

Hans (a.k.a. “The Fat Fuck”)

Total Bio-E Spent: 227

Attributes:

I.Q.: 5

M.E.: 6

M.A.: 5

P.S.: 19 (Splicer)

Carrying Capacity: 475 lbs.

Lifting Capacity: 950 lbs.

P.P.: 9

P.E.: 8

Can carry max. load for 32 minutes / Can lift max. load for 2 minutes / Can run at max. speed for 8 minutes

P.B.: 8

Spd: 82

1,640 yards / 4,920 feet per minute, or 56 mph

Movement Rate: 123 feet per action (running)

Height: 3 feet, 6 inches.

Width: 3 feet.

Weight: 130 lbs.

Length: 5 feet.

M.D.C. by Location:

- Head: 98
- Main Body: 240
- Fore Legs (2): 139 each
- Mid Legs (2): 139 each
- Hind Legs (2): 139 each
- Bio-Energy Vent: 75
- Horns: 22 each

Metabolism: Carnivore.

Operational Lifespan: 29 years.

Horror Factor: 10.

Running: 76 mph. Tires at the normal fatigue rate.

Leaping: 5 feet high and 10 feet across from still position; double with a running start.

Digging: 9 mph. through sand dirt; one-quarter speed through rock/concrete. Takes 3D6 rounds to hide the entire body in the ground.

Swimming: 18 mph. Depth tolerance of 300 feet.

Feeding: 3-10 lbs. of fresh animal matter a day. May gorge on 30-60 lbs., after which the armor can go without eating for 2D4 days before suffering ill effects. Prefers to make regular fresh kills.

Sleep Requirements: Requires 2D4 hours of sleep/inactivity per day, usually during the daylight hours.

Bio-Regeneration: 1D6 M.D.C. per minute (or 6D6x10 M.D.C. per hour) for the main body, and 1 M.D.C. per minute for all other locations (from Enhanced Regeneration). Cannot re-grow destroyed body parts or weapon attachments.

Actions Per Melee: 3.

General Bonuses: +3 to Initiative (another +2 if Geneticist is threatened), +2 to Strike, +1 to Strike with built-in ranged bio-weapons, +2 to Parry, +1 to Dodge, +1 to Disarm, +1 to Pull Punch, +4 to Roll with Impact, +5 to Save vs. Horror Factor, and +2 to Save vs. Poison, Toxins and Disease. +10% to overall balance. Any hand-to-hand attacker that rolls 12 or less to strike suffers 2D10 M.D. from cutting/impaling himself on the homunculus' horns.

Specific Bio-Enhancement Bonuses: +3 to Parry using head horns.

Penalties: (from low M.E.) -3 to Save vs. Horror Factor, -2 to Save vs. Illusion, -1 to Save vs. any battle of wills, -1 to Save vs. Psionics, -1 to Save vs. Mind Control (all types), -1 to Save vs. Insanity, and -1 to Save vs. Possession.

Instinctive Skills: Land Navigation 70%, Track (People) 65%, Track Animals 80%, Wilderness Survival 60%, Operate Bio-Equipment 85%, and Speak Native Language (German) 90%. Will recognize robots and machines as the enemy and will flee, unless ordered to fight or the Geneticist is in danger.

Host Armor Senses & Features: Range and sensitivity of most senses are equal to a human, with a few exceptions.

- Enhanced passive night vision (4,000 feet)
- Polarized sight; immune to blinding from glare or bright light.
- Can sense magnetic north with 80% accuracy.
- Shielded from damage by high intensity sounds, radiation, and normal (S.D.C.) heat, fire, and cold.

Damage: Full Strength Punch: 2D6+1 M.D., Power Punch: 3D6+1 M.D., Full Strength Kick: 2D8 M.D., Power Kick: 2D8x2 M.D., Head Butt: 5D6, Bite: 3D8 M.D., and Body Block/Ram: 9D6 M.D.

Bio-Enhancements

| | |
|---|-------------------------|
| Cosmetic Alteration (Fur) | 1 Bio-E |
| Enhanced Physical Endurance x4 | 40 Bio-E (10 per point) |
| Enhanced Physical Strength (Splicer Strength) | 50 Bio-E |
| Horned Defense | 30 Bio-E |
| Horns (Large) x3 | 36 Bio-E (12 each) |
| Legs: Multiple Pairs (2 Extra Pairs) | 50 Bio-E |
| Regeneration: Basic | 5 Bio-E |
| Regeneration: Enhanced | 10 Bio-E |
| Reinforced Exoskeleton | 5 Bio-E |

Cosmetic Alterations (Fur): The Host Armor can have any number of small cosmetic features, tufts of fur, ridges, spines, tiny horns, pointed ears, or any other type of small alteration to customize the looks of the Host Armor (these features have no combat use).

Bio-E Cost: 1 Bio-E point for each cosmetic feature added to the Host Armor.

Prerequisite: None.

Enhanced Physical Endurance (x4): The maximum P.E. for Biotics and Gore Hounds (or other constructs) is P.E. 40.

Bio-E Cost: 10 points per each P.E. point beyond the starting P.E. attribute.

Prerequisite: None.

Enhanced Physical Strength (Splicer Strength): The maximum P.S. for Biotics and Gore Hounds (or other constructs) is only P.S. 40. Host Armors and War Mounts can have a maximum P.S. of 60. Physical Strength does not apply to Wing Packs.

Bio-E Cost: 10 points per each P.S. point beyond the starting P.S. attribute. Also, the Biotics and Gore Hounds can have their basic P.S. increased to Splicer/Robotic P.S. for just 50 Bio-E points. Thus, to increase a Biotic's normal P.S. of 22 to the Splicer level P.S. of 34, costs a total of 170 Bio-E Points.

Prerequisite: None.

Horned Defense: This is a kind of specialized heavy body armor that adds 80 M.D.C. to the main body and 30 M.D.C. to each of the armor's other locations. Any and all hand to hand attacks directed against the Host Armor with a strike roll of 12 or less mean the attacker will hit one of the horns and inflict damage to himself. The horn does 2D10 M.D. to the attacker.

Unfortunately these horns are too broad and mounted in too awkward of positions to be used as effective weapons in hand to hand combat, but help to block and absorb attacks directed at the character wearing the Host Armor (represented by the additional M.D.C.). The horns are strongly anchored to the armor and each has an M.D.C. of 22 points. Horns are arranged in rows extending outward from the spine, from just below the ears and down the back at regular intervals, right down to the sides of the legs. Each of the shoulder blades and shoulder joints have horns that extend down to the elbow joints in pairs. The overall effect looks very similar to an Ankylosaurus dinosaur.

Damage: As noted above, any attacker rolling a 12 or less cuts or impales himself on one or two of the horns and takes 2D10 M.D. Meanwhile, a running ram/body block by the Host Armor inflicts an extra 2D6 M.D. (in addition to the usual Punch/P.S. damage for the character).

Bonuses: +1 to parry and +1 to disarm.

Bio-E Cost: 30 points.

Prerequisite: Horns (any size, see genetic weapons).

Horns (Large) (x3): Horns grow from the Host Armor's head. They may be like those of a bull or triceratops, point forward like devil horns, grow from the center of the head like a rhinoceros, resemble antlers like a deer or moose, or look strange and alien. Likewise, as many as six may grow down the center of the Host Armor's head, with the largest starting at the forehead and the other(s) running down the center of the skull on the top and back of the head, each 20% smaller than the former.

Damage: *Small:* + 1D6 M.D. to head butt damage. *Medium:* +2D6 M.D. to head butt damage and +1 to parry with head/horns. *Large:* +3D6 M.D. to head butt damage, and +3 to parry using the head/horns.

Bio-E Cost: 4 points for a pair of small horns, 8 points for a pair of medium ones, and 12 points for a pair of large horns. A total of three large pairs (six horns), four medium pairs (8 horns) or five small pairs (10 horns) may be grown on the head. Or may include a combination, say, two large horns like a bull and three pairs of medium horns, or two large and four pairs of small, and so on.

Prerequisite: None.

Legs: Multiple Pairs (2 Extra Pair): The standard pair of humanoid legs is removed and two or more pairs of inhuman legs put in its place. Having four or more legs requires a modified torso similar to that of an insect, spider, or horse. The multiple legs of the Host armor often have an animal or insect appearance and all usually look the same. The pilot's own legs are curled or tucked away inside the Host Armor (typically in the lower body of the modified torso) and may require him to assume a seated or kneeling position.

Bonuses: Each pair of legs adds +20 mph (32 km) to the Host Armor's running speed and + 10% to its overall balance.

M.D.C. of the Modified Lower Body: +3D6x10 M.D.C.

M.D.C. of the Legs: 3D4x12+10 per each leg; all have the same M.D.C.

Maximum Number of Legs Possible: Total of four pairs of legs can be made part of the Host Armor, that's a total of eight.

Bio-E Cost: 25 points for two pairs of legs (4); this includes the cost for the modified torso to accommodate them. Each additional pair of legs (2 or 4 more legs may be added) costs another 25 Bio-E points (75 Bio-E to have a total of eight legs).

Prerequisite: None.

Regeneration: Enhanced: Even though all Host Armor and War Mounts have Basic Regeneration, many get Enhanced Regeneration to give them even more of an edge in combat. Enhanced Regeneration heals damage at a rate of 1D6 M.D.C. per minute (or 6D6x10 M.D.C. per hour) for the main body and one M.D.C. per minute (or 1D6x10 M.D.C. per hour) for all other locations. The Host Armor cannot re-grow severed limbs or destroyed weapon systems unless there is M.D.C. remaining (at least one or two points), but an Engineer can generate a replacement limb and attach it with minimal difficulty. Note: Biotics, Gore Hounds and Wing Packs can also get this enhancement for the listed cost.

Bio-E Cost: 10 points (plus an additional 5 spent on the prerequisite, *Regeneration: Basic*).

Prerequisite: Basic Regeneration.

Reinforced Exoskeleton: An extra-thick, extra-hard, and resilient exoskeleton and bones that are difficult to break.

Bonuses: +30 M.D.C. to the main body and +7 M.D.C. to all other locations. A head butt does +1D6 M.D., a running ram/body block does an extra +3D6 M.D., and +2D6 M.D. bonus to punches, elbows and kicks from the character. +1 to roll with punch, fall or impact.

Bio-E Cost: 5 points.

Prerequisite: None.

Homunculi

After young Host Armors are "born" from the Gene-Pools, they still take up to three months of growth time before they mature into the fully-fledged armor of a Splicer soldier. On rare occasion, and for some unknown reason, some Host Armors do not mature properly. Instead of becoming a massive second skin, these immature Host Armors stay small (3-4 feet/0.9-1.2 m tall) and develop an internal skeleton and musculature that allow them to be independent humanoid creatures with very low intelligence. Most of these "failed" or "runt" Host Armors are killed and the biological material is recycled. However, a few of these rejects are instead kept alive by Geneticists as a platform for their experiments. Higher-level Geneticists often have several of these "Homunculi" under their care. They are basically the same creatures as Host Armors, so Homunculi can be upgraded with any Bio-Enhancement. Since they serve the Geneticists as test platforms for new Bio-Tech, many of the Bio-Enhancements they receive are experimental in some way. They are either referred versions of existing Bio-Enhancements with slightly better capabilities, or entirely new Bio-Enhancements which may or may not prove successful.

Unlike a Dreadguard and his Host Armor, a Geneticist and his Homunculi are not genetically bound to each other. Instead, Homunculi naturally imprint on the Geneticist who adopts them. This link is very similar to the bond formed between certain baby birds and their parents. The imprinting means that Homunculi recognize their Geneticist as their master and will typically do their best to serve him. Homunculi crave praise from their Geneticists. Even a Homunculus that has, for some very unusual reason, fled from its Geneticist will still recognize its special link to that person and will still desire some measure of respect from its former master. Flights are a rare occurrence because the vast majority of Geneticists treat their Homunculi well. In fact, because they spend so much time together, Homunculi often end up filling the role of a Geneticist's family. The Geneticist is the parent and the Homunculi are the chattering brood of happy little ones trying to out-do each other for the parent's praise.

Homunculi have limited intelligence and cannot be trained for military or espionage operations, but they do just fine with simple commands and easy tasks, like "Bring me that spanner," "Please sweep up around the Gene-Pool," "Now, apply pressure right here while I get a bandage," and "Whistle if someone comes down this hallway." They naturally learn language, just like children, and within one year will pick up the language their Geneticist uses most. They can even speak for themselves (if they have a mouth). Homunculi intuitively know how to properly feed and care for Bio-Technology items and how to operate those Bio-Enhancements that are grown onto them. They cannot, however, learn any other skills beyond those they instinctively receive from their metabolism.

Regulations regarding Homunculi vary widely from Great House to Great House. The facts are that Homunculi are Mega-Damage creatures, most have Mega-Damage weapons grown onto them, they are usually only as well-behaved as over-active children, and they are loyal to their Geneticist first. None of this sits well with the leadership of some Houses. Between the Librarian, the Scarecrows, the Warlord and others interested in order and control, there are plenty of people who feel threatened by Geneticists and their creations. Some Great Houses disallow Homunculi completely, while others insist on licensing, armed escorts or bio-meltdown implants. Most Houses have many areas forbidden to Homunculi. It is not uncommon to find the opinion that Homunculi are just living tools or that they are watered-down Biotics worthy of even less respect. On the other hand, the rare House may consider Homunculi full citizens and allow them the same rights and responsibilities of anyone in the Resistance.

Class: Experimental Test Platform.

Crew: None.

M.D.C. by Location:

- * Arms (2) 2D6+5 each
- * Legs (2) 3D6+5 each
- ** Head 2D6+10
- ** Main Body 4D6+30

* A single asterisk indicates a target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit it, and even then is -3 to strike.

** Destroying the head or depleting the M.D.C. of the main body kills the Homunculus.

Speed:

Running: Per Spd attribute. Tires at normal human rate.

Leaping: 5 feet (1.5 m) up and 10 feet (3 m) across.

Digging: One quarter Spd in dirt; cannot dig in concrete or rock.

Swimming: Half Spd. Maximum underwater depth is 300 feet (91.5 m).

Flight: Not possible.

Statistical Data:

Height: 3-4 feet (0.9-1.2 m).

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

Length: 1 foot (0.3 m).

Weight: 1D6x10+70 pounds (36-58.5 kg).

Cargo: Only what can be carried.

Physical Strength: 3D6+6. Normal Strength, NOT Splicer.

Production Cycle: Six months gestation, plus two months growth time. Note: Homunculi are not produced directly. One in 50 Host Armors fails to develop properly and a Homunculus is the result. These "runt" Host Armors can be identified 1D4 weeks after gestation ends. Most are "recycled" but a few are claimed by Geneticists.

Operational Lifetime: 2D10+10 years.

Trade Value: Limited. Even the most well-behaved Homunculi will rarely obey anyone other than their adoptive Geneticist. Additionally, most Engineers will refuse to upgrade Homunculi that do not belong to their own Geneticists. It's rare, but sometimes Geneticists trade Homunculi among themselves for 30,000-60,000 credits. Even more rarely, a Homunculus will be kidnapped for the Bio-Tech secrets it holds. The ransom asked in such a case might be anything or, more likely, none will be offered.

Bio-Regeneration Rate: 2 M.D.C. per hour for the main body and just one M.D.C. per hour for all other locations.

Horror Factor: None.

Senses & Features: Range and sensitivity of most senses are equal to that of a human. Some metabolisms offer more refined senses. In addition, Homunculus eyes have passive nightvision (1,000 feet/305 m) and polarization. Homunculi can sense magnetic north with 80% accuracy and are shielded from damage by high intensity sounds, radiation and normal (S.D.C.) heat, fire, and cold.

Feeding and Sleep Requirements: See Homunculi Metabolisms below.

Rider: Not designed to be ridden.

Homunculi Metabolisms

Homunculi can be of any metabolism type. Choose any of those described in the Splicers Role Playing Game, pages 72-76. Most statistics are the same for Homunculi as they are for Host Armors, including bonus Bio-E, instinctive skills, combat bonuses (bonuses provided to the pilot become bonuses of the Homunculus) and penalties. Those statistics that differ are as follows.

Carnivore: Needs 3-10 lbs (1.35-4.5 kg) of meat daily. Enhanced passive nightvision has a range of only 4,000 feet (1,219 m).

Herbivore: Needs 10-20 lbs (4.5-9 kg) of plant material daily. Sound amplifying hearing provides standard Host Armor sensitivity only. Whispers can be heard at 300 feet (91.5 m).

Lithovore: Needs 10-30 lbs (4.5-13.5 kg) of minerals daily. Seismic sense is limited to vibrations from 4 miles (6.4 km) away. Add only +2D6 M.D.C. to the Homunculus' main body.

Omnivore: Needs 7-10 lbs (3.2-4.5 kg) of food daily.

Parasitic: The Geneticist takes the place of the Pilot for this metabolism. The Homunculus consumes 1D4 Hit Points from the Geneticist as often as every day, but can wait 1D4+2 days between feedings. Feeding requires the Homunculus to touch some area of open skin for 30-60 minutes, depending on the size of the area of contact. Holding its Geneticist's hand for an hour or resting its head on its sleeping Geneticist's stomach suffices. Areas used for feeding will become red and blistered. Reduce the Geneticist's P.B. attribute by one for every 10 years spent with the Homunculus. Reduce S.D.C. (or Hit Points if there is no S.D.C. left) by 2 per year. This loss is irreversible. Add only +3D6+12 M.D.C. to the Homunculus' main body.

Photosynthetic: Needs exposure to strong sunlight for at least four hours (8 hours if artificial light or overcast) daily.

Thermosynthetic: No changes.

Vampiric: A blood drinking attack does 3D6 points of damage direct to Hit Points. Needs the equivalent of 15 Hit Points of blood daily (1 or 2 pints/0.5-1 liters). A full meal is considered 15 Hit Points worth of blood.

Other Data (for individual Homunculi)

On their own, Homunculi have very distinct personalities influenced by their metabolism and the Bio-Enhancements they receive. The only thing that unites all Homunculi is a reverence for Host Armor. Homunculi view Host Armors as a human might view an angel or demi-god; as essentially a more powerful and more perfect version of themselves. This reverence does not extend to Host Armor pilots out of their armor, as few Homunculi grasp the concept of Host Armor needing a pilot. In the field or in the safety of the House, though, Homunculi thrill to see the exploits of Host Armors. They love to learn the names of the Armors and follow their "careers." Aside from this hero worship, Homunculi really only respect their Geneticists. In the absence of their adoptive Geneticist, Homunculi are unlikely to follow the commands of anyone else (only a 20% chance). However, they are more likely to obey those they know and like (+10%), and they almost always follow direct commands from anyone wearing Host Armor (+40%).

Alignment: Scrupulous, selfish (85%), Aberrant or Miscreant.

Attributes: I.Q. 1D4+3 (low human), M.E. 2D6, M.A. 1D6+4, P.S. 3D6+6, P.P. 3D6, P.E. 3D6, P.B. 1D6+4, Spd 5D6+10.

Number of Attacks per Melee: All Homunculi have at least 3 attacks/actions per melee. Some may have additional attacks/actions because of their metabolism.

Combat Bonuses (in addition to possible attribute bonuses): Most combat bonuses are based on metabolism. In addition, all Homunculi receive +2 on initiative if their Geneticist is threatened, +1 to strike with ranged Bio-Weapons grown onto their bodies, +5 to save vs Horror Factor and +2 to save vs poisons, toxins and disease.

Equivalent (instinctive) Skills of Note: Most metabolisms provide a number of instinctive skills. In addition, all Homunculi have Operate Bio-Equipment at 85% and understand the Native Language of their Geneticist at 90%. Homunculi can speak if they have a mouth, but cannot read. Recognize robots and machines as enemies and will flee from them unless ordered to fight or if their Geneticist is in danger.

Combat Capabilities: Can punch, kick or bite, but knows no other combat moves. Hand to hand damage is based on the P.S. of the Homunculus (they do not have Splicer Strength!). Bite damage is based on metabolism. Homunculi can also use whatever ranged or melee Bio-Weapons have been grown on them. Handheld ranged or melee weapons can also be used, but this is rare and the Homunculus has no Weapon Proficiencies.

Homunculi Bio-Weapon Enhancement

Homunculi can receive enhancements from any Bio-Tech category, just like Host Armor. Enhancement works the same as for Host Armors, Bio-E costs and prerequisites are the same. Once a Homunculi has a certain enhancement, the Geneticist can tinker with its genetic code. Engineers and Librarians are the real originators of Bio-Tech, but Geneticists are always looking to improve it. The kinds of experimentation Geneticists do fall into three categories: They try to increase the capabilities of existing enhancements, reduce the cost of existing enhancements, and invent new enhancements. The details for each are as follows.

Increasing Weapon Capabilities: Geneticists can increase the range, accuracy or damage of existing Bio-Weapons. The weapon being researched must first be added to the Homunculus.

For 10 Bio-E and one hour of research per each Bio-E of the Weapon being modified, a Geneticist can increase the range of that weapon by 20%. So for 10 Bio-E and 10 hours of research, a Bio-Energy Expulsion Vent can be modified to fire 2,160 feet/658.4 m (an additional 360 feet/ 109.7 m).

For 15 Bio-E and 2 hours of research per each Bio-E of the weapon being modified, a Geneticist can increase the accuracy of a weapon (+1 to strike). A bone blade that inflicts 4D6 costs 20 Bio-E and is +3 to strike. By spending 15 additional Bio-E and researching for 40 hours, the bonus increases to +4 to strike.

For 20 Bio-E and 1D4 hours of research for every Bio-E of the weapon being modified, damage can be increased by one die of the appropriate type. The damage of a Light Gore Cannon can be increased from 4D8+2 to 5D8+2 after 20-80 hours of research, or a Super Light Cell can be increased to 2D10 after 10-40 hours of research.

All of these enhancements stack. And each can be added multiple times as long as the Geneticist does the research and pays the Bio-E costs. Similar to the ranged weapon upgrades, only one enhancement may be made each time modifications are made. The range and accuracy of a Homunculus' Light Gore Cannon could both be increased, and then the damage could be increased twice. This would require gaining four levels of experience, spending 65 Bio-E and doing 100-140 hours of research.

Perhaps, if the G.M. allows it, the increased features developed by Geneticists can become standard features. In a game-play event, the Bore Pistol mk2 could be released, incorporating the developments a Geneticist character made with his own Homunculus' Bore Cannon. In most cases, however, these increased capabilities do not become standard features of the Great House's Bio-Tech. They are the Geneticist's personal projects only.

Decreasing Bio-E Cost: After an enhancement has been grown onto a Homunculus, the Geneticist can study it for ways to grow it more efficiently. By spending the Bio-E cost of the enhancement again and researching it for 1D4x10 hours for every 5 Bio-E of the cost, the Geneticist can produce an equivalent enhancement that costs 10% less. Enhancements that cost 10 Bio-E or less cannot have their costs decreased further. These decreased-cost Bio-Enhancements usually are taken up into the standard production of the Great House. By spending 50 Bio-E and up to 400 hours researching the problem, the mega-upgrade can be produced for only 45 Bio-E. That may not seem like much, but every Bio-E point saved on one enhancement means Bio-E available for future enhancements. And over time that can really add up.

New Bio-Tech: Rather than testing modifications to existing enhancements, Homunculi can also be used to test entirely new Bio-Enhancements. These new features and weapons can be anything! Players and G.M.s should work together to add new Bio-Technology (always for a reasonable Bio-E cost) to their games.