

Name: Sin; symbiotic organism.

Symbiote Type: Cutaneous/Integumentary.

Bond Type: Psychic.

Means of Communication w/ Host: Telepathy & Empathy.

Size: Variable; typically 2-3 feet in preferred form.

Weight: Variable. 52 lbs. in its preferred form.

Alignment: Miscreant (Evil).

Attributes:

I.Q.: 16 (2d6+6)

M.E.: 13 (4d6)

M.A.: 17 (4d6+3)

Trust/Intimidate: 45%

P.S.: 8* (supernatural)

Carrying Capacity: 400 lbs.

Lifting Capacity: 800 lbs.

P.P.: 8*

P.E.: 8* (supernatural)

P.B.: 3*

Spd: 25*

500 yards per minute/ 16 mph

Movement Rate: 31 feet per action; 62 feet per action at double speed.

*This only applies when detached from the host. Normally uses the host's physical attribute in place of its own.

M.D.C.: 40 (140 +1d6 per additional level of experience, while attached to host).

Healing Rate: Bio-regenerates 2D6 M.D.C. per melee round. Immediately after fully healing, the symbiote will need to feed voraciously. If already starving, the symbiote may be unable to heal itself.

Actions Per Melee: 3, but only when detached from host. Normally uses the host's Actions Per Melee in place of its own.

Horror Factor: 8

Spell Strength: 12

P.P.E.: 40

P.P.E. Recovery Rate: 5/hour of rest; 10/hour of meditation. Can only meditate while host is meditating.

I.S.P.: 36

I.S.P. Recovery Rate: 2/hour of rest; 6/hour of meditation. Can only meditate while host is meditating.

Psionics: Considered a Major Psychic. Has the following powers: Empathy, Telepathy, See Aura, Mind Block, Sense Time, and Read Dimensional Portal.

Symbiote Natural Abilities: Mega-damage creature, psionics, supernatural P.S., supernatural P.E. (does not sleep or tire), senses and sensory acuity comparable to a human, can move in sudden bursts equal to *double* its Spd. Attribute (only applies when detached from the host; moving at double speed for more than 1D4 minutes will accelerate its need to feed), and takes only half damage from blunt attacks (only applies when detached from the host).

- **The Symbiotic Psychic Bond:** The symbiote bonds with its host by forming a psychic, rather than physical, connection. In scientific terms, the two are engaged in a form of *psionic mutualistic exosymbiosis*, with the bond forming the core of the symbiotic relationship. It is through the bond that the host can access the symbiote's thoughts, senses, and supernatural abilities. Once bonded symbiotically, both host and symbiote are stuck with each other for the rest of their days; there's no going back. The nature of the bond is such that, after its establishment, neither organism can live without the other.

The symbiote, to its credit, attempts to be as non-intrusive as possible; constant communication can be distracting to the host, which reduces both their chances of survival. As such, the symbiote tends to remain in the background of the host's mind, quietly aware. When it *does* communicate, the symbiote generally does so in whichever way is least disruptive or requires the least amount of effort. This is typically achieved through succinct expressions of emotion or imagery. The intensity and frequency of emotions/imagery can be increased to emphasize points or when agitated. This is oft the case when the symbiote is hungry and unable to sate its appetite. Likewise, agitation can be the result of the host insisting on operating in bright, direct sunlight, or doing anything else that the symbiote strongly disagrees with.

The symbiote can also directly speak to the host using Demongogian or American English (it's quite intelligent), but this is usually reserved for times when the symbiote needs to explain something that can't be conveyed in feelings or mental pictures, or if the two require a dialogue to discuss something of import. The symbiote will also speak to warn the host of danger, or to offer quick advice and opinions.

There are times when the symbiote becomes more talkative and intrusive than usual. These exceptions occur when the symbiote wants to provoke an emotional reaction from the host; most likely so it can feed. It will try to induce strong feelings in the host by manipulating him into emotion-fueled situations such as fights, sex, daredevil antics, etc. Thanks to its high Mental Affinity, the symbiote is potentially very effective at this. Likewise, the symbiote will use its darkly magnetic charisma to try to manipulate the host into performing actions in line with its Miscreant alignment. This takes the form of seductively subtle suggestions to perform mischief, indulge in a selfish vice, or ignore one of the host's personal moral

guidelines – all designed to make the host more ideologically compatible. Note, however, that the symbiote takes care not to overuse its charisma, lest its manipulations become too transparent to the host.

The power dynamic between host and symbiote is not one of egalitarianism. Though “master and servant” would be inaccurate to describe their relationship, the symbiote does accept a somewhat submissive role in the symbiotic union. This is part of an unspoken agreement between the two. Still, the symbiote is far from a slave; “dutiful companion” would be a more precise label. The symbiote follows the host’s commands or requests, generally without question, even when said commands are potentially dangerous or life-threatening. Though it may voice concern if a certain action seems foolhardy, it will still usually follow requests or commands to the best of its ability. It will also hold off on performing certain actions without first getting the host’s consent; this includes accessing the host’s P.P.E. or physically separating from him.

The symbiote is capable of refusing a request or command, though such a thing is rare. This tends to happen when the host asks to do something that the symbiote deems outright stupid and suicidal (the symbiote does have a sense of self-preservation), or if the symbiote has determined the host’s judgment to be compromised (due to magic, psionics, etc.). The symbiote is incapable of harming or immobilizing the host; it cannot exert any kind of physical control over his body. As such, the only direct way it can express its refusal is by denying the host access to one or more of its powers, though this is more aggressive than the symbiote likes. When needed, it prefers to use its charisma to talk or influence the host out of decisions it disagrees with. If that doesn’t work, the symbiote may sometimes interpret the host’s requests in strange ways, or follow the letter of the host’s request while violating its spirit.

Though the bond between host and symbiote is psychic in nature, each has become biologically dependent on the other to live. Unfortunately, like anything psychic, the bond is not immune to interference and *can* be severed. If this happens, both host and symbiote start to weaken. Should the bond remain broken for too long, the results prove fatal for both organisms.

The psychic symbiotic bond can be severed in several ways. The most likely way is if the host and symbiote are *physically separated*. One of the advantages that a psychic bond has over symbiotic physical attachment is that the host and symbiote can survive separately from each other for brief periods of time. With the host’s consent, the symbiote can leave the host and operate on its own; no surgery is necessary to split the two. Temporary physical separation may be desirable for any number of reasons: to scout ahead, gather supplies, retrieve help for the host, or even just to take some time apart. However, the psychic bond requires skin-to-skin contact to remain viable. Without direct physical contact, the bond is severed, and there is only a limited window of time for the two to reunite. As a result, even quick, short distance separation is risky.

Another way for the psychic bond to be severed is if it is exposed to something that *dampens or negates psionics*. Such “anti-psionic” forces can take the form of Nega-Psionics, Psi-Nullifiers, and Loaks, as well as psi-inhibiting drugs, psi-tech, spells, magic items and Bio-Wizardry designed to interfere with psionic ability. Such psionic countermeasures can sometimes be easily overcome by moving out of range or letting the countermeasure’s duration run out. Other times it’s not so simple, and the character will need to get a spell broken, item forcefully removed, and incapacitate/kill the offending individual. Likewise, psychic vampires, such as Psi-Stalkers, can temporarily short-circuit the psychic bond by feeding on half or more of the symbiote’s I.S.P., though this is little more than an inconvenience (the bond reactivates within an hour).

Additionally, careless use of the psi-power *Mind Block* will break the psychic bond. While normally a helpful way of shielding one’s mind from outside influence, this power also renders the blocked individual’s mind temporarily inaccessible, thereby preventing the bond from existing. Consequently, the symbiote cannot activate this ability without the side effect of shutting off the bond. Admittedly, this can be easily resolved by canceling the ability. Alternately, a *Mind Block* could be forced upon the character by a psychic (using the *Group Mind Block* ability) or by administering a drug such as Psike-B.

There are potentially many other opponents or situations that could interfere with the psychic bond, but they’re likely to be rare.

The effects of a severed bond are as follows: As soon as the bond ceases to be, each organism’s mind and body gradually begins to shut down. For every one hour that the bond is broken, each of the host and symbiote’s Mental Attributes (I.Q., M.E., and M.A.) drops a single point, and this attribute drop affects all corresponding behavior and bonuses. Both experience this as growing headaches, confusion, lethargy, forgetfulness, and mental fatigue, progressing into oneirophrenia, dementia, organ failure, and spontaneous activation of psionics, at later stages. During a period without an active bond, the host has no access to any of the symbiote’s powers other than supernatural strength and M.D.C. (and only if he’s still wearing the symbiote). In turn, the symbiote loses one of its “Special Symbiotic Powers/Abilities” for each hour that passes without the bond in effect (either the GM or random rolling can be used to determine which power vanishes, and when). The symbiote draws strength from the host and without having a psychic connection to him, loses the powers it’s developed. The symbiote’s psionic powers, however, are unaffected, and it can still use them to communicate with those in range.

As time passes and Mental Attributes drop lower and lower, the host and symbiote become increasingly unable to function, to the point where they can do little more than sit and stare. By the end, both are effectively catatonic. When all the Mental Attributes of either host or symbiote have been entirely reduced to zero, the bond is *permanently* severed and cannot be re-established by any means. At this point, both organisms die; in the case of the host, his heart and brain stop completely. Psi-powers and magic spells (such as *Mind Bond* or *Telepathy*) are unable to replace or act as substitutes for the original psychic bond.

If the psychic bond is restored prior to all Mental Attributes hitting zero, then all symptoms cease and diminished mental faculties immediately return. Except for the above situations, the psychic bond always remains in effect, even while the host is asleep or unconscious.

- **Shared Senses:** Even when fully covered by the symbiote, the host is still able to see, hear, smell and taste without impediment, as though his face were unobstructed. The host's sense of touch is likewise unaffected; to the host, touching something through the suit feels like touching with his own skin. This is a result of the psychic bond they share; in actuality, the host is using the symbiote's senses as his own. Despite a seeming lack of sensory organs in its natural form, such as eyes or ears (at least as humans would describe them), the symbiote apparently perceives the world in the same sensory spectrum as humans. The symbiote provides its host with senses and sensory acuity comparable to the average human (unless enhanced by certain powers). It's unknown if this is how the symbiote normally perceives the world, or if it's an affectation designed to better relate with its host.

In the case of harmful or overabundant sensory stimuli, the symbiote offers some protection to its host by filtering the stimulus to reduce its intensity. However, the symbiote must know that such stimulus is imminent; otherwise, it can be caught by surprise and not have its defenses up in time to shield the host. Even with defenses in place, the symbiote can only compensate for so much.

With the shared sense of touch, the symbiote insulates the host from tactile sensations that may be painful or incapacitating, usually by dulling tactility to the point that the stimulus can't reach painful levels. Consequently, the symbiote may suffer damage and be in tremendous physical pain, but the pain doesn't transfer to the host through the psychic bond (though the host is aware of the symbiote's anguish). This insulation doesn't apply to supernaturally inflicted pain, such as the *Agony* spell or *Bio-Manipulation* psi-power.

Likewise, the symbiote filters out intense light to protect the host's eyes, which means that the host is impervious to being blinded by bright light sources (for the host, it feels like suddenly looking through polarized sunglasses). Spotlights, flash grenades, the *Blinding Flash* spell, and even looking directly into the sun, have no effect on the host's vision. Blindness or vision impairment due to sources other than bright lights are another matter.

The symbiote is also capable of dampening loud sounds to protect the host's hearing and prevent disorientation. However, it can only filter sounds up to 150 decibels (standing next to a roaring jet engine). Sounds beyond this decibel range, as well as sonic attacks, can still pierce the symbiote and disable or injure the host (death of hearing tissue from instantaneous exposure starts at 180 decibels). Examples of sounds that surpass 150 decibels include explosions, shotgun blasts, large concert speakers, nearby sonic booms, howitzer cannons, the roar of a large dinosaur, etc.

In addition, the symbiote shields the host's nostrils from noxious and overpowering odors that could induce gagging, nausea, coughing, watery eyes, or other minor physical reactions that could prove distracting or incapacitating. Still, the host is NOT protected from toxic gases or smoke inhalation unless the symbiote also has the *Environmentally Sealed* ability activated.

And finally, sense of taste remains unchanged. Should the host choose to taste or ingest anything toxic, that must be dealt with separately using the *Negate Poisons/Toxins* power.

The shared sense of touch is always active when wearing the symbiote. The other shared senses only kick in when the host's face is masked by the symbiote. When it's not covering his face, the host uses his own senses, as normal. Shared senses only function when the psychic bond is in effect.

- **P.P.E. Battery:** The symbiote has 40 P.P.E. to which the host has access. The host may use its energy in addition to, or in place of, his own. Likewise, the symbiote can use the host's P.P.E., provided the host allows it. Neither can draw energy from other sources, including ley lines, nexus points, blood sacrifices, people, etc. Both host and symbiote can detect if someone is trying to plunder either of their P.P.E. reserves, and success on a moderate Perception Roll (8 or higher on a d20) will tell them who it is.
- **Minor Shapechanging:** In its natural, unbonded state, the symbiote is a viscous mass of jet black shadow, lacking any discernable mouth, sensory organs, skeletal structure, or fixed form. Its amorphous nature means that it can alter its own size and shape, and its density also changes accordingly by as much as 50%. The symbiote is not a skilled shapeshifter. Rather, its ability to alter its form is incidental; the creature's strengths lie in other areas.

The symbiote can temporarily mimic and adopt various shapes, if so desired, but only when separated from its host. For instance, the symbiote can form into a ball, flatten itself like paper, create tentacles to manipulate objects, and even briefly mimic a face or humanoid form (takes 1 to 4 actions to shapeshift, depending on the complexity of the form). The shapes are always somewhat simplistic; complicated or intricate patterns, textures, or shapes are beyond its ability (or perhaps interest) to duplicate. Likewise, regardless of its chosen form, its "skin" maintains the same feel and consistency (pliable but tough), and it seems unable to take on any color other than black. Furthermore, the symbiote can stretch up to 20 feet, or contract down to a dense, one cubic foot. It can also slowly "pour" itself through small openings, such as cracks, keyholes, under doors, etc. It glides across the ground noiselessly, and can easily blend in with shadows or darkened areas.

That said, the symbiote does appear to have a common or preferred shape – that of a small, imp-like creature measuring 2-3 feet in height with bat-like, membranous wings, a long tail, a pair of large horns, and glowing red, pinprick eyes. This is almost always the form used by the symbiote when separated from its host (or alternately, before bonding with a host candidate to begin with). What possible significance (if any) this "favored" form might have to the symbiote, beyond a simple matter of preference, is uncertain.

When attached to a host, the symbiote can alter the amount of surface area it covers on the host's body. This ranges from fully enveloping the host (common for combat situations, or for the use of certain special powers), to reducing itself to only

10% coverage (generally done to hide), and anything in-between. It can also do minor things such as creating eye holes for the host to see with his own eyes, forming a mouth for when the host needs to eat or speak to others, etc.

Vulnerability (Sunlight): Perhaps because it's seemingly a creature of darkness and shadow, the symbiote possesses a fervent aversion to direct sunlight and will often go out of its way to avoid it (sticking to shadows as it moves, or waiting till nighttime to become active). Though exposure to sunlight does no actual damage, the symbiote does suffer from penalties while being touched by the natural light of the sun (this includes the spell *Globe of Daylight*, which creates real sunlight). Artificially generated UV light, as well as other kinds of light, have no effect. Penalties: -3 to initiative, -2 to strike, parry, and dodge, -3 to Perception Rolls, and Spd is reduced by half. Shapeshifting takes twice as long.

The above penalties ONLY apply when the symbiote is detached from its host. Being attached to a host seems to mitigate the effects of sunlight on the symbiote for the most part. Regardless, the symbiote forever remains averse to sunlight and finds the light of the sun very uncomfortable (though again, not damaging). Consequently, whenever in direct sunlight (i.e., outside on a sunny day), it will persistently make its displeasure known to the host. Even overcast days are held in contempt (but at least tolerated). The symbiote, however, understands that its host needs to do things during the daylight hours, and so will usually cooperate with the host, especially if he sticks to shaded areas. Only being outside on the brightest and sunniest of days will elicit strong reactions of anger, which may result in the symbiote attempting to influence its host to go back indoors (Trust/Intimidate roll). Unsurprisingly, the creature adores nighttime and is entirely unbothered by moonlight (even though moonlight is just sunlight reflected off of the Moon). Subterranean areas and dark, indoor locations (anywhere that keeps out the sun) are also preferred.

Food Source: Emotions. The symbiote feeds on the host's strong emotions (the host and ONLY the host), whether positive or negative. As such, the symbiote will often try to elicit strong emotional reactions from its host in order to feed itself; feelings of mild intensity simply don't cut it. For the symbiote to be adequately fed, the host must experience at least one intense emotion per day, and the duration of the emotion must be a minimum of 2d6 minutes. This is the bare minimum; it keeps the symbiote alive but not exactly satisfied. For the symbiote to be truly satiated, several intense bouts of emotion, or a single prolonged one (an hour or more), is needed. Situations such as combat or failing a Horror Factor check are good sources of sustenance.

If the symbiote does not gain the sustenance it requires, it begins to starve. This will result in the creature becoming more aggressive and desperate in its attempts to draw powerful emotions/feelings in its host – perhaps even taking potentially dangerous risks to provoke a reaction. Alternately, the symbiote may decide to enter “power saving” mode, meaning that the host is denied access to one or more of the symbiote's special abilities in order to conserve energy.

Starting Special Symbiotic Powers/Abilities

All of the following abilities only apply when the host is “wearing” the symbiote.

- Supernatural P.S.: Add 2D6 to P.S. Attribute.
- Stealthy: Prowl of 70% +4% per additional level.
- Speed Increase: Add 6D6 to Spd. Attribute.
- M.D.C. Increase: Add 2D4x10 to M.D.C.
- Nightvision: Range of 1,000 ft.
- See the Invisible: Can see spirits, invisible creatures, those using invisibility spells, and more.
- Alter Extremities into Melee Weapons: The symbiote is able to alter the shape and structure of its extremities to form weapons. This means that it can elongate and transform one or more of his fingers into stabbing spikes, cutting knives, or scythe-like claws; grow spikes, hooks or small knife-like blades from its knuckles, turn fingers and hand into a two or three pronged fork, hatchet, or hammer; transform the hand and forearm into a sword, club, axe, mace, morning star, trident, and so on. The weapons formed can range from a variety of blades to club-like stumps. Furthermore, the forehead may be lined with blades, spikes, horns or lumps. Sharp horns, blades or protrusions can also be grown at the elbows, shoulders, and knuckles.

Using this power takes one action, regardless of the size or type of weapon being created. A weapon arm's length cannot exceed 3 feet, measured from the elbow to the weapon's tip (a longsword is the longest blade that can be made; creating a longer weapon, such as a spear or bull whip, requires the *Stretch Limb* power). The weapon arm's width cannot exceed 2 feet. The body weapon takes on a hardness of steel and cannot be removed from the body.

Other items, such as keys, coffee cups, pens, etc. cannot be made, but a character can attempt to pick a lock by forming a long, thin pick-like blade (-10% to lock picking).

Other limitations to this ability:

- The shapes and weapon types are limited to traditional hand-to-hand melee weapons (such as a club, mace, sword, scythe, whip, shield, etc.), and simple tools (such as a serrated sawblade, screwdriver, pick, hammer, etc.). No firearms, vibro-blades, energy weapons, rail guns, explosives, or other similar weaponry.
- The symbiote cannot create weapons/items with moving or interlocking mechanical parts, such as a ball and chain, bow, sectional staff, scissors, pliers, etc.
- The symbiote cannot detach pieces of itself. This means that it cannot create ranged weapons or thrown weapons, such as a bow and arrow, crossbow, throwing star, etc., unless the character takes the *Ranged Strike* power.

The following is a list of various types of melee weapons and their typical damage infliction for those with Supernatural Strength. Also indicated are the portions of the limb used to constitute the weapon (finger, hand, forearm, etc.). Note that especially long weapons, such as polearms and whips, cannot be created without first having the *Stretch Limb* ability.

- *Knife*: 1D6 M.D. Usually a finger.
 - *Claws*: 2D6 M.D. All fingers.
 - *Joint Protrusions*: Add 2D4 M.D. to elbow strikes, knee strikes, and shoulder blocks.
 - *Head Protrusions*: Add 2D4 M.D. to head butts.
 - *Black Jack*: 1D6 M.D. Uses full hand.
 - *Hatchet*: 1D6+1 M.D. Uses full hand.
 - *Fork*: 2D4 M.D. Uses full hand.
 - *Shortsword*: 2D4 M.D. Uses forearm and hand.
 - *Broadsword*: 2D4+2 M.D. Uses forearm and hand.
 - *Longsword*: 2D6+1 M.D. Uses forearm and hand.
 - *Claymore*: 3D6 M.D. Uses forearm and hand. Requires the Stretch Limb power to employ at full length.
 - *Rapier*: 1D6+2 M.D. Uses forearm and hand.
 - *War Hammer*: 3D4 M.D. Uses forearm and hand.
 - *Mace*: 2D6 M.D. Uses forearm and hand.
 - *Cudgel/Club*: 2D4 M.D. Uses forearm and hand.
 - *Spiked Club*: 2D6+2 M.D. Uses forearm and hand.
 - *Battle Axe*: 3D6 M.D. Uses forearm and hand.
 - *Scythe*: 3D6 M.D. Uses forearm and hand.
 - *Large Pick*: 3D4. M.D. Uses forearm and hand.
 - *Bull Whip*: 2D6. Uses forearm and hand. Requires the Stretch Limb power to employ at full length.
 - *Staff*: 2D6 M.D. Uses forearm and hand. Requires the Stretch Limb power to employ at full length.
 - *Spear*: 2D6 M.D. Uses forearm and hand. Requires the Stretch Limb power to employ at full length.
 - *Pike/Polearm*: 2D6+2 M.D. Uses forearm and hand. Requires the Stretch Limb power to employ at full length.
 - *Shield*: 1D6 M.D. if used to strike. Uses forearm and hand. Parrying with a shield provides a bonus based on the shield's size: +1 for buckler-sized (6-18 inches in length/diameter), +2 for targe-sized shields (19 to 24 inches in length/diameter), and +3 for kite or heater-sized shields (up to 3 feet in length). These bonuses are in addition to parry bonuses from W.P. Shield. Larger shields, such as a tower shield, are not possible. Note: Use of a shield arm should be restricted to parrying only; directly *blocking/absorbing* mega-damage with a shield arm means that the symbiote itself is taking damage!
- Environmentally Sealed: The symbiote, by wrapping itself fully around the host, can form a non-permeable seal that protects him from hostile environmental conditions. Once airtight, the symbiote generates its own form of "life support" for the host. It produces a limitless oxygen supply (and purges all carbon dioxide), which means that the host can operate indefinitely underwater, in vacuum, or other airless environments. Likewise, the host can operate in areas of poor or contaminated air (smoke, toxic gases, etc.), since he doesn't need the surrounding air to breathe. Furthermore, the symbiote regulates temperatures inside itself to keep the host safe and comfortable, protecting him from the effects of exposure – frostbite, freezing, heat stroke, etc. The host is insulated from external temperatures and inclemental weather. He can endure the sub zero temperatures of the arctic, or the searing heat of an arid desert, without the slightest discomfort. Only extreme heat and cold (e.g., the cold of outer space, heat from an M.D. fire or furnace, etc.) may potentially penetrate the symbiote and harm the host. The host is still responsible for keeping himself fed and hydrated.

Additional Special Symbiotic Powers/Abilities

Select a new major ability at levels 2, 4, 6, 8, 10 and 12. Select a new minor ability every other level. Most abilities can only be selected once, though a few abilities may be taken several times (as indicated in their descriptions). Also note that certain abilities have prerequisites in the form of other powers. All of the following abilities only apply when the host is "wearing" the symbiote.

A Note on Symbiote Abilities: A vast majority of symbiote powers apply specifically to the *symbiote* itself; they are not powers bestowed upon the host. Rather, the host benefits indirectly from these powers while "wearing" the symbiote. In a way, the symbiote

acts as a supernatural (albeit living) suit of armor that protects the host by virtue of its toughness and immunities, and through which the host has access to unique weapons and senses. However, should the symbiote become physically separated from the host, or if the symbiote were somehow physically breached (revealing the host within), then the host is again vulnerable. Likewise, the symbiote draws power from its bond to the host. Being separated from the host often results in the symbiote temporarily losing its newfound abilities. In truth, the two are stronger together than apart.

Major Powers

- **Psychic Bond, Improved:** This represents a perpetual telepathic connection that goes beyond the basic psychic bond. Though host and symbiote are normally able to communicate both telepathically and empathically, these powers belong to the symbiote. This means that the symbiote ultimately controls communication and information exchange between the two. The symbiote can read the host's thoughts, yet the host is unable to read the symbiote's (and as such, the symbiote is able to theoretically hide things from the host, but the host is unable to do the same).

With an improved bond in place, however, host and symbiote have equal access to each other's minds and memories. Both always know what the other is thinking. It is no longer possible to have secrets between the two. Anything that the symbiote senses or feels, the host immediately becomes aware of, and vice versa. This is essentially a version of the *Mind Bond* psi-power. Plus, the host is able to directly access the symbiote's psionic powers as though they were his own; he no longer needs to tell the symbiote to use them of his behalf. Furthermore, if physically separated, the two can sense each other's location within 6 miles per level. Each can also sense the other's emotional and physical state (injured, dying, unharmed, etc.), so long as they are within the improved bond's range.

The major downside to this ability is that the host is now more open (and susceptible) to the mind of the symbiote. Primarily, this manifests as shared nociception. Although the basic psychic bond insulates the host from the symbiote's nervous system and pain sense, the improved bond is infinitely more intimate. As such, *everything* that the symbiote feels, so does the host (including physical pain and discomfort). This means that when the symbiote is wounded, the host feels wounded and must make an appropriate Save vs. Pain. Likewise, if the host is doubled over with pain, so is the symbiote.

Furthermore, the host's mind is directly exposed to the powerful emotions and alien urges of the symbiote. Rather than just being aware of such things, the host now actually experiences the symbiote's hunger for intense emotion and sensation, his body even becoming in sync with the symbiote (i.e., he gets hungry when the symbiote gets hungry), and feels the same euphoric pleasure it feels when it finally feeds. Likewise, he experiences the symbiote's near-physical revulsion to sunlight: the hatred, nervousness, and palpable fear. And even still, he feels the symbiote's twisted satisfaction from acting in concert with its Miscreant alignment.

These feelings, both positive and negative, can be overpowering and easily warp the host's mind, making it difficult to maintain his personality, identity, and humanity in the face of the symbiote's more primal nature. If the host isn't careful, he can become a completely different person – lost to the inhuman whims of the creature to which he's bonded. To reflect this, the host must roll a Simple M.E. check at each new level of experience. A successful roll means nothing happens; the host retains his strength of mind. A failure, though, means that the host has partially been corrupted, overwhelmed, or seduced by the symbiote's influence in some way. This typically manifests as the host spontaneously developing one of the symbiote's mannerisms, personality traits, or behaviors. For instance, the host might find himself starting to personally dislike sunlight, or perhaps he no longer keeps his word to anyone (one of the hallmarks of the Miscreant alignment). The player can decide which habit is most suiting to adopt. Whatever it is, it should be a somewhat noticeable change to those who know the character well, and such a change often manifests as a minor deviation from the host's alignment. A total of six failed M.E. checks (they need not be consecutive failures) may result in the host dropping in alignment to match the symbiote.

The improved bond, however, is a two way street. Just as the symbiote can corrupt the host, the host is also very capable of corrupting the symbiote. Its alien mind is uniquely vulnerable to the influence of the host. As such, at each new experience level for the host, the symbiote, too, must make a Simple M.E. check. Success means the symbiote remains the same. Failure, on the other hand, indicates that the symbiote has picked up one of the host's habits or personality quirks. As with the host, more than six failures may present a change in the symbiote's alignment. In the event that both host *and* symbiote fail their M.E. check at the same time, the one that fails by the largest margin takes on a new personality trait. The other is considered to have succeed on his roll.

Once there has finally been an alignment change – either the host becoming Miscreant or the symbiote becoming Aberrant – the M.E. checks at each new level are unnecessary. The personalities of the two have reached an equilibrium of sorts; a more balanced union of minds. This is not to say that there isn't still disagreement and conflict between the two; only that neither mind is any longer in danger of being swallowed up by the other. If the host is the one victorious in remaining himself, then any of the symbiote's personality traits that he gained while leveling up eventually diminish and disappear within 2D6 months. Therapy and/or psychic assistance can hasten this process.

- **Stretch Limbs:** The symbiote is capable of elongating its fingers, toes, tongue, arms, and/or legs. This may be done to strike at opponents from a safe distance, grab objects in hard to reach places, or simply for intimidation. Each arm and leg may grow to 7 feet, +1 foot per level of experience thereafter. Fingers, toes, and tongue can stretch up to 3 feet, +4 inches per level thereafter. This comes to a combined length of 10 feet when the symbiote first gets this power. Stretching a limb takes one action, and multiple limbs may be stretched simultaneously. This ability can also be combined with the *Alter Extremities*

into *Melee Weapons* power, in order to create very long weapons such as whips, polearms and claymores. Other parts of the symbiote, such as the torso, neck, or head, cannot be elongated.

While stretched, the limb can either be rigid (like a long pole or beam) or can be flexible (like a long whip or rope). Regardless, the limb and its corresponding hand or foot retain full functionality. Note that, when using this power, the host's limbs are not stretching. Within the symbiote, the host retains his normal anatomical proportions. The symbiote is simply stretching itself beyond the host's surface area, though the limbs respond to the host's movements as though they were his own. Furthermore, the host has full proprioception in regard to the stretched limb, meaning that he can feel the position, placement and movement of each limb, even if it's beyond his field of vision.

- **Ranged Strike:** To select this power, the symbiote must first have *Alter Extremities into Melee Weapons*. This power permits the symbiote to detach pieces of itself for the purposes of ranged attacks. The symbiote can create various thrown implements such as throwing knives, throwing axes, throwing clubs, shuriken, chakrams, small boomerangs, etc. The pieces are usually formed and removed from the arms, chest, or back. Creating and detaching each piece takes one action; throwing the weapon takes a second action. As usual, the host must have an appropriate weapon proficiency (e.g., *W.P. Knife* for throwing knives, *W.P. Boomerang* for boomerangs, and *W.P. Targeting* for nearly everything else) to get bonuses and use of the thrown weapons without penalties. The symbiote is wary of using the power (for reasons described below), especially more than a few times in a single battle, and makes its reservations known to the host.

This power can only be used to create small thrown weapons no larger than 16 inches in length and/or width. Once detached from the symbiote, these pieces become inert and lifeless. They retain their shape, but only for several seconds (roughly 3 melee actions). Being separated from the symbiote for more than three actions causes each piece to lose cohesion and melt into a shadowy puddle that is completely ineffective as a weapon. Consequently, the symbiote must make use of each piece immediately after detaching it. Furthermore, each use of this power reduces the symbiote's mass, and therefore, M.D.C. Each small thrown weapon (8 inches in length/width and below) reduces the symbiote's overall M.D.C. by 3. Each large thrown weapon (8.1 inches to 16 inches in length/width) reduces overall M.D.C. by 5. This means, for instance, that creating and throwing five 15 inch throwing axes will drop the symbiote's M.D.C. by 25. As such this is a dangerous power to over-use.

The M.D.C. loss does not count as damage; thus it is not returned by bio-regeneration or healing spells/psi-powers. This M.D.C. is permanently depleted unless the host goes out and physically finds each piece that was thrown. Once found, the piece can be re-united with the symbiote and the corresponding amount of M.D.C. (3 or 5) is restored. If the thrown piece is lost or destroyed, however, then that corresponding amount of M.D.C. is permanently gone. Only the new M.D.C. that the symbiote acquires at each level of experience may replace what was lost. Fortunately, the symbiote is capable of sensing the detached pieces of itself. It will have a general idea of the distance and direction, and can zero in on each portion of itself, down to a hundred foot area. The host may still need to spend quite a bit of time searching and scouring. Clever hosts can take advantage of the sensing quality by using pieces as tracer bugs, hiding a small piece of symbiote on a person or vehicle so as to later follow the target.

The creation of other types of ranged weapons and their ammunition, such as bows, crossbows and blowpipes, are not possible. Likewise, the symbiote cannot create and detach large thrown weapons such as javelins or spears, nor can this power be used to detach melee weapons (again, the piece loses shape and cohesion after only a few seconds). It also goes without saying that this power does not provide the ability to create firearms, energy weapons, vibro-thrown weapons, and similar high tech weaponry that uses power sources, moving parts, or chemical reactions.

The following is a list of various thrown weapon types and their damage infliction when thrown by those with supernatural P.S. Range will vary depending on the type of weapon and the W.P. being used. Individuals with supernatural strength throw three times farther; this has already been incorporated below.

- *Shuriken:* 1D6 M.D. 180 feet.
- *Throwing Knife:* 1D6 M.D. 180 feet.
- *Throwing Axe:* 2D4 M.D. 120 feet.
- *Throwing Club:* 2D4 M.D. 1D6 M.D. 120 feet.
- *Chakram:* 2D4 M.D. 600 feet.
- *Small Boomerang:* 2D4 M.D. 180 feet.
- *Bola:* 1D6 M.D. 90 feet.

- **M.D.C. Increase:** Add 2D4x10 to M.D.C. If selected at level one, this power may not be taken again until level 6, and again at level 12.
- **Adrenaline Rush:** Symbiote and host work themselves into a semi-controlled frenzy. It takes one full melee round to properly enter this state. The character gains +2 to initiative, +1D6 M.D. to hand-to-hand damage, +1 to strike, +1 to parry, +1 to dodge, +2 to Save vs. Horror Factor, and +3 to Save vs. Pain. However, pull punch and roll with impact each suffer a penalty of -2. The character will also need to make a Moderate M.E. check in order to willingly end the battle without killing or capturing the enemy (either so he can retreat, or to allow the enemy to retreat). Failure on the M.E. check means that the character continues to fight or pursue his enemies, even if foolish and life-threatening to do so. The character will not attack allies or innocents, but finds it difficult to stop fighting while in the throes of the adrenaline rush.

This power lasts for one melee round per level of experience, and can only be initiated *once* per day (twice per day at level 5, and three times per day at level 10). Following the use of this ability, the host feels extremely fatigued for 1D4 hours, while the symbiote is immensely hungry and will want to feed immediately.

- **Resistance to Fire & Heat:** The symbiote is resistant to fire & heat; mega-damage fire and heat only do half damage. This includes plasma weapons, lasers, M.D. flamethrowers, etc. Does not apply to other types of energy weapons. The host, however, becomes vulnerable if the symbiote separates from him or is somehow breached.
- **Resistance to Cold:** The symbiote is resistant to cold and frostbite; mega-damage cold attacks do only half damage. The symbiote can operate even in the depths of outer space. The host, however, becomes vulnerable if the symbiote separates from him or is somehow breached. Note that this power doesn't prevent the character from being magically frozen or encased in ice; it simply prevents damage as a result.
- **Impervious to Possession & Mind Control:** The symbiote is impervious to possession and direct mind control of all types (magical, psionic, pharmaceutical, etc.). The host is also impervious, so long as he's wearing the symbiote. However, both host and symbiote are still vulnerable to less direct forms of influence and manipulation, such as high M.A., high P.B., Horror and Awe Factor, social skills (e.g., Fast Talking, Seduction, etc.), the Empathic Transmission psi-power, and similar.
- **Powers of Energy:** The host knows how to cast a few energy-related spells thanks to its psychic link with the symbiote. Whenever needed, the information instantly (and unnervingly) appears in his mind. On top of P.P.E. costs, each spell may only be cast up to four times a day. Each spell functions at 5th level proficiency. Spells include: *Energy Bolt*, *Energy Field*, *Energy Disruption*, *Impervious to Energy*, and *Negate Magic Barriers*.
- **Powers of Seeing:** The host knows how to cast a few information gathering spells thanks to its psychic link with the symbiote. Whenever needed, the information instantly (and unnervingly) appears in his mind. On top of P.P.E. costs, each spell may only be cast up to four times a day unless noted otherwise. Each spell functions at 7th level proficiency. Spells include: *Eyes of Thoth*, *Eyes of the Wolf*, *Locate* (once per day), *Oracle* (once per day), *Sense Magic*, and *Tongues*.
- **Powers of Spirit:** The host knows how to cast a few spirit-related spells thanks to its psychic link with the symbiote. Whenever needed, the information instantly (and unnervingly) appears in his mind. On top of P.P.E. costs, each spell may only be cast up to four times a day. Each spell functions at 5th level proficiency. Spells include: *Turn Dead*, *Commune with Spirits*, *Constrain Being*, *Exorcism*, *Water to Wine*, and *Remove Curse*.
- **Powers of Shadow:** The host knows how to cast a few stealth-related spells thanks to its psychic link with the symbiote. Whenever needed, the information instantly (and unnervingly) appears in his mind. On top of P.P.E. costs, each spell may only be cast up to four times a day. Each spell functions at 5th level proficiency. Spells include: *Shadow Meld*, *Chameleon*, *Concealment*, *Cloud of Smoke*, and *Cloak of Darkness*.

Minor Powers

- **Extended Lifespan:** The symbiote is able to slow the host's aging process. Increase the host's life span by 2D4x10 years for as long as he's wearing the symbiote. Whenever the symbiote is not on him, the host ages, as normal.
- **Impervious to Illusion:** Can see through illusions of all types: magical, psionic, technological, etc.
- **Depth Tolerance:** Can withstand underwater pressures down to 3,000 feet. While wearing the symbiote, the host is immune to decompression sickness (a.k.a. "the bends"), nitrogen narcosis, and other related dangers of underwater activity. The character can see up to 600 feet underwater with crystal clarity; unaffected by the glare of sunlight or debris particles floating in the water. To select this power, the symbiote must first possess the *Environmentally Sealed* ability.
- **Situational Awareness:** Can't be surprised by attacks from behind. +2 to dodge.
- **Macro-Vision:** The symbiote allows the host to see tiny details up close as if he were using a magnifying glass or even a microscope. Magnification is changed by concentrating and squinting. Magnification is limited to x2, x4, x8, and x16, and enables the host to see tiny particles and fibers, skin cells, bacteria, nanobots, stress fractures, etc. The area of focus is a very small three inch diameter.
- **Heat Pits:** Much like a viper, the symbiote can feel and "see" heat in the general area around it. This includes camouflaged or invisible opponents. The radius is 60 feet. Furthermore, the character can sense the approach of heat sources that come into his sensing range, such as warm-blooded creatures, robots, vehicles, recently used firearms or energy weapons, or anything

else that radiates measurable heat in relation to surrounding temperatures. The host can track by heat alone at 70% +2% per level, provided the trail is no more than 20 minutes old (double in cold environments).

- **Righting Reflex:** Whenever falling, the host instinctively (thanks to his psychic bond with the symbiote) relaxes and rights himself in mid-air so as to land on his feet. If landing on his feet isn't possible, then he will land in a way that minimizes impact damage. As a result, the symbiote gets to use Roll with Impact against long falls, and the host only takes one quarter H.P./S.D. damage from falls while inside the symbiote.
- **Aquatic Adaptations:** To select this power, the symbiote must first possess the *Environmentally Sealed* ability. With this power, the symbiote develops a number of features that make it well-suited for operating in or under the water. Fingers and toes can become webbed at will, and the host is psychically provided the *Swimming* skill at 40%, which suddenly manifests in his mind any time he enters a watery environ. Furthermore, the symbiote can create "air bladders" that it uses to effortlessly float on top of water, control its buoyancy (can ascend or descend at will), and propel itself (swimming Spd. of 44/30 mph). Depth tolerance is still only a few hundred feet, unless the *Depth Tolerance* ability is also taken.
- **Bioluminescence:** The symbiote is able to exude light as a waste product of its biology. The color can be nearly any that the host wishes, though red, pale green, and light blue (the color of the ley lines) are most common. The light's intensity can be controlled by the symbiote, ranging from non-existent to roughly 10 candela – not bright enough to use offensively, but enough to offer practical lumination in the dark. The symbiote can emit the light from anywhere on its body, and proper application of this can provide the symbiote with +2 to its Horror Factor. In fact, it's not uncommon for the symbiote to manifest crimson pinpricks of light on its "face," creating an eerie approximation of actual human eyes. Alternately, the bioluminescence may appear as rivelets or "cracks of light" running down the symbiote's arms and legs, pulses of energy in the neck and joints mimicking a heartbeat, light that "bleeds" out of the suit whenever damage is sustained, a subtle aura or glow that emanates from the symbiote while in darkness, etc. Other manifestations are certainly possible.
- **Seismic Sense:** When its feet are in contact with the ground, the symbiote can feel vibrations like a living seismic sensor. Range varies depending on the intensity of the vibrations. Within this power's range, the symbiote can tell how many people, creatures or vehicles are moving, what direction, and how fast. Consequently, the character cannot be snuck up on or caught by surprise by terrestrial foes. Some natural disasters also produce quite a bit of seismic activity. In the case of an earthquake or volcanic eruption, the symbiote can detect and measure the size, force and direction of the epicenter/eruption. Note that strong seismic activity in an area can often mask other, less intense activity. For instance, the vibrations caused by a few people walking would be drowned out in the vicinity of heavy machinery. In such situations, the character is unable to track vibrations from certain targets and could be caught by surprise.

Estimating Distance is 60% +3% per level, Estimating Location is 50% +3% per level, and Estimating Speed is 50% +3% per level. Add +10% to any of these percentages if the character also puts his hands to the ground. Flying opponents or attacks cannot be detected with this power.

 - Within a 1,000 foot radius (+200 feet per additional level), the symbiote can sense the ground movements of people and small animals.
 - Within half a mile radius (plus half a mile per additional level), the symbiote can detect the movements of large animals, giants, dinosaurs, vehicles, power armor, large herds, large numbers of troops, small explosions, etc.
 - Heavy seismic activity resulting from large explosions, heavy machinery, mining, huge mechanized force, etc. can be detected within 100 miles. Double that range in the case of earthquakes and volcanic eruptions.
- **Minor Healing:** If the host somehow suffers injury, the symbiote is able to provide some degree of curative attention. Note that this power only works on the host; it cannot be used on others, nor can the symbiote use it on itself.

By spending 16 P.P.E., the symbiote can instantly restore 1D6 Hit Points or 1D6 S.D.C./M.D.C. to the host; this may be used up to three times a day. It can staunch the bleeding of all but the most grievous wounds (almost no chance of the host bleeding to death when wearing the symbiote). The symbiote can greatly dull the host's physical pain (though not remove it entirely), providing the host with +5 to Save vs. Pain; this doesn't apply to magically or psionically induced pain (such as the *Agony* spell).

What this can't do is replace lost body parts (can't heal a ruined eye or grow a new hand). It doesn't completely heal broken bones (but does set them), replace lost blood, or replace nutrients lost due to malnutrition or dehydration. This power also cannot remove foreign objects from the host's body (such as bullets or parasites). Minor Healing doesn't cure the host of disease, infection, fever, poison, cancer, physical deformities, or major health problems.

For only 8 P.P.E., the symbiote can use a lesser version of this effect to take away a host's headache, stomach pain, toothache, heartburn, muscle stiffness, and other mild ailments.
- **Pockets:** The symbiote can create hollows within its own body that can be used to store objects. A pocket can be a maximum size of 12x6x2 inches (12 inches long, by 6 inches wide, by 2 inches deep), and anything smaller. Such pockets can be used to hold small weapons (pistols, knives, etc.), e-clips and ammo, debit cards, gems, food, medicine, small tools, and all manner of other compact items. The pockets leave no sign of their existence on the surface of the symbiote; no seams, bulges or openings. Thus, they are impossible to detect with normal eyesight or frisking (the pockets and their contents cannot be

felt beneath the symbiote's tough hide). However, advanced optics and sensors (such as thermo-imaging), as well as certain psi-powers and spells, may be able to detect the pockets. In addition, the symbiote can shift the pockets around its body, as needed. Common sense should be used when determining the maximum number of pockets the symbiote can realistically have. Generally, 1-3 small ones (3x2x0.5 inches) can fit in each arm, 2-5 medium sized ones (6x3x1 inches) can fit in each leg, and 2-3 large ones (12x6x2 inches) can fit in the torso or back.

Another possible application of this ability is to employ a pocket as a "venom sac" for holding a poison or drug. The pockets are impermeable and can hold liquids without any danger of the symbiote absorbing whatever's inside. Such substances can later be injected into an opponent. This is usually done by creating a needle-like protrusion at the end of the hand or finger (using the *Alter Extremities into Melee Weapons* power). Once the opponent's skin has been pierced, the pocket contracts and, like a syringe, forces the poison/drug into the victim. Likewise, the poison can be pumped directly through any melee weapon arm that has impaled its opponent, or can be used to "coat" the edge of a melee weapon arm by secreting the pocketed substance along the appropriate areas. Alternately, the symbiote can hold beneficial liquids, such as combat stims, antibiotics, painkillers, or even just water, which it can inject into the host or others, on command or as needed. So long as the symbiote is equipped with *Impervious to Poisons/Toxins*, holding poisons or drugs in its body is safe. Only magical poisons/drugs or powerful corrosives (such as Mega-Damage acid) are potentially dangerous for the symbiote to carry. Note that the symbiote is incapable of manufacturing its own poison/drugs; the host must procure such substances for the symbiote to squirrel away.

An important thing to remember about the pockets is that they only remain viable as long as the host is wearing the symbiote, and the symbiote maintains large enough dimensions. If at any point the symbiote separates from the host, or reduces its size significantly, then the symbiote is forced to expel whatever is inside its pockets. Furthermore, any damage sustained by the symbiote could potentially damage the contents of its pockets. For every 25 M.D. the symbiote endures, there is a cumulative 20% chance that the contents of any pockets in that area of the body suffer damage as well.

- Impervious to Poisons/Toxins: The symbiote is immune to all manner of non-magical poisons, toxins and drugs. Furthermore, it can negate most non-magical poisons or toxins that have affected the host (same as the *Negate Poison/Toxin* spell). This power does not heal any damage caused by poisons or drugs before they were negated.
- Slippery/Sticky Coating: At command, the symbiote can excrete a substance through its pores that makes its surface slick and shiny. This makes the symbiote difficult to grasp and restrain. Opponents suffer a -4 penalty to grappling maneuvers of any kind, and the symbiote gets +15% to the *Escape Artist* skill. However, weapons and items are more difficult to keep a hold of (Difficult P.P. check may be periodically needed to determine if objects get dropped or fumbled).

Alternately, the symbiote can do the opposite, and secrete a substance that is *sticky*. This gives the symbiote a +15% bonus to the *Climbing* skill, +4 to maintain grappling maneuvers once they've been initiated, and +2 to maintain balance. Opponents are also -2 to disarm the character.

In either case, the substance dries up and loses its effectiveness after 2 minutes.