into small claws that add +1D6+3 S.D.C. to the character's normal punch and kick damage.
- **37-39% Infrared Vision:** Can now see into the infrared spectrum, which is normally used by the targeting systems of the Machine's robots. Can see laser and infrared targeting beams and can trace them back to their source. The eyes take on a bloodshot look especially when using the infrared vision. Range is 1,000 feet (305 m).
- **40-42% Super Hearing:** The character has advanced hearing and can make out whispers at 300 feet (91.5 m).
- **43-45% Ultraviolet Vision:** Can now see into the ultraviolet spectrum, which is used by some security systems of the Machine. The eyes take on a bit of a "bug-eyed" look, especially when using the ultraviolet vision. Range is 1,000 feet (305 m).
- **46-48% Resistance to Cold:** Same as the Bio-Enhancement (see Splicers Role Playing Game, page 84). Temperatures as low as zero degrees Fahrenheit (-18 C) have no effect, and magic and super-cold attacks do half damage.
- **49-51% Sharp Teeth:** The character now has a mouth full of pointy teeth. A bite attack does ID8 S.D.C. but does not get the benefit of any P.S. damage bonuses (a straight roll only). Only P.P. strike bonuses are added to the strike roll for this attack.
- **52-53% Carnivore Metabolism:** Character becomes almost completely carnivorous. Has a taste for meat and meat only. The rarer the better! Others may find this disturbing. Needs to eat 5-8 pounds (2.25-3.6 kg) of meat a day. Can still eat vegetables and grains for the taste of them, but derives little nutrition from them.
- **54-56% Scales:** Add ID6+4 to S.D.C. but reduce P.B. by 3 points.
- **57-59% Shark Skin:** Tiny barbs grow all over the character's body. Add +1D6 S.D.C. to body blocks, strikes with the elbows, shoulders or knees, and to any sort of rough contact engaged in by the character.
- **60-62% Flattened Nose:** Nostrils become thin slits; reduce sense of smell by 50% and taste by 25%.
- **63-64% Herbivore Metabolism:** Character becomes completely herbaceous. Needs to eat 8-12 pounds (3.6-5.4 kg) of plant material a day and chew cud. Others may find this disturbing. Can eat fruits, vegetables and grains, but the majority of food must be high in cellulose like hay, leaves and grass. May still like the taste of meat, but will be unable to digest it fully and it will likely make the character sick.
- **65-67% Excessive Mucus:** Mucus is always flowing from the nose and oozing from the pores. Attackers trying to pin or hold are -2, but the Geneticist looks gross.
- **68-70% Fur Coat:** A coat of fur resembling anyone type of dog (player's choice) grows all over the character's body.
- **71-73% Weakened Hearing:** Reduce sense of hearing by 50%. The character is -4 to initiative and -2 to parry and dodge rolls.
- **74-76% Completely Bald:** Complete loss of all body hair, reduce P.B. by 2 and the character is at greater risk for chills and sunburns.
- **77-79% Dry Skin:** Reduce S.D.C. by ID4+2 and the character is always itchy.
- **80-83% Sensitivity to Light:** -1 on initiative when in normal artificial light and -2 when in full sunlight. Character only feels comfortable at night or in dim lighting, even if he cannot see in the dark.
- **84-86% Loss of Balance:** Something is interfering with the working of the character's inner ear, -30% to Maintain Balance.
- **87-89% Delicate System:** The smallest thing will knock the body's system out of whack. -2 to save vs diseases, toxins and poisons.
- **90-93% Nerve Pain:** Always in minor pain, reduce P.E. by 2 and speed by 25%.
- **94% Sleepy All the Time:** Character needs up to 10 hours of sleep a night, and even then is -1 on Perception Rolls and -2 on initiative.
- **95-97% Boils:** Reduce P.E. by 1 and the boils are tender and susceptible to breaking open whenever the character falls, is struck or takes any kind of impact (even if wearing armor). There is a 35% chance of breaking open a boil for every 5 S.D.C. the character suffers. There is a 25% chance for every 15 M.D.C. sustained by the character's armor. For each boil broken, suffer 2 S.D.C. of damage. Once all S.D.C. is gone, there are no more boils to break but they will re-appear as the character heals.
- **98% One Leg Mutates to an Insect Leg:** Reduce P.P. by 3 points, speed by 50%, and receive -15% to Maintain Balance because the pointy appendage is difficult to balance on.

- **99% One Arm Mutates to a Tentacle:** Skills that require fingers or a delicate touch such as Palming, Pick Pockets, Pick Locks, Medical and Mechanical skills, and similar are -20% when performed with the transformed arm. Also, attacks made by the tentacle receive only half the character's normal combat bonuses when using a handheld weapon.
- **00% Vampire Metabolism:** Character becomes semi-vampiric! Normal food can still be eaten, but the character now prefers all food raw. In addition, 5 Hit Points (or M.D.C.) worth of blood (about half a pint! 0.23 liters) must be consumed daily. If the vampire goes 5 days without blood, his speed, attacks per melee and all bonuses are reduced by half. After 10 days without blood, the vampire has only 1 attack per melee and begins to lose two Hit Points for each additional day the vampire continues to go without blood. After all Hit Points are depleted, the vampire passes into unconsciousness and will die in 24 hours without a full meal of blood. Animal blood can be drunk, but it does not taste good. Blood from War Mounts and Host Armors tastes better, and most Geneticists make do with that, cutting into the M.D. flesh with a knife first Blood from other humans tastes the best. About half of vampire Geneticists try to conceal their thirst for blood, hiding behind the need for blood samples. ("Yes, another one, there are still a couple of tests to run.") The other half are open about their need, and demand the blood as a price for their services. Only evil Geneticists will forcibly take blood from unwilling subjects (and those who will, usually enjoy doing so). In addition, the vampire has an increased sense of smell and can track creatures with blood by scent alone, at a base skill of 20% +3% per level of experience. This sense is not sensitive enough to track anything else or to track the specific scents of individuals, only living beings in general.

Geneticist O.C.C.

Alignment: Any, but typically Scrupulous (20%), Anarchist (25%) or Aberrant (20%).

Attribute Requirements: I.Q. 14, M.E. 12.

Attribute O.C.C. Bonuses: +1D6 to M.A. and +1D4 to L.Q. and P.E.

O.C.C. Bonuses: +2 to pull punch, +1 to disarm, +2 to save vs mind control, and +3 to save vs Horror Factor with an additional +1 at levels 3, 6, 10 and 15.

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

Common Skills: Standard (+5%).

O.C.C. Skill Programs: Bio-Technology (+20%, but Machine Lore is replaced with Advanced Math), Medical Coroner (+20%) or Scholar (+15% and includes one Science skill of choice), and one Skill Program of choice (except for Assassination, Espionage, Host Pilot and Martial Artist).

Elective Skills: Select six Elective Skills from the following list at first level, plus another two Elective Skills at levels 3, 6, 9 and 12.

Communications: Any (+5%).

Domestic: Any.

Espionage: Escape Artist and Impersonation only.

Medical: Any (+15%).

Military: None.

Physical: Any.

Rogue: Any, except Use & Recognize Poison.

Science: Any (+10%).

Technical: Any (+10%). Transportation: Any, except Host Armor Combat.

Wilderness: Any, except Boat Building and Spelunking.

W.P.s: Any, except W.P. Modern Weapons, W.P. Paired Weapons and W.P. Reverse Stroke.

Secondary Skills: The character gets to select four Secondary Skills at level one and one additional Secondary Skill at levels 2, 6, 10 and 14. These are additional areas of knowledge starting without any special O.C.C. bonuses.

Standard Equipment: Two sets of regular clothing, a nicer outfit for formal occasions, lab coat, samples case (includes 1D6 test tubes, 1D4 petri dishes, 12 microscope slides, portable Bio-Tech microscope, scalpel, tweezers and cleaning solution), a suit of non-living M.D.C. body armor (60 M.D.C.), utility belt, survival knife, tinted goggles, Face Wrap (gas mask), one weapon for each W.P. with any needed ammunition (1D6x10), knapsack, water skin, emergency rations (one week supply) and some personal items.

Money: Has 1D4x100 credits worth of trade goods and salvaged items plus 4D6x10 credits cash to start. Because of their close association with the Gene-Pools they often receive gifts and favors of all sorts from Splicers hoping for some extra Bio-E. As always, money can be spent on additional equipment or saved for later.

The Upside: No one gets to work as closely with the Gene-Pools as you. You help to maintain and even to create the Bio-Technology that is central to the Human Resistance and yet you are rarely in direct danger from the Machine. Your impressive innate abilities make you well-suited to the role of researcher and scientist. Plus your influence and powers allow you to pursue a wide range of other interests in your off hours.

The Downside: You are under constant pressure from everybody to improve current Bio-Technology and to produce new Bio-Enhancements. You work long hours with little thanks and you tend to take more than your fair share of complaints about design flaws simply because you are so much more accessible than either Engineers or Librarians. Because of the pressure, your continual mutation and your relative isolation in the depths of the Great House, you and your peers tend to focus only on bigger and better Bio-Technology and completely lose touch with the whole human side of the Resistance, both your own and everyone else's.

Experience Table: Use the same Experience Table as the Technojacker found on page 183 of the Splicers® Role Playing Game.