XXVC R6
ACCESSORY

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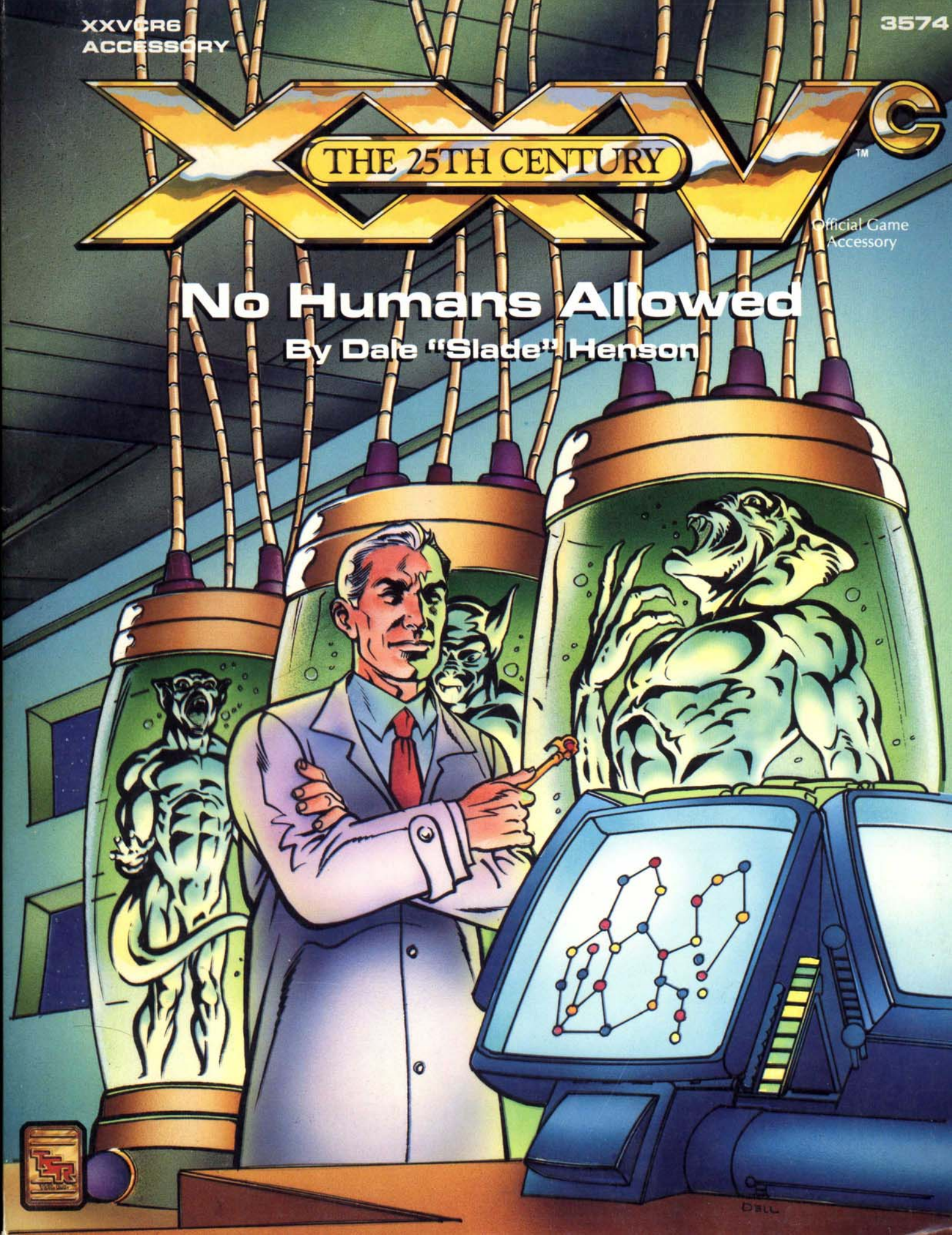
XXVC

THE 25TH CENTURY

Official Game Accessory

No Humans Allowed

By Dale "Slade" Henson



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Introduction

The universe of the XXVc™ role-playing game seethes with technological wonders of all kinds. Spacecraft take only days to traverse the great distances between planets; weapons only seen previously in man's most outrageous dreams cut and dice their way through opponents; medical breakthroughs reduce the threat of disease and death; powerful microscopes allow viewers to see the inner workings of a single atom; and advanced telescopes detect planets revolving around distant stars. These wonders and many others are only a few of the advances prevalent throughout the XXVc universe.

One advancement, though, far exceeds humanity's wildest expectations. This is genetic manipulation. Genetic manipulation makes it possible for man, animal, and plant alike to live in the lower gravities of Mercury and Luna. It creates a means for life to survive in the nonearthlike conditions of the Asteroid Belt and Venus—to name but a few—without the usual aid provided by technological hardware. Corporations like RAM see genetic alteration as a cheap substitute for life-sustaining machinery. Overall, they are correct in this assumption.

Genetically altered life forms, whether human, plant, or animal, carry the same identifying tag: gennie. Mankind creates these gennies for a multitude of reasons. Worker and Combat gennies, the most popular genotypes in recent history, perform the dirty deeds no one else wants—or has the stomach—to do. The minds of many genetically altered life forms (often called genotypes) are manipulated and programmed to such an extent that they wish only to perform the duties they were designed to fulfill. Today, terraforming gennies continue their planet-altering work on planets like Venus and Mars, while several species are making their way toward distant moons like Titan.

Many individuals think gennie creation is nothing more than an advanced form of slavery. Others—mainly those who design or purchase gennies—say they merely do what their inbred function dictates, and this does not emulate slavery.

The gennies, they say, enjoy their inbred functions, and disallowing the gennies their function is slavery. These gennie fanatics believe such called-for reforms to be cruel. They compare a gennie's inbred function to a bird's song and other natural behavior patterns. No one, they say, would deny a bird its song or a fish its right to swim. No one, then, should deny a gennie its right to fulfill the function for which it was created.

Discussing the moral ramifications regarding gennies and genetic reconstruction or manipulation is not the driving force behind this book, although it does examine several of these issues. Instead, this book allows the reader to view the inner workings of a genetics laboratory and to see first hand the different styles of genetic manipulation. Discoveries, both known and obscure, await the reader. Genetic manipulation and splicing techniques are detailed to give players and referees the insight required to create genetically altered life forms in their XXVc campaigns.

The following pages detail new and sometimes very unusual gennies. Several of these were introduced in novels, comic modules, or other XXVc game publications, while many have never appeared before. This combination of new and old, a virtual wealth of material, makes *No Humans Allowed* the definitive gennie authority.

A specific gennie profile details each genotype in an easy-to-read format. Each profile contains distinct sections allowing referees and players alike to locate pertinent data quickly. The sections describe behavior, combat modes, preferred environment, advantages, disadvantages, and so on. Not all sections appear in each profile, however. Sections not applying to specific gennies are removed to avoid possible confusion. These sections and what they cover are explained below.

Conceived Purpose details the original intentions behind the genotype's creation. Often the gennie's proposed objective deviates wildly from the niche it currently inhabits.

Climate/Terrain explains where the genotype can be found, and on what planet or other astronomical body. Climates include *arctic, temperate, tropical,* and *desert.* Terrain can include *land, water,* or even *deep space.*

Frequency is the likelihood of encountering the genotype in the area specified in Climate/ Terrain. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is a 65% chance. Chances can be adjusted for specific areas or different times of the day or year.

Organization is the general social structure the genotype adopts (or is thrust into as is true with many genotypes). *Solitary* sometimes includes small nonextended family groups.

Activity Cycle is the time of day the genotype is most active. Being only a general guide, exceptions are common.

Diet shows what the genotype generally eats. *Carnivores* eat meat, *herbivores* eat plants, *geovores* eat rocks or other nonliving material, *atmovores* eat airborne particles, and *omnivores* eat either plants or animals. *Scavengers* eat mainly carrion.

Intelligence is the equivalent of the human Intelligence Quotient. Certain genotypes are instinctively cunning. The description notes any deviation or special rules. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent
1	Animal Intelligence
2-4	Semi-intelligent
5-7	Low Intelligence
8-10	Average (Human) Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19+	Supragenius

No. Appearing indicates an average encounter size for a standard confrontation. The referee should alter this to fit the circumstances of a particular encounter.

Armor Class is the general protection given by the genotype's epidermal type, speed, and reflexes. Listed ACs do not include special bonuses listed in the description unless otherwise noted.

Movement shows the relative speed rating of the genotype. Higher speeds may be possible for short periods. Movements in different mediums are abbreviated as follows: *Br = burrow, Fl = fly, Sw = swim, Wb = web.* Many genostrains have more than one movement rate.

Hit Dice controls the number of hit points' damage a genotype can withstand before death. The hit die type is given in parenthesis after the hit dice number. These always appear as d6, d8, or d10 die types.

THAC0 is the attack roll the genotype needs to hit Armor Class 0. This is always a function of Hit Dice, except in larger herbivores or the most vile of combat gennies. Player characters who are gennies *always* use the standard career THAC0s. THAC0s do not include any spe-

cial bonuses used in the gennie's descriptive text.

No. of Attacks shows the basic number of attacks the genotype can make in a single combat melee round, excluding special attacks. This number can be modified by limb-severing blows, career levels (for human-type gennies), and so forth. Multiple attacks generally suggests several extremities, raking paws, incredible speed or dexterity, etc.

Damage/Attack shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combinations). If the genotype uses weapons, the damage produced is not shown. Instead, the phrase *by weapon type* is used. Damage bonuses due to abnormally high Strengths are listed as a bonus following the damage range. Often, human genotypes are not given this additional damage modifier. In this case, the referee should randomly determine the relative Strength with a die roll plus Strength modifiers, adding any applicable damage bonuses then.

Special Attacks details attack modes such as the use of poison, the genotype's stench, the ability to lock its jaws, etc. The genotype Combat description fully explains any special attacks.

Special Defenses are precisely that, and are detailed in the genotype description.

Genotype describes where the creature came from, the genetic material used to create the creature, and often the techniques used to develop the new species. This usually explains why a gennie has the temperament it does.

Physical/Cultural is merely the header for the next seven statistical sections. These subsections always appear italicized.

Physical Size describes the genotype's length or height in feet, and its weight.

External Covering outlines the genotype's epidermal covering, and describes its appearance.

Eyes details the visual organs, and lists any advantages or disadvantages in direct correlation to changes from the original genetic stock.

Ears describes the hearing organs and their sensitivity. Often advantages and disadvantage are detailed here as well.

Mouth describes the size, types of teeth, tongue shape, and overall mouth appearance.

Nose characterizes the olfactory senses, and the general appearance of the nose.

Cultural outlines the genotype's general behavior, nature, social structure, and goals.

Advantages/Disadvantages is the advantages and disadvantages the genotype has over general environmental concerns, and what types of damage it is immune or susceptible to.

Combat discusses special combat abilities, weapons, armor, and tactics.

Habitat/Terrain details the genotype's preferred environment. It also lists other environments it can survive in.

Ecology describes how the genotype fits into the campaign universe, and provides other miscellaneous information.

Attribute Modifiers is self-explanatory. This category is only noted for those gennies that have bonuses or penalties as modifiers.

Saving Throw Modifiers is self-explanatory. This category is only noted for those gennies that have bonuses or penalties as modifiers.

Chapter 1: The History of Genetics

The history of genetics dates from 1858 when Rudolf Virchow first conceived the Cell Replication Theory. Soon after that, Charles Darwin came to his Evolution Theorem, and six years later Gregor Mendel conducted experiments with pea plants. From these meager beginnings, genetic engineering flourished into a practical science, redefining the human condition. The following timeline shows developments historians view critical in the field.

1611 Johannes Kepler invented the double convex microscope. This event gave man the opportunity to see into a world too minute to see with the naked eye.

1858 Rudolf Virchow announced his cell replication theory. Many people considered his theory sacrilegious.

1859 Charles Darwin published his evolution theory in a book called *On the Origins of Species by Means of Natural Selection.*

1865 Gregor Johann Mendel, an Austrian monk, performed genetic research on pea plants. He discovered that certain characteristics, such as flower color and seed shape, were inherited independently of one another in a nonrandom manner.

1925 Aleksandr I. Oparin proposed the chemical origins of life.

1929 J. B. S. Haldane proposed the Naked Gene, a large molecule reproducing itself, using the materials in its surroundings.

1929 Max Knoll and Ernst Ruska developed the first electron microscope. This let man see even smaller objects with excellent clarity.

1953 Francis H. Compton Crick and James D. Watson discovered the double-helix structure of the DNA molecule. They won the Nobel Prize in 1962 for their efforts.

1955 Severo Ochoa discovered RNA synthesis in the cell.

1973 Paul Berg swapped short sections of DNA from a monkey virus called SV40 with an identical length from a virus called Lambda Phage. Now revered as the father of recombinant DNA research, Berg shared the 1980 Nobel Prize for Chemistry.

1984 National Institute of Health in the USA, Transgene in France, and Otago University of New Zealand cloned the first gene.

1986 Alec Jeffreys, using radioactive isotopes, developed DNA fingerprinting. For years DNA fingerprinting was mainly used in criminal investigations.

1988 Philip Leder and Timothy Stewart were the first to patent an animal life form. This opened the floodgates for multitudes of life patents, outraging the more conservative portion of the public.

1993 After the theft, and subsequent sale, of a more photosensitive form of algae, Biofusion, a German corporation, patented the first plant genotype.

1995 The first complete mapping of human DNA was accomplished using current electron microscopic technology. These mapping techniques proved imperfect, and many future genetic recombinant projects suffered due to faulty data.

2004 The first minor organs, the heart, veins, pancreas, and spleen were successfully cloned in a Russian laboratory at Tomsk.

2012 The University of Colorado at Fort Collins cloned the first major organ, the liver. Several months later, University of Stockholm professor Bjorn Moseng cloned the human brain.

2013 First recipient of a cloned minor organ lived beyond projected life expectancy. Forecasts predicted the woman would live two years, but she lived seven.

2016 Barbara Hall, a student at the Texas Institute of Technology in San Antonio, developed the prototype Microbyte, a microscopic robotic unit. RAM awarded her the Tyrell Memorial Prize for excellence in 2018.

2018 Using the new microbyte technology, Frank Vale, a Russo-American scientist, mapped human DNA. His map proved

more reliable than the 1995 map, but still not perfect as problems arose when geneticists tried removing defective genes from a Columbian fetus.

2032 Using a more advanced version of Barbara Hall's Microbyte, the first genetic manipulation by remote robotic means proved successful on a lesser amphibian life form.

2051 A breakthrough in bioengineering allowed simple electronic prosthetics to function on the low current from animal neurons. These manmade limbs worked only when the creature panicked, however, rendering them useless under normal circumstances.

2054 Science made the impossible real. A recipient of a cloned brain transplant lived beyond his projected life expectancy. A horrible side effect of the operation demanded the man be retaught as a newborn child.

2062 An Indonesian geneticist claimed he cloned an orangutan. This proved to be a hoax.

2063 Wayne Stratton, a scientist from Juneau, Alaska, developed the first risson microscope.

2065 Genetic research and manipulation experienced a major setback when Terrans started questioning the ethics of genetic tampering.

2156 Secretly, Mars started working on cloning the higher life forms again. This year marked the first successful cloning of a higher life form. The first cloned animal was an African gorilla. It lived for eight years.

2159 Using the risson microscope technology introduced in 2063, complete mapping of the human DNA molecule met with complete success.

2163 The Microbyte Mark XIV, a version one-tenth the size of the original prototype developed by Barbara Hall, became available.

2164 Genetic tampering test conducted, using a risson microscope to guide the new Microbyte Mark XIV. The test was successful.

2172 The first human clone died after only three months of gestation.

2182 The second attempt at human cloning succeeded. The woman lived seventeen years before dying instantly in a crash when her spacecraft malfunctioned and plummeted into Deimos, the outer moon of Mars.

2186 The first official genetically altered life form, the Venusian Mud Turtle, was patented by the Aphrodite Genetic Engineering Group, and seeded into the Venusian swamps.

2187 This year marked the appearance of the first genetically altered human.

2193 The Terran government financed the creation of the Delph, a human genotype, to tend the vast Terran oceans.

2200 Albert Madison, a physicist from Galilei, Mars, created the first successful complete bioelectric-organic interface. This allowed the development of brain-computer netlinks and completely interactive prosthetics. RAM awarded Madison the Tyrell Memorial Prize for excellence in 2206.

2201 The next seven years marked a massive Martian push for plant and animal development on Mars. RAM refers to this time as the "Martian Era of Embellishment."

2205 To combat poor health caused by gravity deprivation, Martians and Lunarians altered the genetic structure of their offspring to low-gravity compatibility. Genetic altering continued until the genetic updates cycled through and became the natural norm for all Martian and Lunarian newborns. Very strict laws governed a whole generation until everyone had the proper genetic structure to survive without immunity system breakdown.

2217 The System States Alliance (SSA), under direct orders from the combined Terran government, passed strict laws regarding human genetic manipulation. This restricted RAM's ability to populate its world with altered human life. Historians consider this the greatest catalyst behind the Ten Year War.

2220 In spite of the SSA ruling, RAM developed the Desert Runner genotype. After only two generations, the genotype stabilized, becoming one of the most tenacious genostrains.

2236 The Venusians altered themselves further, seeking greater immunity to the acidic qualities and the thicker atmosphere of Venus. Following RAM's example, they did this secretly.

2265 Despite SSA warning, Ishtar geneticists created the Lowlander genotype to help terraform Venus.

2268 With revolt pending, RAM created the Terrine Mark Ia genotype. In a mass-spending frenzy, RAM manufactured hundreds of thousands of Terrines for the upcoming war. RAM awarded the designer, Carlatta de Vries, the Tyrell Memorial Prize for genetic excellence in 2268.

2275 The Ten Year War started, and all superfluous spending, in programs like genetic research and development, halted temporarily. All spending went toward developing extensive war machines on both sides.

2286 The Ringer, the first biotech human gennie, was created by RAM scientist Mikeil Andropov. The Saturnian ring systems became their home.

2301 Mikeil Andropov, continuing his genetic legacy, created an alternative DNA from synthesized silicate materials.

2330 In a highly publicized media push, RAM developed the Stormriders and prototype Bloats and Rays. This was done to further mock the SSA.

2330 Terrans flocked to Mercury to escape RAM. To cope with the heat and gravity of their new home, the Terrans altered their DNA structure slightly.

2338 Mikeil Andropov's crowning achievement came when he altered a cluster of genes, allowing humans to survive in open space without the use of protective suits. Andropov died shortly thereafter. RAM posthumously awarded him the Tyrell Memorial Prize for genetic excellence in 2342.

2341 RAM created the Spacer genotype, seeding them into the Asteroid belt.

2387 Using Andropov's synthesized DNA structure, an Ishtarian geneticist created the Venusian Manta, using silicon as its basic building block.

2436 Wydlin Corporation created the Terrine Mark Ib, Barney Class, in a laboratory in a Jovian trojan point.

2455 RAM created the Terrine Mark II genotype to find and exterminate the Barney Class Terrine. RAM awarded Michael Shae, the genotype's official creator, the Tyrell Memorial Prize for genetic excellence in January 2457 during a rushed ceremony.

Chapter 2: Great Minds of the Times

Mikeil Andropov (circa 2266-2339)

Race: Martian, Male.
Career: 18th Level Scientist.
Age: 72 at time of death.

Background: Mikeil Andropov was the prodigy of genetic sciences if ever there was one. He first started in the field as a young man, barely able to shave. His career ended when he died as a long-bearded old man who never lost his childlike curiosity.

Nothing got past this incredible man. If there was a problem, he was the person to call. If there was a solution, he found it. If there wasn't a solution, he created one. His feats still amaze the scientists of today. His findings, they believe, were impossible with the primitive equipment of his time. Even today, some of his techniques are state of the art.

Achievements: Before his twentieth birthday, Andropov created the Ringer, the first Biotech human gennie. This genotype was eventually seeded in the Saturnian rings to mine long-strand hydrocarbons.

In 2301, Andropov synthesized a DNA molecule using silicates instead of carbon. This breakthrough eventually led to the creation of the Venusian Ray gennie.

Mikeil Andropov's crowning achievement came in late 2338, when he altered a cluster of genes. The changes he engineered allowed humans to survive in space without the use of space suits. This marvel of genetic manipulation eventually led to the creation of the Spacer gennie. Today, if a scientist wishes to create a similar race, he splices this genetic cluster from the Spacers' genetic pattern.

Andropov died in the early part of 2339, unable to see his vision of men in space without environmental suits come to pass. But the work he began continued without him, and the first Spacer genotype appeared in 2341. Andropov was posthumously awarded the Tyrell Memorial Prize, twice, in 2342.

Leonard Bronsk (circa 2195-2238?)

Race: Terran, Male.
Career: 12th Level Scientist.
Age: 43 at time of disappearance.

Background: Leonard Bronsk was a proud man, standing an unusual seven feet tall. His large frame demanded that he duck under every door, and he never felt comfortable in a world designed for smaller people. Born of wealthy parents in Moscorg (formerly Moscow), he was able to attend the best school in the country. Graduating near the top of his class, he quickly found employment with Kiyev Research. During his first five years of employment, Bronsk continued his education and eventually gained a master's degree in genetics, physics, and chemistry.

Achievements: Bronsk was the chief engineer on a new and bold genotype, called Project Ovis. This project was designed to help curb worldwide food shortages ravaging the planet at the time. He and his team studied the genetic organization of the common sheep. Bronsk was able to decrease the amount of food the sheep ate by eight percent. This, in combination with a more efficient metabolism, allowed Bronsk to increase muscle growth by thirty-five percent and wool production by thirty percent.

Leonard Bronsk received the Tyrell Memorial Prize for Genetic Excellence in 2238 for his incredible work. Within a month of receiving the award, Bronsk was reported missing by his wife. After nearly three years of searching and investigation, authorities charged his wife, Anne, with kidnapping and first-degree murder. She was acquitted of these charges when no concrete evidence could be obtained. It was believed that she arranged for the Russo-American Mercantile to abduct her husband after she drugged his evening meal. (The charge was prompted by a sudden and unexplained increase in her personal bank account after Bronsk disappeared.)

Samuel Denning (circa 2345-present)

Race: Aphrodite Venusian, Male.
Career: 23rd Level Scientist.
Age: 111.

Attributes

Strength	12	Dexterity	10
Constitution	14	Intelligence	18
Wisdom	19	Charisma	16
Tech	18		

Combat

THAC0	7	Armor Class	10
Hit Points	31		

Weapons

Fist, 1d10 points per punch.
Cane, 1d6 points per strike.

Career Skills

Botany	140
Chemistry	150
Gadgeteering	140
General Knowledge	100
Library Search	100
Mathematics	40
Memorize	100
Notice	150

General Skills

Bioengineering	80
Drive Motorcycle	75
Economics	45
Programming	65
Repair Computer	65
Repair Electrical	50
Repair Mechanical	80

Background: Samuel Denning guides himself along the white hallways of his laboratory with a stout wooden cane. He pretends to be partially deaf so he can overhear nearby conversations. His gray hair, cut extremely close to the skull, has receded back to the crown of his head. The fingers on his left hand are slightly bent from arthritis, but the ailment does not seem to hinder his work. His right hand was replaced with a biotech replacement after his hand and arm were destroyed by an explosion twenty-five years ago.

Denning's greatest achievement as a scientist came when he helped Rahij Duhein perfect the Venusian Manta genotype. Using an alternative DNA structure, he managed to invent a silicate-based animal to terraform the Venusian atmosphere as a natural biological function. As the creature breathes, it actually removes the sulfuric content from the atmosphere.

Although Denning did not officially share in the Tyrell Memorial Prize in 2400, Duhein acknowledged his contribution to the award-winning project during the presentation ceremonies.

Combat: Samuel Denning no longer fights, even when he is in the right. He prefers to do his battles with words or in court. He claims his 111-year-old body is too fragile for fisticuffs.

However, when provoked, he can hit a target with his biomechanical right arm for 1d10 points of damage. He receives a +4 bonus to hit and +8 damage bonus when using this arm. His body can withstand only one use of the arm per turn, even though the biotech replacement has the capacity to throw more punches. Samuel Denning takes one point of damage every time he uses his biotech arm in combat.

Personality: Denning's graying hair, failing teeth, and wrinkled lips arouse pity in even the toughest of individuals. Denning, though, despises such reactions to his appearance. Anyone who responds to him in such a manner receives a significant rap in the posterior from his stout cane. This rap causes no damage, but has been known to bruise many an ego. Unfortunately, some people see Denning's behavior as funny, which irritates the old man further. He does not strike more than once, though, as he does not believe in punishing someone twice for the same offense.

Rahij Duhein (circa 2357-present)

Race: Ishtar Venusian, Male.
Career: 21st Level Scientist.
Age: 100.

Attributes

Strength	10	Dexterity	14
Constitution	12	Intelligence	17
Wisdom	13	Charisma	16
Tech	17		

Combat

THAC0	8	Armor Class	10
Hit Points	38		

Weapons

1 Monoknife (Damage 1d6, Range 3, ROF 1)
1 Rocket Pistol (Damage 1d8, Range 400, ROF 3/2, Shots 7)
1 Mini-Needle Gun (Damage 1d2, Range 150, ROF 2, Shots 10)

Career Skills

Biology	150
Chemistry	150
Gadgeteering	100
General Knowledge	50
Library Search	75
Memorize	100
Notice	50
Physics	165

General Skills

Bioengineering	80
Fast Talk	80
Hypnosis	60
Intimidate	60
Law	75
Read Lips	65

Background: Rahij Duhein looks much younger than his 100 years would indicate. His apparent age (he looks to be a healthy 65) is an example of what Lifextend can do. As a Venusian scientist, he has a vast quantity of the drug available to use.

Primarily responsible for the creation of the Venusian Manta, he has floated on that achievement for decades now. To date, he has been unable to produce another genotype. He simply sits around waiting for the SSA to send more awards his way. Unfortunately, the Manta was created long ago and science has a tendency to focus on the latest breakthroughs.

Combat: Duhein carries various weapons upon his person, which he uses often. When he first meets someone, he must make a successful Wisdom check or consider the person an enemy or corporate spy.

Personality: Duhein is a very paranoid man. His computer is not now and never has been hooked up to the system-wide network. He never downloads anything to his computer, insisting instead on hard-copy deliveries. His secretary enters the hard copy into his computer so he can read it at his leisure.

Barbara Hall (circa 1996-2032)

Race: Terran, Female.
Career: 13th Level Scientist.
Age: 36 at time of death.

Background: Barbara Hall was a recluse who lived in southern Texas. She had dark brown hair and unusually long fingernails. Her parents were unable to afford the schooling she deserved, so she had to waitress and work at a local grocery store to pay the bills her scholarships did not cover.

Unjustly resenting her parents for their lack of wealth, she completely ignored them after she left home. She did not invite them to her wedding, nor did she go to their funeral. After their deaths, she pushed their memory from her mind. They died before her achievements were realized.

Hall was married to a perpetually unemployed man who refused to support her, preferring instead to taunt and ridicule her. This resulted in a messy divorce, with her husband gaining a hefty alimony settlement and custody of their two children.

In spite of her accomplishments, Hall was never satisfied. Her desire to be better than everyone, especially her parents, soon drove her to a nervous breakdown in 2020. She spent five years in a mental health facility, and after her release went to work on the first genetic manipulation by robotic means program. She never again achieved the fame or prestige she knew in younger days.

Achievements: In 2016, Barbara Hall developed the Microbyte for her master's degree in Micro-Engineering. Her professor attempted to take credit for the development, but Hall took him to court. Her notes were far more detailed than his, and she won her lawsuit in 2018. Hall was awarded the Tyrell Memorial Prize soon thereafter.

Hall played an integral part in the first "Genetic Manipulation by Robotic Means" test. The entire program ran from 2026 to 2032, but Hall died during the last stages of the experiment. The program gained some small successes with its lesser amphibian life form test subjects.

Alex Jaisey (circa 2200-2239)

Race: Lunarian, Female.
Career: 10th Level Scientist.
Age: 39 at time of death.

Background: Alex Jaisey was a beautiful woman who worked at Kiyev Research with Dr. Leonard Bronsk. Unlike many of her Lunarian compatriots, she did not suffer agoraphobia, but she had no great love for open spaces either.

Achievements: When Leonard Bronsk received the Tyrell Memorial Prize for Genetic Excellence in 2238, he noted the contributions to his work made by Alex Jaisey. He credited her with the Woolsheep's increased wool production, whereas the original design only called for a higher food yield while decreasing the animal's food intake. Jaisey insisted she could also increase wool production without hampering meat yield. Bronsk let her try, and was very pleased with the results.

During the reception following the award ceremony, Bronsk's wife, Anne, started yelling at him, making allegations regarding his and Jaisey's relationship. Bronsk insisted he and Jaisey had nothing more than a professional relationship, but his wife refused to listen. She stormed out of the reception area, much to the delight of the attending media representatives.

Police investigations into Leonard Bronsk's subsequent disappearance did turn up evidence of a personal relationship between the scientist and Jaisey, however. This revelation, and the sudden growth of Anne Bronsk's bank account, prompted charges to be brought against the "grieving widow." Unfortunately, the prosecution failed to turn up more substantial evidence against Anne Bronsk. She was found "not guilty." Shortly after the media-sensationalized trial ended, Alex Jaisey was found dead. The coroner's report determined she died of natural causes.

Jaisey took the secret to increased hair follicle activity without increased dietary intake to the grave. Her accomplishments have never been repeated except through Woolsheep gene splicing.

Theo Jameson (circa 2430-present)

Race: Terran, Male.
Career: 18th Level Scientist.
Age: 26.

Attributes

Strength	13	Dexterity	18
Constitution	14	Intelligence	18
Wisdom	17	Charisma	17
Tech	18		

Combat

THAC0	10	Armor Class	4
Hit Points	38		

Weapons

1 Bolt Gun (Damage 1d4, Range 400, ROF 2, Shots 10)
2 Monoknives (Damage 1d6, Range 3, ROF 1)

Career Skills

Biology	100
Botany	100
Chemistry	100
Gadgeteering	100
General Knowledge	35
Library Search	35
Memorize	150
Notice	100

General Skills

Astrogation	50
Astronomy	80
Bioengineering	80
Metallurgy	50
Pilot Rocket	50
Ship Lore	50

Background: Theo Jameson is a tall Terran male without an ounce of fat on his skeletal frame. His diet consists of high-calorie "junk food," high cholesterol meats, and frozen desserts. He says he has never touched a vegetable or anything healthy in his life. Born in the Chicagorg arcology, he soon moved to the Asian Regent to take a rare employment opportunity with Kiyev Research.

Combat: Theo never used to bother with weapons. He thought them a waste of time. However, when several men attempted to kidnap the young doctor, his attitude quickly changed. Only the fortunate appearance of a police patrol saved Jameson from his would-be attackers. He now carries several weapons on his person at all times. Over the last two years since the aborted kidnap attempt, he has become more than proficient in their use.

Personality: Theo Jameson is one of the System's leading Microbe Biologists. Working extensively with viral and bacterial matter, he has created two lethal viruses—the TVS and the GAV. (See the "Animal Gennies" chapter of this book for more information on these lethal germs.)

Jameson's interests have recently shifted to Astronomy and Rocket Piloting. When off work or on vacation, he can be found skimming space in his own personal rocket, his girlfriend at his side.

Albert Madison (circa 2185-2270)

Race: Martian, Male.
Career: 10th Level Scientist.
Age: 85 at time of death.

Background: Albert Madison was an electrical scientist who was born severely handicapped. A quadriplegic, Madison had to learn to perform with his mouth what nonhandicapped people consider normal, everyday activities. For example, Madison learned to type nearly 60 words a minute by rapping the end of a stylus held in his teeth against a computer keyboard.

Achievements: In 2200, Albert Madison created a computer simulation of the mechanics behind total interactive prosthetics. This development led to discoveries enabling the eventual creation of the Ringer gennie in 2286. It also had far-reaching implications on such advancements as the computer downloading of a personality.

Madison was only 16 when he published his original findings. In 2206, he received the Tyrell Memorial Prize. Being only 21, he became the youngest person to ever receive this prestigious award.

At the age of 23, Madison began teaching. Originally hired by the Olympia Institute of Technology to teach micro-technology, he soon began educating his students on the ethics behind genetic research. One year later, in the year 2210, he left Mars, seeking asylum on Earth.

New Londonorg received this brilliant man with open arms, admitting him immediately as a professor of philosophy. In this position, Madison published six books, each more antigenetics than the one before.

His books led to very strict SSA rulings, limiting human genetic manipulation. Historians now feel this one event triggered the eventual Ten Year War that led to the near-destruction of Earth. Albert Madison, though, died five years before the war started, so he never saw the result of his work.

Bjorn Moseng (circa 1972-2062)

Race: Terran, Male.
Career: 15th Level Scientist.
Age: 90 at time of death.

Background: Bjorn Moseng was a national-born Swede who moved to the United States in 1982 when his parents decided to "live the good life." With that goal, they moved to the Bronx. Moseng graduated from college in 1998 with the full intent of teaching biology to high school students in the New York area.

However, when he left Massachusetts Institute of Technology as Magna Cum Laude, he was offered a six-digit salary by the University of Stockholm, Sweden. He could not refuse such an offer, so he moved back to the land of his birth to teach.

Achievements: In 2009, he and his finest students started performing cloning experiments on human organs. Reenacting the Tomsk experiments of 2004, they cloned the heart, spleen, and kidneys.

They soon tired of recreating the past, which led to Moseng's decision to attempt a cloning of the human brain. One student, Inga Atkisson, donated a series of one thousand cells from her cranial cortex for use in the experiment. Moseng froze all but twenty-five of the cells in liquid helium to preserve them until needed.

After several years and many failed attempts, 2012 marked the breakthrough Moseng was seeking. Atkisson's brain was successfully cloned.

Unfortunately, Moseng and his students received no recognition for their efforts. Neither the Nobel Prize nor the newly founded Tyrell Memorial Prize was awarded them. Their success was overshadowed by the discovery of a stable super-heavy element, later named Galilaeium and given an atomic number of 121. This finding proved that the theorized "island of stability" in atomic nuclei beyond element 109 stretched farther than was first predicted and was considered more important than "just another organ cloning."

Michael Shae (circa 2428-present)

Race: Martian, Male.
Career: 18th Level Scientist.
Age: 28.

Attributes

Strength	11	Dexterity	14
Constitution	12	Intelligence	18
Wisdom	15	Charisma	17
Tech	18		

Combat

THAC0	10	Armor Class	10
Hit Points	36		

Weapons

None

Career Skills

Biology	120
Botany	15
Gadgeteering	189
General Knowledge	85
Library Search	121
Memorize	100
Metallurgy	24
Notice	66

General Skills

Bioengineering	80
Chemistry	62
Composition	15
Design Engineering	18
Diagnose	44
Leadership	51
Life Suspension Tech	45
Repair Life Support	45

Background: Born in Pavonis, Michael Shae was trained to be a genetic engineer since he was a young boy. This concentrated career path led to his enrollment in the Olympia Institute of Technology. At the institute, Shae majored in Genetic Manipulation and minored in Engineering.

Shae is a young man in his late 20s. He currently juggles three girlfriends and a career. Some think him a peerless womanizer, others a cad. The truth falls somewhere in between.

In 2455, Shae created the Terrine Mark II genie to aid RAM in exterminating Barney Class Terrines. In 2457, he received the Tyrell Memorial Prize wearing full RAM regalia. His acceptance speech was a well-rehearsed oration on RAM's superiority over the whole system.

Combat: Michael Shae does not fight. His motto is, "I m a lover, not a fighter." Still, the solar system can be a violent place, and Shae likes to be prepared. He carries a transmitter in his belt to alert RAM security should he need their services. His importance to RAM keeps 2d6 Terrine guards ready to rush to his aid within 1d4 rounds of his activation of the transmitter. He has made an art out of escaping after the Terrines arrive. He easily disappears while they handle the confrontation.

Personality: Michael Shae is an arrogant, spoiled young genius who gets whatever he wants from RAM. Since the creation of the Terrine Mark II genotype, he has become one of the highest-paid geneticists in the system.

Wayne Stratton (circa 2003-2066)

Race: Terran, Male.
Career: 10th Level Engineer/Scientist.
Age: 63 at time of death.

Background: Wayne Stratton was born in Unalaska, Alaska, a small village in the Aleutian island chain south and west of Alaska proper. He moved to Anchorage when he was 22 to enroll in a prestigious university to study engineering. He had to work his way through school, unable to qualify for a scholarship. After seven years, he graduated in the middle of his class, winning no awards.

After a lackluster performance made up of mediocre grades, Stratton feared he would never find a job as an engineer. He decided to go back to school to improve his position, gaining a computer science degree in six years. This time he turned previously mediocre grades into grades to make people notice, graduating in the top ten percent of his class. At the age of 35, after completing two diverse science degrees, Stratton felt he could get a job working with computers.

Stratton was hired two months after completing his second degree by a relatively unknown company in Juneau, Alaska. But much to Stratton's surprise, he was hired for his engineering background and not his computer science degree.

Achievements: Wayne Stratton and fifteen other scientists and engineers were hired to produce a microscope more powerful than the best electron microscope currently available in order to view the atom itself.

After decades of work, Stratton and his team produced a microscope that matched the projected design specifications. He called it the Risson Microscope. The prototype weighed over 30,000 tons and cost over $45 billion.

Due to the cost of the project, the corporation insisted that a smaller model be produced. While work continued, a true breakthrough in the size of the microscope was a full century away. It would be completed by someone other than Stratton, as he died two years after producing the prototype.

Frank Vale (circa 1992-2020)

Race: Terran, Male.
Career: 7th Level Scientist.
Age: 28 at time of death.

Background: Frank Vale was a Russo-American scientist who achieved his greatest success at the age of 26. Unfortunately, that success would later prove to be based upon faulty information. At the peak of his life, Vale stood well over six feet tall and weighed close to 300 pounds. A proud man, he always avenged any insult or slight afflicted upon himself or his family.

Vale's favorite method for resolving a grievance was to bring out his grandfather's old-styled dueling pistols and challenge the offending party to a duel. Vale's pride and his grandfather's pistols eventually led to his death in 2020 when he challenged someone who was a better and faster shot than he was.

Frank Vale never married, claiming that taking a spouse was an outdated and idiotic form of glorified slavery. In truth, his arrogance and self-centered nature drove any potential mates away, and even kept most of his friends at bay. Even his colleagues found him to be infuriating, and the atmosphere in the lab was always strained.

Achievements: Vale and his colleagues mapped human DNA in 2018 using the new microbyte technology. The map proved to be more reliable than the effort produced in 1995, and Vale became an overnight sensation.

Unfortunately, the map he and his team produced was inaccurate. Its acceptance by the scientific community and its use as a true representation of human DNA added to Vale's pride, but caused major problems for geneticists over the next several decades. The first indication that Vale's map was inaccurate came when geneticists, using Vale's map, tried to remove defective genes from an Columbian fetus. Their failure, and subsequent failures by other geneticists using the map, finally led to the abandonment of Vale's DNA map by the scientific community.

Carlatta de Vries.dop

(circa 2228-present)

Race: Martian, Female. Digitized in 2276.
Career: 33rd Level Scientist.
Age: 228 (48 at time of digitization).

Attributes

Strength	14	Dexterity	15
Constitution	12	Intelligence	16
Wisdom	16	Charisma	19
Tech	18		

Combat

THAC0	−2	Armor Class	−6
Hit Points	160		

Weapons

Carlatta de Vries.dop has several weapons available to her, but they are usable only in the confines of the computer realm. These programmable abilities are usable only on other Digitalized Personalities, but she can affect the noncomputer world (see below).

Career Skills

Biology	165
Botany	165
Chemistry	165
Gadgeteering	165
General Knowledge	165
Library Search	165
Memorize	165
Notice	165

General Skills

Bioengineering	80
Bypass Security	80
Design Engineering	50
Economics	80
Fast Talk/Convince	80
Intimidate	80
Programming	50
Repair Computer	60
Program Enhancements	*100*

Background: Carlatta appears to the noncomputer world as an extremely thin, frail woman wearing horn-rimmed glasses, Swiss-dot dress, and two-inch elevated flower-print pumps. Her hair is braided and nestled in a bun atop her head.

Combat: When angered by employees, Carlatta immediately terminates their jobs. She also "blackballs" them throughout the genetics community. With nonemployees, she adds their names to RAM's criminal lists, or sends a squad of Terrines after them.

Personality: Carlatta de Vries.dop appears to be a perfectly innocent woman, but she is totally ruthless. She gained control of the Aphrodite Genetic Engineering Group on Venus by falsifying memorandums, purchase requisitions, and bank statements and by making all persons in her way appear to be RAM agents or worse.

Remus Wydlin (circa 2385-present)

Race: Belter, Male.
Career: 20th Level Scientist.
Age: 71.

Attributes

Strength	17	Dexterity	13
Constitution	14	Intelligence	17
Wisdom	18	Charisma	14
Tech	17		

Combat

THAC0	8	Armor Class	10
Hit Points	48		

Weapons

None

Career Skills

Biology	150
Chemistry	100
Gadgeteering	50
General Knowledge	150
Library Search	100
Mathematics	50
Memorize	150
Notice	50

General Skills

Bioengineering	70
Botany	25
Cryptography	50
Literature	75
Pilot Rocket	50
Programming	50
Speak/Read Latin	80

Background: Remus Wydlin is a tall, balding Belter with white hair. His muscular frame makes him look younger than his 71 years.

When Wydlin learned the Drakolysk Corporation, a RAM puppet, planned to take control of his laboratory in one of the Jovian trojan points (also known as LaGrangian or LaGrange points), he programmed a hatred toward RAM in the last 40 Barney Class Terrines he constructed. These Barneys have been wreaking havoc ever since.

Drakolysk did eventually manage to seize Wydlin Corporation in a spectacular fire fight which was believed to have killed the old man. Later evidence revealed that Wydlin lived through the battle, and now RAM wants him. Wydlin, however, has remained one step ahead of his pursuers and is believed to be moving through the outer system.

Combat: Wydlin considers himself a peaceful man, preferring philosophy over fighting. He has set his laboratory up as a booby trap for those times when violence becomes necessary. Relying upon human greed, he uses this trap to kill anyone who tries to steal valuables from him. He personally has no desire for such objects, but does not like being taken advantage of either.

Personality: Wydlin is very philosophical and wise. He values intelligence above all else. He is sagacious and shrewd. He takes slights personally and enjoys getting even with those who wrong him.

David Zimmermann.dop

(circa 2266-present)

Race: Martian, Male. Digitized in 2309.
Career: 45th Level Scientist.
Age: 190 (43 at digitization).

Attributes

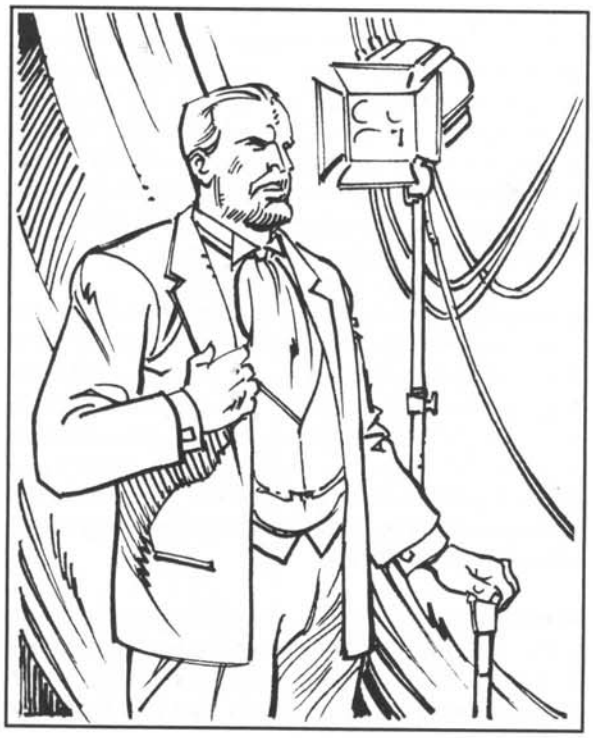
Strength	12	Dexterity	17
Constitution	13	Intelligence	18
Wisdom	14	Charisma	14
Tech	18		

Combat

THAC0	−8	Armor Class	−9
Hit Points	200		

Weapons

David Zimmermann.dop has weapons available to him, but they are usable only in the confines of the computer realm. These programmable abilities can only be used against other Digitalized Personalities, but he can affect the noncomputer world.



Career Skills

Biology	300
Botany	300
Chemistry	200
Gadgeteering	200
General Knowledge	200
Library Search	200
Memorize	200
Notice	200

General Skills

Bioengineering	80
Bypass Security	80
Economics	80
General Knowledge	80
Jury Rig	80
Programming	80
Repair Computer	80
Program Enhancements	*340*

Background: As a Digital Personality, David can appear as he wishes when he enters a holographic projector. Usually, he appears in his previous body's form: a lean, attractive man without a smattering of gray in his hair. He wears clothing that is two hundred years out of date.

Personality: David is a very cruel person. He is responsible for the "accidental" deaths of more than one hundred persons over the years of his digitalized existence. His favorite tactic is to enter the computer of an enemy's ship and alter its programming. He has rigged navigation consoles to plummet ships into nearby moons, and has even convinced ship computers to self-destruct. Once he has accomplished his computer tampering, he enters a netlink and transfers himself safely home.

Zimmermann.dop lives in a secure section of the RAM mainframe. Extensive security systems and programs guard his residence, and all of the codes are hard-programmed into his being.

Zimmerman.dop is currently in control of the Gennietek Corporation in Galilaei, Mars. He has been known to enter the computers of other genetic corporations tied in with the RAM mainframe or the solar-wide network to steal plans and give RAM the jump on new gennie projects.

Chapter 3: Gennie Manufacturers

Aphrodite Genetic Engineering Group

Home Office: Aphrodite, Venus.
Inception Year: 2180.
Animal Gennies: Venusian Mud Turtle.
Human Gennies: None.

Aphrodite Genetic Engineering Group (AGEG) is noted for being the first genetics corporation to produce a truly genetically invented life form. Their creation, the Venusian Mud Turtle (based upon a Terran tortoise), was seeded into the Venusian swamps and lowlands in 2186. It proved to be a very stable genotype that has survived into the present era. After nearly three centuries, the basic genotype has not experienced the slightest mutation to its original design. Even Venus's intense background radiation, associated with the planet's close proximity to the Sun, has not effected the creature.

Located at Maat Mons, the site of the destroyed Venusian space elevator, AGEG today attempts to produce yet another animal suited for life in the harsh Venusian wilderness. The company hopes to recapture the success it had with the Mud Turtle. Even though they have not officially created a new genotype since 2186, these hard-working scientists keep busy, both with their own projects and in collaboration with other companies. Recently, they helped GennieTek of Mars reproduce and improve the Desert Runner genotype. This collaboration led to the creation of the Desert Runner Mark II gennie.

Currently, a Digital Personality named Carlatta de Vries.dop runs AGEG. See Chapter 2 for more information on this remarkable DP.

On page 22, a map of the Aphrodite Genetic Engineering Group's headquarters has been reproduced. The text below it is keyed to the numbers on the map and explains the rooms and special equipment found there.

Several rooms are secured by a security card key available only to AGEG employees. Each card is a mottled red on black. Approximately 1/16th of an inch thick and constructed of superdense polymers, these cards are designed to be placed over an infrared scanning device set into the wall next to specific doors. These scanners are not obtrusive; you must be aware of their locations (as employees are), or be able to detect the soft infrared beam emitted from their hidden location in the walls. The cards come in three different security and priority levels codes.

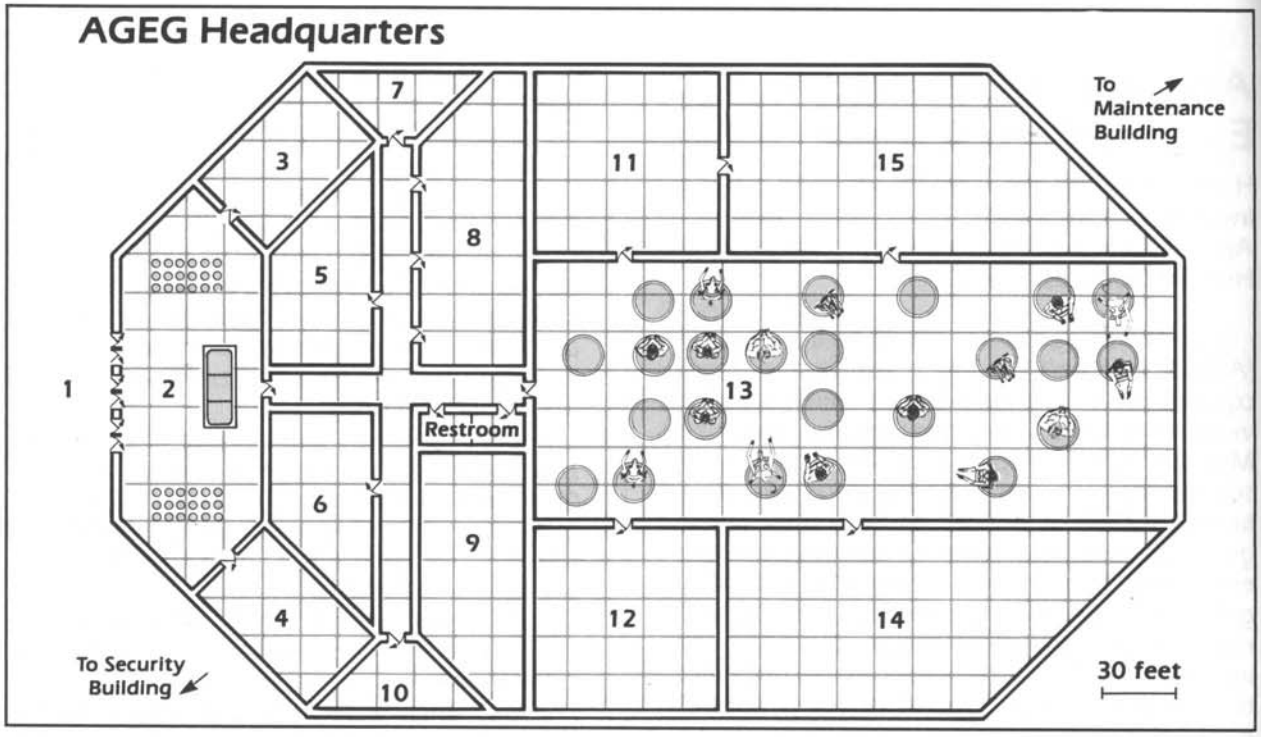
Level-One Cards allow users to enter any room or location on the map labeled as Level-One, Level-Two, or Level-Three Security Areas. Only three such cards exist, and Carlatta had a recently deceased employee place them in a secret location only she knows.

Level-Two Cards allow users to enter any location on the map labeled as Level-Two or Level-Three Security Areas. If an attempt is made to enter a Security-One area with this type of card, the scanner beeps once. Any further attempts with the offending card alerts corporate security. Twenty of these cards exist.

Level-Three Cards allow users to enter any location on the map labeled as Level-Three Security Area. If an attempt is made to enter a Security-Two area with this type of card, the scanner beeps once. Any further attempts with the offending card alerts corporate security. If someone with this type of card attempts to enter a Level-One area, security responds immediately. Fifty of these cards exist.

All AGEG identification cards appear to be identical, no matter what security level they are cleared to access. Open-Access areas do not require identification cards to enter.

Note that corporate security and maintenance have their own buildings elsewhere on the premises, though a small security team is stationed in the reception area during business hours. After business hours, security relies on alarms and frequent patrols to keep the headquarters safe.



Location 1: This location identifies the entrance to AGEG Headquarters. These doors are open to the public throughout business hours: 7:00 AM to 9:00 PM, Monday through Friday. The doors remain locked from 9:00 PM to 7:00 AM, and throughout the weekend. Any attempt to enter the building during the off hours triggers a silent alarm and alerts security. Security arrives in 1d6 rounds. A Level-Three Card can open these doors during the off hours without triggering the alarm.

Location 2: This is the reception area. Large plants, comfortable chairs, tables, reading material, and several videophones make this a comfortable area to spend time while waiting for an appointment.

Location 3: This is a nonsecure meeting room. Being an Open-Access area, no security card is required to enter. This room has a long table and two dozen comfortable, high-backed chairs.

Location 4: This is a full-security meeting room. Level-Two access cards are required to enter this room. The room is continually scanned for hidden recording devices and feedback from common spy equipment. The scanning equipment is so sensitive, it can pinpoint the receiving location of a tight-beam transmission.

Locations 5 and 6: Cubicles and computer work stations fill this Level-Three access area. The information contained in these rooms is not classified top secret, but AGEG does not want just anyone to walk in and examine it.

Location 7: This storage facility contains top-secret information and has been designated as a Level-Two area.

Location 8: This area contains the executive cubicles and computer work stations. It requires a Level-Two card to enter. Each cubicle is larger than those in locations 5 and 6, and AGEG's executives are allowed to personalize their work spaces to suit their own tastes.

Location 9: This Open-Access area is the cafeteria, kitchen, and dining area. Employees can bring their own meals, or purchase a pre-

pared meal. The costs for meals are reasonable.

Location 10: This Level-One security area is filled with cabinets, computer media, and other storage facilities. The information contained in this room is considered top secret.

Location 11: This Open-Access area is the main laboratory. No cards are necessary to enter the room, but it can only be reached by going through the growth room, location 13. This room contains three risson microscopes and other machinery necessary for genetic research and manipulation.

Location 12: This Open-Access room is the secondary laboratory. It contains two risson microscopes and a microbyte creation facility that can construct 100 microbytes per day.

Location 13: This is the growth room. The large area is filled with growth vats. A Level-Two access card is required to enter this area.

Location 14: This room houses AGEG's self-repairing mainframe computer. This is also the "living quarters" for Carlatta de Vries.dop. The door can only be opened by a Level-One access card.

Location 15: This main storage facility for the genetics laboratories holds vats of fetal fluids, cryogenic tanks filled with genetic material, and other similar storage containers. It is an Open-Access room, but can only by entered through the growth room, location 13.

Corporate Policy

The company usually prosecutes any infractions against it using standard Venusian laws and policies. The Venusian legal system is very strict and unyielding, but not nearly as rigid and unforgiving as RAM's. Under certain circumstances, AGEG bypasses the legal system and dishes out its own form of justice. This is especially done against corporate spies and corporate treason.

AGEG's personal justice system takes the form of arranged accidents, forcefully altered memories, slow-acting poisons, or complete erasure. Complete erasure entails ridding the system's computers of all knowledge of an individual, making it as though the offending party never existed. After complete erasure, the corporation can dispose of the offending party or use him as a "volunteer" in genetic experiments without fear of reprisals.

AGEG is always looking for people with new ideas and fresh approaches. Those interested in securing employment with a company that pays far better than its competitors can send resumes to:

AGEG
440's. Phidias Blvd.
Maat Mons, Aphrodite Terra
Zip 42521-02-2434. Venus

Looking for excitement? A fat paycheck?

Look no further! **27th Century Employment Services** of Luna can help the peoples of today find the employment opportunities they deserve!

With only a one-time 3,200cr fee, we guarantee any job you desire!

- -Genetic Engineer
- -Rocketjock
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- -Digitization Technician
- -Corporate Attorney
- -Earth Sprawl Sanitation
- -Venusian Tour Guide
- -Teacher
- -Engineer
- -Terrine Force Trainer

If you don't have the skills necessary to fill a position, we implant them for only 40,000cr, payable in monthly installments of 1,200cr for five years.

Call us today!
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We also have temporary jobs available!

BioScience

Home Office: Pavonis-Mars, Mars.
Inception Year: 2202.
Animal Gennies: Whitefang.
Human Gennies: Asterminer, Belter, Martian basic genotype, Spacer, Terrine Mark Ia, Worker.

BioScience is one of many RAM-operated and RAM-owned genetic corporations. BioScience's reputation as the most notorious and the most visible of the corporations, however, sets it apart from the crowd.

In 2205, the recently settled Martian colonists found their health failing due to the lower gravity of Mars. To combat this ever-growing problem, the genetic structure of all new-born Martians was altered. This enabled all future Martians to be born with systems able to survive easily in the planet's environment. Unfortunately, the same alterations which saved their lives limit Martians' ability to work or live in higher gravity worlds.

BioScience also created several genetically invented gennies. Their most popular gennie (or hated one, depending upon your birthplace) is the original Terrine genotype. This creation was put into mass production in 2268 to aid RAM in its planned revolt against the Solar System Alliance.

Their second most-popular model is the Worker gennie. The Worker is altered to inhabit whichever environment it is designated to work in. BioScience adds a designator to the name to identify specific types. For example, Workers sent to Titan are labeled "Worker. Titan."

BioScience Corporation operates under the laws and policies set down by the BioScience Division of RAM. These two factions should not be confused, though to outsiders and many Martians they are considered one and the same. The division strictly oversees BioScience Corporation's activities with a very watchful eye. Durella Valmar, Ardala's sister, is the director of BioScience Division.

Durella Valmar

Race: Martian, Female.
Career: 8th Level Scientist.
Hit Points: 18.
Armor Class: 4 (Smart Suit).
THAC0: 16.
Attributes: Str 7, Dex 12, Con 9, Int 18, Wis 16, Cha 14, Tech 13.
Career Skills: Biology 90, Botany 75, Chemistry 40, Gadgeteering 25, Memorize 10, Notice 20.
General Skills: Bioengineering 80, Repair Computer 5, Repair Electrical 40, History 5, Mathematics 5, Physics 5, Programming 5, Etiquette 5, Leadership 5, Fast Talk/Convince 5.
General Information: Durella is every bit as skilled in the sciences as her sister, Ardala, is skilled in treachery. The two sisters share the same self-interested goals, but Durella lacks the ingenuity and ruthlessness to ever accomplish any of them. See the XXVCR1 *Mars in the 25th Century* accessory for a full description of Durella Valmar.

For employment opportunities with BioScience, call 011-(05)/[66632]-900-246-724. Calls cost 62cr for the first minute and 50cr for each additional minute. Interested parties can also electronically mail resumes to the following address. Note that only planet-born Martians need apply. We are not an equal opportunity employer. All qualifying resumes are kept for a period of one year. All those who submit resumes should expect thorough background checks.

BioScience Corporation
Level 42, Quad 16-A1
Pavonis, Pavonis Mons
Zip 61212-05-2467, Mars

See our advertisement on page 25.

DNA-Recon, Inc.

Home Office: Aerostates, Venus.
Inception Year: 2190.
Animal Gennies: Kraken, Sand Squid.
Human Gennies: None.

DNA-Recon is the only Aerostates genetics firm in existence. Their facilities were originally constructed to house an institute of higher learning, but due to the lack of support from the Aerostaters, the college was closed and the building sold. After trading hands a number of times, a new conglomerate combining the best minds from RAM, Luna, Earth, and Ishtar purchased the building and set up a genetics firm. This partnership took the name DNA-Recon, Inc.

DNA-Recon is now regarded as an isolationist corporation with some of the most stringent security policies in the system, but that was not always the case. In the late 23th Century, a RAM corporate spy infiltrated the company, posing as a renegade scientist from BioScience on Pavonis-Mars. DNA-Recon allowed the scientist into their midst with only a modest security check, since RAM highly publicized the "renegade's" departure and offered a substantial reward for his return.

After several months of top-notch work for DNA-Recon, the scientist was finally awarded his own pass key. A few weeks later, the scientist sabotaged DNA-Recon's genetic stores, demolishing them with a very low-yield nuclear weapon. In addition to the loss of scientific equipment and research data, one hundred people died in the blast. Another one thousand people died due to blast-related radiation poisoning over the next seven years.

After this terrible incident, DNA-Recon moved its operation to the St. Brenden Aerostate, where they purchased a highly secure building. Now an intensive and extensive check is made of every potential employee's past history. A DNA sample must be submitted with each resume for serious consideration.

When DNA-Recon secures a copy of a potential employee's DNA, they run checks

We Specialize in Brilliance!

Are you tired of the runaround and the strict rules of the genetics corporations of today? Jaded because the other guys keep getting advancements and you don't? Feel like none of your projects are getting the funds?

Well, look no further, because we have a deal you can't refuse! We at the BioScience Corporation are tired, too! If you want the finest in benefits, the most sophisticated equipment available today, superior workmates, and the most attractive secretaries, we have a job for you!

Do you have these qualifications?

–A Doctorate in Biotechnology and Biology or Botany.
–An excellent work record.
–A desire to climb to the top without care or worry.
–A love for structure and dependence.

If this sounds like you, call us today! We want you on our team!

011-(05)/[66632]-900-246-724

BioScience Corporation
Level 42, Quad 16-A1
Pavonis. Pavonis Mons.
Zip 61212-05-2467. Mars

Serving the Solar System for over two centuries.
Non-Martians need not apply.

against the SSA computer banks to make sure the person is who they claim to be. Then the company checks the system-wide computer networks, looking for any and all information on the person. No data network is overlooked and no block of memory is left unturned, from Mercurian data banks to Jovian main frames.

The destruction of DNA-Recon's original labs and data stores by the actions of a RAM corporate spy has forced the company to practically seal itself off from the outside world. Standing policy dictates that no Mars-born individual can become an employee. In the recent century, a strong distrust for the other three cultures on Venus has developed as well, causing the company to expand its discrimination policy. The company now refuses employment to Ishtarians, Lowlanders, and even Aphroditians. Terran scientists are DNA-Recon's preferred recruitment candidates at this time.

DNA-Recon's current objective is to improve Kraken stock. The company has efficiently increased the beast's size by over fifty percent, allowing herders to maintain smaller herds while feeding the same number of people.

Recently, Stormriders from Jupiter have approached DNA-Recon to create a fair-trade agreement. This treaty, still in negotiation, decrees that the Jovians will sell their genetic plans at the same price as the Venusians, allowing both societies to benefit from each other equally. While DNA-Recon is willing to do this, the final word must come from all the Venusian governments. When the Aerostates, Ishtarians, and Aphroditians all agree, the trade agreement will go into effect.

In the absence of a signed trade agreement, DNA-Recon and the Stormriders have nonetheless been sending coded transmissions back and forth, helping each other in their respective projects. No credits, either electronic or cold, hard currency, have changed hands, making this contact somewhat suspect as far as the rest of Venus is concerned.

It is believed that this secretive contact has enabled DNA-Recon to drastically increase the Kraken herd size, but no one on either side will confirm this theory. No theories have as yet been put forth concerning what the Stormriders have gained from this contact.

For employment opportunities, call 011-(02)/[78273]-362-7326. Calls are tolled by standard videophone rates. Interested parties should call their communications carrier for information on current rates. The job availability listing is continuously updated by a Digital Personality to assure up-to-the-nanosecond accuracy.

Interested parties can also mail resumes to the following address, post paid and secured for 3,000cr. They must be sure to include a notarized DNA, skin, or blood sample for verification of identity. Resumes without a notarized sample are immediately disqualified. All qualifying resumes are kept on file for six months. Feel free to contact Bartholemew Oasis.dos at the Employment Department at any time, day or night, to ask about a resume's status. Note that Lowlanders, Ishtarians, Aphroditians, and planet-born Martians need not apply.

DNA-Recon, Inc.
Employment Department
c/o Bartholemew Oasis.dos
Level 4, Sphere 25
St. Brenden Aerostate
Zip AS023-02-3627, Venus

Drakolysk Corporation

Home Office: Phytus, Mars.
Inception Year: 2430.
Animal Gennies: None.
Human Gennies: Terrine Mark II, Tinker, Worker.

Drakolysk Corporation is believed to be a division of BioScience, and Drakolysk is not doing anything to quell the rumors. In spite of this rumor, Drakolysk finds itself with plenty of work. RAM-loyal Martians, in their constant desire for more beauty and sex appeal, flock to Drakolysk for reconstructive surgery and DNA alteration of their unborn children.

The primary producer of the Worker gennie, Drakolysk constantly looks for ways to crush the innate creativity in the human genotype. The creativity-quelling process produces loyal, servitude-minded beings that are easily controlled, and is the main reason for the Worker gennie's popularity. Drakolysk's Tinker gennie, on the other hand, is genotyped with an increased creativity to facilitate its inbred function. Tinkers are modified by a near-debilitating agoraphobic nature to guarantee compliance with orders and to balance out their high creativity.

Wydlin Corporation activity in the L5 trojan point of Jupiter garnered Drakolysk interest several years ago. When Drakolysk learned Wydlin was in the process of creating the Terrine Mark 1b model, the company decided it had to be involved. Several attempts were made to seed their scientists into the development team in order to steal the design. When this exercise in corporate espionage did not succeed, more drastic measures were taken.

Drakolysk informed the RAM CEO, Simund Holzerhein, that Wydlin was attempting to create a more powerful Terrine genotype to use against the current model. Drakolysk asked for permission to dismantle the Wydlin headquarters, and Holzerhein consented. He provided Drakolysk with a large fleet and several Shock Troop battalions.

With these troops to bolster its own forces, Drakolysk invaded the Jovian trojan point. It attacked with the intent to eradicate, not retrieve, information. It was believed that Remus Wydlin, the Mark 1b designer, died during the attack. When the battle ended, Drakolysk breached the shell of the orbiting station—and found it empty. It is unknown if Wydlin knew the attack was coming, or if the battle was so fierce that all remains were vaporized. Information regarding the Terrine Mark 1b, otherwise known as the Barney class Terrine, was lost.

The Drakolysk Corporation is always looking for the brightest youth to train in genetics. They often enter Martian schools and search through the Intelligence Quotient reports for the brightest individuals. These young geniuses are trained by Drakolysk to assure a constant supply of the calibre of employee they desire.

Established or beginning-level genetic engineers are encouraged to submit their applications for employment as well. They must, however, fill out the Interplanetary Employment Register Application (IERA) in its entirety for consideration. Those individuals who exclude information or enter erroneous data are removed from the process and are subject to a thorough investigation by the company's battery of DOSes.

Drakolysk Corporation considers all prospective employees. It does not discriminate due to race, creed, color, sex, age, planetary origin, handicap, or veteran status.

Drakolysk Corporation
c/o Martian Resources
1414 Mercantile Boulevard, Suite 5410
Drakolysk Tower, Phytus
Zip 72884-05-3725, Mars

Genetics Foundation

Home Office: Earth.
Inception Year: 2195.
Animal Gennies: None.
Human Gennies: None.

The Genetics Foundation was created in 2195 by the Solar States Alliance (SSA) to oversee the impending gennie explosion. When the Delph gennie was created in 2193, the SSA realized that gennie manufacturing needed an administration to establish and govern the rules necessary to keep genetic construction safe and humane. The Genetics Foundation does not have jurisdiction over mechanization and biotech replacement, however, and these remain gray areas to this day.

The Genetics Foundation reached its peak of influence during the Martian gennie push which began in 2201. This seven-year time span was characterized by an explosion of animal gennies as RAM sought to terraform Mars. The Foundation's glory days ended after the SSA passed laws restricting human gennie development. When information was leaked that all Mars-born humans would be required to undergo genetic manipulation to live more comfortably on the red planet, the Foundation was disbanded.

With the end of the Ten Year War in 2285, RAM reinstated the Genetics Foundation as a puppet corporation. Instead of managing humane issues, the Genetics Foundation was reestablished to keep track of gennie patents and any resulting lawsuits. Gennie patents throughout the solar system are not considered valid until they are fully registered with the Genetics Foundation. Those gennie patents not registered with the Foundation, like the Cadrite, Devastator, and Sidhe, are considered "public domain" and not protected by system-wide laws. As such, the patents may be freely used by any genetics manufacturer in the system.

The Genetics Foundation may be a RAM puppet company, but is stationed in a central location on the American Regent on Earth. RAM set the headquarters there in order to instill trust and to provide legitimacy for the Foundation.

Every patent registered with the Foundation must include the original DNA patterns used in the splicing or manipulation process. These patterns are used to ensure patent identification. The Genetics Foundation places each gennie's data in its extensive data base, registers a patent number, gives a patent expiration date (25 years after registration), and sends a notarized copy of the patent papers to the patent owner. The genetic samples are placed in a large robot-monitored freezer for safekeeping. Freezer temperature is maintained as close to absolute-zero (0°K) as possible.

As the "silent partner" behind the Genetic Foundation, RAM can enter the Foundation's data base at any time to extract information. RAM uses this information to improve their own gennie manufacturing techniques, but never leaks such information to other corporations. That would be unethical.

All scientists and corporations who wish to have their gennies or manipulation techniques patented must write to the address below. A scientist must include his or her name, ID number, address, Videofax and Videophone numbers, a sample of the original DNA, a sample of the improved DNA, and a 3,800cr money order or receipt bill.

The Foundation will carefully inspect the submitted techniques and findings, matching it with all other patents on file. If the DNA sample is truly unique, the Foundation will send the scientist notarized patent papers within ten weeks.

Patent submissions and IERA applications should be sent to the address below.

Genetics Foundation
c/o Robert Walsh (for patents)
c/o Pam Twitchell (for IERA)
570 15th St., Suite 2401
Boulder, American Regent
Zip 80142-(03)-4363, Earth

GennieTek

Home Office: Galilaei, Mars.
Inception Year: 2212.
Animal Gennies: Bloat, Coyodorg, Crocospider, Hexadillo, Jovian Ray, Rotguard.
Human Gennies: Desert Runner, Desert Runner Mark II, Stormrider.

GennieTek prides itself as the hardest working genetics corporation in the solar system, and that pride may be more than public relations. The company has created and patented over five hundred different gennies during its two hundred forty-five years in existence.

Even though GennieTek is in direct competition with BioScience, another RAM genetics corporate giant, the companies have worked together to assure their continued success. For example, a BioScience freelance geneticist's timely aid kept the Desert Runner project from being scrubbed.

The Desert Runner Project was originally slated for three years of development. When the project approached the seven-year mark, GennieTek asked BioScience for assistance. With a BioScience scientist on their team, GennieTek convinced an impatient RAM to extend development time another two years. In 2220, the Desert Runner genotype was finally completed. It took eight years of development and testing to see this genotype perfected.

This nearly three hundred percent delay almost put GennieTek out of business. The company's stock plummeted and it was forced to lay off more than half of its staff. It took the company another twelve years to rebuild market confidence and raise its stock back to pre-Desert Runner levels. For several years after this remarkable recovery, stock holders remained nervous, selling at the slightest dip in stock prices.

In 2263, GennieTek bid for the Terrine Project. Competition was fierce, and BioScience significantly underbid GennieTek, winning a multi-trillion credit contract with RAM. BioScience stock rose six hundred percent overnight as GennieTek stock plummeted once again. The company's owners met repeatedly with their corporate lawyers during this bleak period, preparing bankruptcy papers in anticipation of the collapse they had been postponing for four decades. The owners decided to keep the vultures at bay a while longer when rumors of revolt against the SSA reached them from the RAM superstructure. Suddenly, every company on Mars was trying to purchase a license from BioScience to manufacture the Terrine gennie. GennieTek saw salvation in war, and immediately entered its bids.

With much fanfare, BioScience awarded GennieTek the Terrine production license. GennieTek's stock rose an unprecedented thirteen hundred percent in two days. This single event made GennieTek the second richest genetics corporation in the system, a position it holds to this day.

GennieTek hires through an existing transfer program with BioScience and from videofaxed IERA applications. All prospective employees must fill out every section of the application to qualify for consideration. If any information is found inaccurate or out-of-date, the application is immediately destroyed, and the applicant's name is added to the corporate Black List.

All pending applications can be monitored by calling the BioScience toll number: 011-(05)/[66632]-900-444-444. Each call costs 40cr per minute plus long-distance charges. An on-staff DOS is always available to assist callers. Note that RAM citizens receive first consideration for employment opportunities and job advancement.

GennieTek
c/o Martian Resources
1616 Fifth Age Blvd.
Manor House, Galilaei
Zip 01421-05-4835, Mars

Ishtar-Genesis

Home Office: Ishtar, Venus.
Inception Year: 2148.
Animal Gennies: Venusian Manta, Venusian Mantrap.
Human Gennies: None.

Ishtar-Genesis is the oldest Venusian genetics corporation. It was formed by scientists from the now-defunct Biofusion Corporation, who were sent to Venus with the initial colonists to help them survive. While these men and women helped the Venusian colonists prosper, their company, Biofusion, died. With the departure of its finest minds came the departure of its capital. Stock prices dropped, and the company's assets were liquified. Companies like DNA-Recon and BioScience bought Biofusion's major assets at rock-bottom prices.

As Biofusion was dismantled, Ishtar-Genesis was born. Since its humble beginnings as a bacterium grower, Ishtar-Genesis has been concerned with Venus and nothing more. While this has helped Venus in many ways, it has also hurt the planet. The company's isolationist attitudes have lost them much in the way of money and new technology, for they have refused free-trade agreements offered by the Jovian Stormriders and others. DNA-Recon, an Aerostates genetics firm, took the Stormriders' offer, and their profits are skyrocketing.

In recent years, Ishtar-Genesis scientists have been working with silicate-based life as a means to terraform the planet they call home. This choice of material has been made necessary due to the revolt of the Lowlanders, for now another means of terraforming must be created. By manufacturing low-intellect animals, Ishtar-Genesis can continue its goal to finish terraforming Venus by the year 2550.

Without a trade agreement with the Stormriders, Ishtar-Genesis needs to find another source of funds. Without capital the company will not survive to see its goal. To see it through the projected rough times ahead, the company recruited Mariana Almisan, a former delegate, as CEO. It hopes her wisdom will inspire a desperately needed season of growth and prosperity.

Mariana Almisan

Race: Ishtar-Venusian, Female.
Career: Former delegate, now CEO.
Hit Points: 10.
Armor Class: 10.
THAC0: 20.
Attributes: Str 12, Dex 14, Con 15, Int 18, Wis 19, Cha 17, Tech 15.
Career Skills: Law 95, Leadership 80.
General Skills: Fast Talk 40, Notice 55, Paint/Draw 35.
General Information: This regal lady prefers to dress in gray robes that hang like voluminous drapery and give her petite body substance. Her silvery hair is long and well-groomed. A very knowledgeable and wise woman, she held a position of power in the Ishtar Confederation until her resignation last year to take a position with Ishtar-Genesis. Ishtar-Genesis offered her the position of CEO in an effort to stave off bankruptcy.

Those interested in exploring employment opportunities with Ishtar-Genesis can write to the address given below, or call the employment department at 011-(02)/[42424]-800-825-4011. This is a toll-free number.

All qualifying resumes are kept on file for two years. Note that off-Venus applicants can expect a background check. Mars-born citizens are particularly scrutinized.

Ishtar-Genesis
c/o Employment Department
554 Olympus Ave, Pew 16A-14
New Elysium, Ishtar Terra
Zip 99951-02-4436, Venus

Kiyev Research, Inc.

Home Office: Kiyev, Earth.
Inception Year: 2182.
Animal Gennies: GAV Virus, TVS Virus, Woolsheep.
Human Gennies: Delph.

Kiyev Research, Inc. (KRI) is unofficially credited with creating the Delph human genotype. In the year 2180, the Terran government sent perspectives to nearly three hundred genetic engineering groups, asking for an ideal genotype that could tend the dying schools of fish in the Pacific and Indian Oceans. Two hundred fifty companies and individuals responded. Of these, the government chose Barry Freeman, an unknown free-lance geneticist, to undertake the important project. One year later, Freeman set up Kiyev Research, Inc. outside Kiyevorg in the Asian Regent. After eleven years of study and experimentation, the basic Delph genotype was created.

The Delph genotype is considered the most psychologically sound gennie in the system. This reputation has made Freeman and the other KRI scientists famous. Because they are regarded as the best technicians in the SSA, BioScience of Pavonis-Mars has asked the Kiyev Research team to sell their techniques. So far these requests have been to no avail. KRI refuses to divulge any information.

Seven years after its initial success, Kiyev Research faced a crisis of epic proportions. BioScience executives recruited Barry Freeman, KRI's founder, and coaxed him into joining their company. Kiyev Research, however, claimed Freeman was kidnapped and brainwashed in an effort to gain KRI's trade secrets. Although Freeman remained with BioScience a number of years, the company never received the valued information it desired.

Freeman left the genetics field behind when he left BioScience. He dedicated the rest of his professional life to bioelectrical interfacing until his death in 2220. Rumors persist that he helped Albert Madison with his biotech research and played an important role in Madison's interface discoveries, but this has never been confirmed.

In recent years, the star of the Kiyev Research team has been a young geneticist named Theo Jameson. This brilliant Terran created two anti-gennie viruses. The first virus, known as the TVS, was created under the auspices of the New United Nations Financial Program. This nasty parasite attacks and destroys the Terrine immunity system. The second virus, the GAV, was created for the Sixth Reich firm. GAV alters the human gennie, making the animal genotypes spliced into its genes more prominent. For more information on these viruses, see the chapter on "Animal Gennies."

Kiyev hires from resume and IERA submissions sent to the address below. Applicants do not need to fill out sections 5, 6 (except articles 1, 2, 3, 6, 11, 14, 17, and 21), 7, 8, 9, 11, 13, and 15 (except those who have relatives employed by KRI). Current Terran laws prohibit corporations from limiting employment opportunities due to race, creed, handicap, sex, or planet of origin. Applicants are considered only on their qualifications for the position needed to be filled.

Kiyev Research, Inc.
c/o Nancy Robard
1616-A Kruschev
Kiyev, Asian Regency
Zip 98A3B-03-0574, Earth

KRI is an equal opportunity employer and a member in good standing of the Terran Better Business Administration (TBBA); Corporation #GF141-2A. For complete details on KRI's standing with the TBBA, please send a videofax to: Terran Better Business Administration, c/o Pauline Scartan 011-(03)/[84309]-414-248-3625. All inquiries are free if made from within Earth near-orbit. All outside calls are charged 25cr per AU distance.

MercTech

Home Office: Beethoven, Mercury.
Inception Year: 2332.
Animal Gennies: Alchemcat.
Human Gennies: Depthine, Mercurian basic genotype.

All of the genetic corporations in the solar system specialize solely in DNA manipulation. All, that is, except MercTech. This company is a unique entity in the genetic corporation fraternity. In addition to DNA manipulation, it also conducts research in and manufactures for the nongenetic market.

MercTech, in the early days of Mercurian colonization, manufactured the vast solar arrays that now produce a large percentage of the solar system's power. The company was also responsible for the construction of the Mariposas that now orbit high over the Mercurian surface, distributing power from the solar arrays in the form of microwaves to Mercury's clientele.

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RevenueHack, a division of
The Black Brotherhood
Box 54RH, North
Parthenope, The Belt
Zip PAR52-06-7425

011-(02)/[78273]-362-7326.

Address and phone are subject to change without notice.
Contact the black market for information if we disappear.

Soon after the initial colonization and Martian refugee period ended, MercTech vastly changed its corporate directives. Instead of creating and maintaining the solar collectors, it licensed this task to another company. This allowed MercTech to create the basic Mercurian genotype once its citizens started falling ill to gravity-deprivation. (MercTech took back the solar array license in a move to establish more dominance and a greater presence in the unstable Mercurian government in the late 24th and early 25th Centuries.) In recent years, MercTech has exclusively dealt in machinery and equipment for the warren miners.

Engineers, Scientists, Rocketjocks, and Scouts are always a desired and relished commodity in the MercTech community. Any individuals with these skills are invited to send an IERA (fill out sections 1, 2, 3, 4, and 14 only, as all other sections are considered unnecessary and unimportant) to MercTech. Other types of professionals—attorneys, bodyguards, secretaries, legal assistants, sanitation technicians, etc.—are welcome as well.

A note of caution to MercTech applicants: MercTech ensures loyalty in its employees and compliance with orders by distributing fusion detonators throughout their shuttles and cargo transports (−75% on all search attempts). These detonators are small, low-yield nuclear devices that cause 12d6 points of damage (no saving throw allowed). A successful Radiation saving throw is needed to stay alive, and a Suffocation saving throw must be made every round the ship is in space after the bomb detonates. Any ship stolen from the MercTech fleet risks detonation—it is not a matter of if, but when. Due to the vast distances associated with system travel, it can take several days for the detonate signal to reach a stolen ship. But it will reach it!

MercTech
c/o Mercurian Resource Services
Quad 7, Sector 7B, Lane 12
Beethoven, Beethoven Crater
Zip 20001-01-6372, Mercury

Oberon Genetic Engineering Group

Home Office: Oberon, Uranus.
Inception Year: 2436.
Animal Gennies: None.
Human Gennies: Sidhe, Alpha Sidhe.

The Oberon Genetic Engineering Group, or OGEG, is a fairly new company with a unique concept in genetic engineering. At OGEG, gennies and scientists live in unison, searching for and developing the latent powers of the human brain. They have been partially successful.

All members of OGEG take turns performing duties necessary to the upkeep of the community (such as sanitation and kitchen duty), creating a unique bond between creator and subject. The community is separated into three "fraternities." Each fraternity has its own social structure and rules.

The Scientist Fraternity includes all of the scientists who work with the Sidhe gennies. The scientists are rated by ability alone, and their pay is perfectly matched to their skills and expertise. No two scientists are paid the same, therefore no two scientists are considered equal. The Scientist Fraternity has the most freedom within the community.

The Alpha Fraternity consists of the elite Alpha School Sidhe. Alpha Sidhe are those gennies that display telekinetic abilities—the capability to move small objects with merely a thought. The Alpha Fraternity has the least amount of freedom within the OGEG community.

The Beta Fraternity includes all the Sidhe gennies who do not qualify for Alpha School. These gennies, though separated into Beta, Gamma, and Omega school, are considered equals within the fraternity. Beta Fraternity has more freedom than Alpha Fraternity, but not as much as the Scientist Fraternity.

While the Sidhe fraternities have relative freedom ratings, anyone can leave a fraternity whenever they choose. However, when a Sidhe leaves a fraternity, it usually means he is leaving OGEG—except in the case of a Beta Fraternity member graduating to Alpha School. (See the entry on Sidhe in the "Human Gennies" chapter for more information on schools.)

When a member of OGEG leaves the community, whether he was a scientist or a patient, he receives instructions to keep silent regarding OGEG's techniques, findings, and activities. As most respect these instructions, the base remains safe from outside interference. Many rumors regarding the Sidhe persist no matter what precautions are taken, however. Those responsible for spreading rumors or leaking information soon find themselves without memories to justify their allegations.

Those individuals interested in working with the finest parapsychological scientists in the solar system can contact OGEG at the address below. Be sure resumes and cover letters are sent to the proper address. Each living entity on Oberon is given its own postal box, and an incorrect number can result in lost mail.

Note that all resumes sent on the Interplanetary Employment Register Application are ignored. Those who have had previous employment with any RAM or RAM-owned corporations are immediately removed from consideration. Those who are accepted to work with OGEG are secretly and discreetly contacted by an OGEG representative. If an applicant decides to turn down an offer of employment, the OGEG representative uses a Memalter to erase the most recent memory from the applicant's mind. A Wisdom Check at a −8 penalty is required to retain the memory. Whatever the outcome, those subjected to the Memalter fall unconscious. There is no saving throw.

OGEG
c/o The Scientist Fraternity
P.O. Box 129665
Sicily, Oberon
Zip OB123-09-9665, Uranus

Pacificus

Home Office: En-We-To, Earth.
Inception Year: 2440.
Animal Gennies: Albatoy, Drywheat, Jonah, Skrool.
Human Gennies: Sharc.

Pacificus was formed in the late 22nd Century when the corporation's original owner, Dr. Ramon Antilles, created the Delph gennie. (Kiyev Research is unofficially credited with the Delph's creation, but Dr. Antilles and the original scientific community of Pacificus are the true creators of the genotype.)

Originally designed to be an undersea utopia, Pacificus was destroyed when the fission power unit suffered a catastrophic meltdown, turning the area around the Marshall Islands into radioactive slag.

The hulks of the ships that made up the undersea community still remain, as do the gennies Pacificus created. Recently, the appearance of the Sharc has caused suspicions that more gennie experiments are being performed in the islands. A major RAM outpost still operates on the island En-We-To, the only one of the Marshalls that still has human inhabitants (air-breathing ones, that is). See XXVCA1, *Buck Rogers in the 25th Century* adventure module for more information on the Pacificus station.

Pacificus is looking for a few good minds. A complete IERA is required for employment consideration. The staff consists of 100 persons at all times. When a person is hired, someone else must be fired. Those with Intelligence or Wisdom scores less than 16 need not apply.

Pacificus
c/o Employment Officer
Marshall Chain Regent
En-We-To, Asian Regency
Zip PAC98A-03-1218, Earth

RAM-Gene

Home Office: Coprates, Mars.
Inception Year: 2280.
Animal Gennies: Chimbot, Desert Ape, Desert Shrike, Proto.
Human Gennies: Europan, Ganyman, Talan, Ringer.

This relatively obscure genetics corporation is responsible for some of the most unusual gennies in existence. Their stock is underpriced, and less than one percent of the company's total stock inventory is available to the Martian public. This increases the company's overall profit by sharing dividends with only a few stock holders.

Mikeil Andropov, a brilliant scientist, kept the company afloat in its early years through largely his own efforts. He created the first biotech human gennie, the Ringer, which proved exceedingly profitable. These creations are half human and half machine. The gennie continues to live in the Saturnian ring system, and is now spreading to the rings of the three other outer planets.

The fifth richest genetics corporation in the system, RAM-Gene receives thousands of resumes every month. The company ignores IERAs and all other resumes. Instead, it recruits scientists from other companies through personal contacts and offers of higher salaries. But for those who believe they can be the first to break in through the application cycle, an address is given below.

Note that RAM-Gene does not employ non-Martians. The company believes that only the Martian genotype has the capacity to survive the 25th and 26th Centuries.

RAM-Gene
c/o Personnel Acquisitions
44 Dayton, Dome 33A, Level 16
Coprates, Coprates Chasm
Zip 00063-05-4363, Mars

Wydlin Genetics

Home Office: L-5, Jupiter.
Inception Year: 2434-2438.
Animal Gennies: None.
Human Gennies: Terrine Mark Ib.

Remus Wydlin, a disgruntled employee of BioScience, quit his job as chief DNA surgeon when a promotion to supervisor of macrobiology went to the niece of the company's CEO. Wydlin's qualifications (18th level Scientist at the time) far exceeded the young graduate's. She got the spot anyway.

Wydlin officially started his own company two years later in Jupiter's L-5 trojan point, far from the mingling fingers of RAM. He used his knowledge of the Terrine gennie to produce a more intelligent, loyal, and constitutionally sound genotype in 2436. He called it the Terrine Mark Ib, or the Barney-class Terrine. Refusing to patent his genostrain through the Genetics Foundation, RAM could legally steal the plans.

Once rumors concerning the Barney-class Terrine surfaced, the Drakolysk Corporation approached Simund Holzerhein, Chairman of RAM, with their concerns about the genotype. Holzerhein gave Drakolysk permission to storm Wydlin Genetics to steal all data connected to the Barney. Wydlin learned of this plan, however, and altered his gennies further. He instilled in them a deep hatred of RAM. He then freed his gennies, unleashing them onto the system. Many of the gennies teamed together, creating the Black Brotherhood.

While the Barney genotype survived, Wydlin Genetics was not so fortunate. The attack by Drakolysk destroyed the headquarters. No one knows if Remus Wydlin survived the attack or was killed, but his body was never found. His legacy, the Barney Terrine, roams the system looking for its creator. The company's last known address is listed below.

Wydlin Genetics Corporation
Level 16, Corridor 12A, Cell 16
LaGranian 5
Zip 000L5-07-9356, Jupiter

IERA

The Interplanetary Employment Register Application (IERA) is the standard employment application for all companies in the solar system. It gives employers all the information they may require when considering prospective employees. This application should be accompanied by a cover letter explaining the position the applicant wishes to be considered for. (The two-page application on pages 38 and 39 can be photocopied onto one 11 × 17 sheet of paper and distributed to players.) Below is a detailed explanation of the sections within the application.

Personal: This section introduces the applicant to the corporation. The applicant's name and any aliases should be listed here, as well as the applicant's "Identification Number." The number can be used to scan the systems' data bases to uncover information about the applicant. Many cultures (Earth, Venus, and Luna excepted) use this ID Number to verify if other information given by the applicant is correct.

Applicant History: This section is self-explanatory except for the very last entry. "Bearer Name" is only used by clones and constructed gennies. In those cases, the name of the scientist who performed the cloning or the genetic construction should be listed here.

Education: Every degree awarded to graduating students has a verifiable number attached to it. This allows employees to authenticate the applicant's claim. This "Degree ID Number" is associated with the university or college that awarded it.

Communication Skills: In the XXVc™ game, there are many different ways for individuals to communicate. This section provides spaces to list most common and bizarre forms of communication. "Standard Vocal" details the most common forms of vocal speech, while "Other Audial" details the ability of the applicant to talk with the most intelligent animal gennies, an asset in some fields of employment. "Olfactory" communication is the ability to transmit or receive odor signals from animals and certain human gennies. "Digital" communication, primarily for DOP, DOS, and AI applicants, details the ability to receive, transmit, and understand different types of computer transmissions. (Please note that certain human gennies can directly tie in with computers, allowing them to fully access files and information.)

Physical Characteristics: This section allows the applicant to describe his physical attributes. The first section is strictly for those who have the ability to input and output information directly from computers. The second part questions the number of arms and legs, toxicogenics (poison production), and other attributes that may hinder or help in the applicant's desired work position.

Life-Support Necessities: This in-depth section asks questions concerning an applicant's environmental needs. Several of the entries ask for number ranges. The applicant can, however, provide the name of the planet he was born on if he does not know exact numbers. Many cultures in the system (like Earth, Venus, and Luna) do not require the applicant to fill out every category. Only those that are needed for medical emergencies and to provide a safe work environment for the employee should be completed. All others are considered supplemental.

Medical Information: Most of the entries in this section are self-explanatory. The last two, "Biological Susceptibility Rating" and the "Computer Virus Susceptibility Rating," however, are not. The player must multiply his character's Constitution by five, and write the resulting number in the appropriate spot. (Digital Personalities enter their number under "Computer Virus," while biological applicants enter their number under "Biological.")

Psychological Profile: This is a very touchy subject in any culture. Most cultures tend to shy away from people with any neurosis or psychosis traumas. This section allows the employer to see where the applicant falls in the "Sanity Quotient." The last entry asks the applicant if he is willing to undergo psychosurgery to comply with job requirements. This can mean any number of things. Most corporations want lucid employees, but many want placid, vulnerable, and dependent employees. By answering "Yes" to this question, the prospective employee opens himself to a complete personality alteration and erasure of any neurotic or psychotic tendencies, even to the point of a partial lobotomy if the job does not require intricate thought.

Genetic Genus Information: This section questions the applicant's genetic structure. *Bestia sapien* and *Homo novus* ask for breeder and gennie model numbers. *Homo mechina* and *Homo sapien* may also have model numbers. *Digitis artificiosus* and *Digitus synthesus* require a program version number and manufacturer. (Digitis is the third kingdom, of which Animal and Plant are the first two.)

Digitis convertae (a living being who is downloaded into a computer), on the other hand, should also include the genetic information of its body, breeder, and model number.

Marital Status: This section is self-explanatory, except a few entries. "Committed" is marked if the character is living with someone out of wedlock. "Nonreproducing Clone" is a sterile individual (like the Ringer) that reproduces by cloning only.

Political Affiliation: Politics is a touchy subject in the 25th Century. Everyone is paranoid of corporate or political espionage, so most corporations demand that this section be filled out completely. If the employer runs a data base check and finds the applicant did not divulge something or provided false information, a full-scale investigation will be launched. (Sometimes these investigations end in arrests and convictions when the applicant arrives for an "interview.")

Criminal Record: This section is as important to the employer as the previous one. Any undivulged or false information usually terminates the employment process.

Financial Record: The employer uses this information to determine the financial well-being of a prospective employee. This allows the employer to determine if the applicant needs a job or is merely looking for something to do. (An employee in debt is more likely to put up with job stress than one who is financially sound.)

Employment Record: This allows the employer to see the applicant's work record.

Acquaintances and Friends: The employer can determine criminal tendencies in its applicants with a complete search through three generations of family and chosen friends.

Miscellaneous Information: This section gives the employer the opportunity to run tests on the applicant to determine identity and validity of the IERA information.

INTERPLANETARY EMPLOYMENT REGISTER APPLICATION

1. PERSONAL

Identification Number _____

Name: First _____ Last _____ Middle _____

Aliases _____

Street Address _____

City and State/Regent/Terra _____

Zip Code & Planet _____

VideoPhone Number _____ VideoFax Number _____

2. APPLICANT HISTORY

Place of Birth _____ Birth Date ___ / ___ / ___

Delivering Physician _____ Degree # _____

(Fill out if applicable)

Father's Name _____ Occupation _____

Mother's Name _____ Occupation _____

Bearer's Name _____ Occupation _____

3. EDUCATION

Degree	Degree ID#	Year	University	University ID#

4. COMMUNICATION SKILLS

Standard Vocal

Aborigine ☐ Afrikaanse ☐ Arabic ☐ Burmese ☐ Cambodian ☐ Chinese ☐
Creole ☐ Czechoslovakian ☐ Danish ☐ Dutch ☐
Egyptian ☐ English ☐ Finnish ☐ Free Martian Dialect ☐ French ☐
German ☐ Greek ☐ Hebrew ☐ Hindu ☐ Hungarian ☐ Inuit ☐ Iranian ☐
Italian ☐ Japanese ☐ Korean ☐ Kurdish ☐ Laotian ☐ Latin ☐
Lunarian Gault ☐ Mandarin ☐ Masai ☐ Mongolian ☐ Nepalese ☐
Norwegian ☐ Polynesian ☐ Portuguese ☐ Russian ☐ Serbo-Croatian ☐
Spanish ☐ Stormriderese ☐ Swahili ☐ Swedish ☐ Thai ☐ Tibetan ☐
Turkish ☐ Vietnamese ☐ Zulu ☐ Other (List) ☐ _____

Other Audial

Acid Frog ☐ Alchemcat ☐ Chimbot ☐ Coyodorg ☐ Desert Ape ☐
Dolphin ☐ Jonah ☐ Morse Code ☐ Rotguard ☐ Sand Squid ☐ Whale ☐
White Fang ☐ Other (List) ☐ _____

Visual Somatic

Alphabetical Signing ☐ Belter Signing ☐ Ringer Somatic ☐ Semaphore ☐
Symbolic Signing ☐ Other (List) ☐ _____

Written/Symbolic/Technical

Astronomical ☐ Biology ☐ Business and Monetary ☐ Chemistry ☐
Cultural ☐ Diacritical ☐ Distress ☐ Editorial ☐ Electrical ☐
Interplanetary Road ☐ Mandatory ☐ Map and Chart ☐ Mathematic ☐
Musical ☐ Physics ☐ Pharmacology ☐ Prohibition ☐ Religious ☐
Ship ☐ Bell ☐ Shorthand ☐ Weather ☐ Zodiacal ☐ Other (List) ☐ _____

Telepathic

Empathy ☐ Telekinesis ☐ Telempathy ☐ Telepathy ☐ Other (List) ☐ _____

Olfactory

Pheromone Reception ☐ Pheromone Transmission ☐ Other (List) ☐ _____

Tactile

Braille ☐ Scanner ☐ Systemic Reader ☐ Other (List) ☐ _____

Digital

Binary ☐ Octal ☐ Decimal ☐ Hexadecimal ☐ Duodecimal ☐
Other (List) ☐ _____

5. PHYSICAL CHARACTERISTICS

Computer Interface:

Electronic port 8-Pin 98 Model C _____ Telecomm TSC-13A Interface Panel _____
TranSys EM-12 I/O Coupling _____ Standard DOP/DOS/IA Program Interface _____
Other (List) ☐ _____

Do you possess: (Specify D for Detachable, P for Prehensile, R for Regenerative)

Antennae ___ # of Arms ___ Beak ___ Claws ___ Ears ___ Exoskeleton ___
# of Eyes ___ Eyestalks ___ Fangs ___ # of Fingers ___ Fins ___ Fur ___
Gills ___ # of Hands ___ Horns ___ # of Legs ___ Lungs ___ Pseudopods ___
Scales ___ Skin ___ Suction Cups ___ Tail ___ Talons ___ Tentacles ___
Toxicogenics ___ Wings ___ Other (List) ☐ _____

6. LIFE-SUPPORT NECESSITIES

Do you require outside Power Couplings or Batteries in order to survive?
If so, how often _____. Specify power requirements: _____ KwH.
Do you require a self-contained environment? _____ (AI/DOP/DOS need not answer.)
Do you require an oxygenated atmosphere? _____ (AI/DOP/DOS need not answer.)
If not, specify atmosphere desired: _____
Temperature tolerance ranges: _____ °K to _____ °K. (AI/DOP/DOS need not answer.)
Specify temperature range preference: ___ °K to ___ °K. (AI/DOP/DOS need not answer.)
Atmospheric pressure tolerance: _____ psi to _____ psi. (AI/DOP/DOS need not answer.)
Specify atmospheric pressure preference: ___ psi to ___ psi. (AI/DOP/DOS need not answer.)
Gravitational strength tolerance: _____ g to _____ g. (AI/DOP/DOS need not answer.)
Specify gravitational strength preference: ___ g to ___ g. (AI/DOP/DOS need not answer.)
Physical pH (acidity) tolerance: _____ to _____. (AI/DOP/DOS need not answer.)
Do you require special breathing apparati? _____ (AI/DOP/DOS need not answer.)
Radioactive tolerance levels: _____ to _____ rads. (AI/DOP/DOS need not answer.)
Specify radioactive level preference: _____ to _____ rads. (AI/DOP/DOS need not answer.)
Do you require special medications to sustain life? _____ (AI/DOP/DOS need not answer.)
If so, specify: _____
Do you require special physical stress levels? _____
If so, specify: _____
Do you require special mental stress levels? _____
If so, specify: _____
What type of physician would you need in case of an emergency:
General Practitioner ☐ Veterinarian ☐ Psychiatrist ☐ Microbiologist ☐
Electrician ☐ Programmer ☐ Cybernetic Engineer ☐ Botanist ☐
Pediatrician ☐ Metallurgist ☐ Polyurethaneologist ☐ Physicist ☐
Other (List) ☐ _____
How long can you function efficiently without sleep? ___ (AI/DOP/DOS need not answer.)
What is your minimum sleep requirement? ___ Hrs/Day. (AI/DOP/DOS need not answer.)
What is your preferred sleep requirement? ___ Hrs/Day. (AI/DOP/DOS need not answer.)
Indicate minimum memory requirements. _____ (AI/DOP/DOS only need answer.)
Indicate preferred memory requirements. _____ (AI/DOP/DOS only need answer.)
What is your anticipated life expectancy? _____ months or _____ years

7. MEDICAL INFORMATION

Have you received Worker's Compensation or Disability income payments? _____
If so, specify: _____
Have you any physical limitations that preclude you from performing certain job functions? _
If so, specify: _____
Have you suffered a major illness or undergone an operation of any kind in the past 15 years? _____
If so, specify: _____
What is your biological susceptibility rating? _____ %. (AI/DOP/DOS need not answer.)
What is your computer virus susceptibility rating? ___ %. (AI/DOP/DOS only need answer.)

8. PSYCHOLOGICAL PROFILE

Do you have any neurosis/psychosis of any kind? (Including lip, limb, nail biting; appendage, finger, foot tapping, etc.) _____
If so, specify: _____
Have you sought psychiatric assistance for these ailments? _____
If so, specify: _____
Please state institutions administering your treatment: _____
Are you willing to undergo psychosurgery to comply with job requirements? _____

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9. GENETIC GENUS INFORMATION

Bestia sapien (intelligent animal gennie) ________

Indicate breeder: ________ Model # ________

Digitus artificiosus (AI) ________

Indicate location of robotic body if available: ________

Digitus convertae (DOP) ________

Indicate location of body (if any): ________

Digitus synthesus (DOS) ________

Indicate location of robotic body if available: ________

Homo mechina (BioTech) ________

Indicate cybernetic installations, with part and serial numbers: ________

Homo novus (human gennie) ________

Indicate breeder: ________ Model # ________

Asterminer ☐ Belter ☐ Cadrite ☐ Delph ☐ Depthine ☐ Desert Runner ☐
Desert Runner Mk II ☐ Devastator ☐ Europan ☐ Ganyman ☐ Lowlander ☐
Ringer ☐ Sharc ☐ Sidhe ☐ Spacer ☐ Stormrider ☐ Talan ☐
Terrine Mk Ia ☐ Terrine Mk Ib ☐ Terrine Mk II ☐ Tinker ☐ Worker ☐
Other (List) ☐ ________

Homo sapien

Indicate sub-specium:

Lunarian ☐ Martian ☐ Mercurian ☐ Terran ☐ Venusian ☐
Other (List) ☐ ________

10. MARITAL STATUS

Divorced ☐ Engaged ☐ Married ☐ Separated ☐ Single ☐ Widowed ☐
Committed ☐ Nonreproducing Clone ☐ Other (List) ☐ ________

11. POLITICAL AFFILIATION

Do you belong to, have had contacts with, or know anyone involved with the following political factions:

751st Congress ☐ Aerostates ☐ Aphroditians ☐ Belter Anarchy ☐
Black Brotherhood ☐ Dancers' Fraternity of Mercury ☐ Europan Confederation ☐
Fifth Age ☐ Forces for a Democratic Earth ☐ The Genetics Foundation ☐
Green Earth ☐ Guardians ☐ Historians ☐ Ishtar Confederation ☐
Leper's Court ☐ Libertines ☐ Lowlanders ☐ Lunar Federation ☐
The Mariposans ☐ The Martian Free States ☐ The Miners' Society of Mercury ☐
The Moon Dogs of Io ☐ New Earth Organization ☐ New United Nations ☐
Outer World Conference ☐ Phoenix ☐ Planetary Congress ☐
The Ringers' League ☐ Russo-American Mercantile Combine ☐ The Sixth Reich ☐
The Society of Free Ganymen ☐ Solar Systems Alliance ☐ Stormrider Continuum ☐
Sun Kings ☐ Tethys Mercantile ☐ The Unification Front ☐
United Brothers at Arms ☐ World Separatist Movement ☐
World Liberation Organization ☐ Other (List) ☐ ________

Please explain: ________

Have you ever engaged in terrorist activities? ________

Please explain: ________

Have your ever witnessed terrorist activities? ________

Please explain: ________

If so, did you report this terrorist activity to the authorities? ________

If no, why? ________

12. CRIMINAL RECORD

Have you ever been arrested, convicted, or suspected for any illegal activities? ________

Please explain: ________

Have you ever hacked into a computer or computer network? ________ Please explain: ________

13. FINANCIAL RECORD

Please state each bank account, whether it be checking, savings, retirement, or dependent accounts.

Bank	Bank ID#	Amount	Name on Account	Acct Secured?

14. EMPLOYMENT RECORD

Please give accurate and complete full- and part-time employment records, including military. Start with your present or most recent employer. List additional employers as necessary. Include every one.

Company Name ________ Videophone # ________
Address ________ Employed: From ________ To ________
Name of Supervisor and Manager ________ Weekly Pay: Start ________ Last ________
State Job Title and Responsibilities ________ Reason for Leaving ________

Company Name ________ Videophone # ________
Address ________ Employed: From ________ To ________
Name of Supervisor and Manager ________ Weekly Pay: Start ________ Last ________
State Job Title and Responsibilities ________ Reason for Leaving ________

Company Name ________ Videophone # ________
Address ________ Employed: From ________ To ________
Name of Supervisor and Manager ________ Weekly Pay: Start ________ Last ________
State Job Title and Responsibilities ________ Reason for Leaving ________

Company Name ________ Videophone # ________
Address ________ Employed: From ________ To ________
Name of Supervisor and Manager ________ Weekly Pay: Start ________ Last ________
State Job Title and Responsibilities ________ Reason for Leaving ________

15. ACQUAINTANCES AND FRIENDS

List all friends, relatives, and acquaintances, whether alive or deceased; digress three generations. Give ID numbers if available. ________

16. MISCELLANEOUS INFORMATION

Are you willing to submit to a lie detector test? ________

If no, why not? ________

Are you willing to submit to a brain scan? ________

If no, why not? ________

Are you willing to submit to a genetic scan to verify identity? ________

If no, why not? ________

Have you ever failed any of the above three tests? ________

If yes, why? ________

Is everything on this application up to date and correct? ________

If no, why not? ________

The information provided in this Application for Employment is true, correct, and complete. If employed, any misstatement or omission of fact on this application may result in my immediate dismissal. I understand that acceptance of an offer of employment does not create a contractual obligation upon the employer to continue to employ me in the future. If you decide to engage an investigative consumer reporting agency to report on my credit and personal history, I authorize you to do so. If a report is obtained you must provide, on my request, the name of the agency so I may obtain from them the nature and substance of the information contained in the report. Failure to provide complete information is likely to result in an investigation.

Date ________ Signature ________

☐ I do not wish to be placed on the System-Wide Employment Bulletin Board.

☐ I do not wish my address to be available for companies producing products in my areas of interest.

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Chapter 4: Scientific Equipment

Blood Coagulant

Cost: 100cr per dose.

This medical breakthrough is the wonder drug for all warriors. If a limb or a major artery should be severed, this compound will stop all bleeding. When swallowed, it works in 1d4 rounds. The drug goes to work within one round of being applied to any bleeding area. The blood coagulant will not help heal a character's wounds by replacing lost hit points, though. All it is designed to do is stop excessive bleeding and the damage such bleeding may inflict (as in monoknife wounds).

If the blood coagulant is administered when the recipient is not bleeding, the drug has a 25% chance of clogging the veins and arteries in an extremity, the heart, or in the brain. The referee determines all effects from improper use of the drug.

Microbytes

Cost: 18,000cr each.
5,000cr per duty and sensor.
35,000cr for reproductive capabilities.

Microbytes are microscopic computerized robots designed to fulfill a specifically programmed function. These marvels of the miniaturization sciences are so small, they are able to enter the cell of a living being without rupturing it. They normally perform delicate operations on the DNA material within cells, or personally combat deadly viruses. These tiny machines are programmable via frequency-modulated radio waves (the FM band) and function on power provided by their environment.

These robotic units are constructed in sterile laboratories using one hundred percent pure metals and ceramics. To build a single microbyte, the metal or ceramic must be melted and placed in a strong magnetic field. The magnetic field can be manipulated to form a minute mechanical part which is then quick-frozen to shape. This creates a single, microscopic component. After the many pieces have been constructed, the magnetic field is again used to connect the separate sections. Once everything is in place, the field is slightly heated to seal the components in position and form a single microbyte. Like a super-miniature circuit board, a microbyte's mechanics and programmable memory are stacked in layers, separated by ceramic material. A complete microbyte includes power sources, manipulative arms, and sensors.

Once programmed, a microbyte begins to work. To aid it, a microbyte has sensors to locate its targeted function. These sensors can detect light, sound, surface vibration, or power spikes. No microbyte can be tailored with every type of sensor due to limited memory capacity and its size. In place of a sensor, a microbyte can be programmed to reproduce itself from available material.

This programmed reproductive cycle allows microbytes to duplicate themselves once a week. The process cannot be made faster if a microbyte is to maintain an additional function. The lengthy reproduction program is illegal to use in many sections of the solar system. RAM, for example, will not allow reproductive programming to be installed in peripheral microbytes used in RAM's main computer.

Microbytes can be turned off by a simple coded FM radio signal broadcast at a preset frequency. A code and frequency are very specific to the breed of microbyte, its owner, and any special revisions programmed into them. It is nearly impossible to shut them down accidentally or through random frequency-code combinations. Often, designers hard-program their microbytes so they cannot be reprogrammed by microbytic hackers. These special microbytes do not have the sensors required to receive FM signals.

Genetic Microbytes: These tiny machines, also known as GMBs, are often used by genetic scientists to perform surgery and manipulation on a cellular level. A GMB enters a cell and alters DNA according to its programming. After performing its function, the GMB exits the cell. The whole process takes about three minutes. Sensors available on these machines include a camera capable of seeing into the infrared spectrum.

Genetic microbytes can be programmed to reproduce. They can use energy from either a light source or from the heat present in a cell to power themselves.

In an effort to learn more about the limits and capabilities of the genetic microbyte, scientists programmed a batch of GMBs to reproduce via a heat-based energy conduit. They injected these into a group of RAM-supplied "volunteer" test subjects. Within months, each test subject showed signs of cancerous growths. These growths were inhabited by the GMBs. Further studies proved that these microbytes could be transmitted by touch, although the odds of such were very small (one percent). These microbytes are now called CMBs, or cancer microbytes, because of their inclination for cell destruction.

Antibody Microbytes: These microbytes, also known as ABMBs, are robotic units that roam the body in search of viral infestation. When this machine encounters a free-floating organism, the antibody microbyte grabs it and sticks a probe into it. It determines if the organism is part of the body's normal function (like a blood cell) by matching its DNA code with the body's code (which is stored in the ABMB's memory). If the codes match, the ABMB leaves it alone. If it encounters an alien organism, the ABMB enters the nucleus of the virus and alters the DNA to match that of a harmless microbe.

Several versions of ABMBs exist in RAM laboratories and in actual use. One type, known as viral microbytes or VMBs, is a nasty machine designed to pit the host's body against itself. Whenever a VMB encounters a white blood cell or other beneficial organism, it breaches the cell wall and enters the nucleus. Once inside, it alters the DNA patterns of the cell, rendering it hostile to the host. With its job complete, the VMB exits to search for other organisms to alter. Viral microbytes can be transferred to other hosts by touch, through blood transfusions, or by other exchanges of bodily fluids.

Viral microbytes cause one point of damage in the first week they are introduced into a host, two points the second week, and four points the third week. This continues as damage is doubled every consecutive week until the infestation is destroyed or the host dies.

Janitorial Microbytes: These microbytes, known as JMBs, are used extensively by doctors to clean up the various parts of the body not readily accessible to surgery. Uses include cleaning cholesterol buildup from arteries and capillaries, unclogging lymphatic nodes, clearing away deadly blood clots, and removing cataracts. These tiny robotoids are the medics' best friend. They have eliminated the need for some forms of surgery for wealthy doctors and hospitals able to afford them.

These wonders of medical science can be programmed to fulfill destructive objectives. The destructive microbytes, or DMBs, can be introduced into a host's body to destroy living tissue. Not content to simply destroy blood cells, DMBs usually attack the inside of blood vessels, small nerves, and brain cells. Any cells attacked by DMBs are killed.

Destructive microbytes can be introduced to a host in foods, cigarettes, drinks, through blood transfusions, on bullets, or any of a hundred other creative ways. DMBs cause one point of damage in the first week they are introduced into a host, two points the second week, and four points the third week. This continues as damage is doubled every consecutive week until the infestation is destroyed or the host dies.

Peripheral Microbytes: These robotoids are a very special breed of microbytes. They repair

damaged sections of computer systems or biotech body replacements. Peripheral microbytes, or PMBs, release fused circuitry, repair memory chips and laser drives, and fix shorted wires and connections. These microbytes can travel via telephone or hard-line computer hook-ups, repairing anything within reach. They cannot travel down via radio or microwave hook-up. Many of these vital microbytes are equipped with reproductive programming. To keep reproducing PMBs from dismembering computer components to increase their numbers, the parts they need are sprayed onto computer boards for the microbytes to use.

As with other microbytes, the PMB can be altered to serve a destructive function. These destructive counterparts are called downtime microbytes, or DTMBs. Downtime microbytes destroy computer components with the same enterprise used by their repair-minded counterparts. Others can be programmed to ignore sprayed-on parts and use the host computer to fulfill their reproductive programming.

All microbytes with radio receivers can be reprogrammed to fulfill another function. Most inventors install receivers so that errors in programming can be easily remedied. Note that unless a microbyte is reprogrammed, it will retain its original programming, even through several dozen generations.

Hunter Microbytes: There are several breeds of microbytes, called hunters or HMBs, designed to search out other microbytes and destroy them. These destroyed microbytes are used to make other HMBs. The negative side of this breed is that it often destroys its own kind, even those originating from the same parent or programming. Microtechnology scientists have been trying to solve this problem, and with a concerted effort they feel they will succeed by the end of the year.

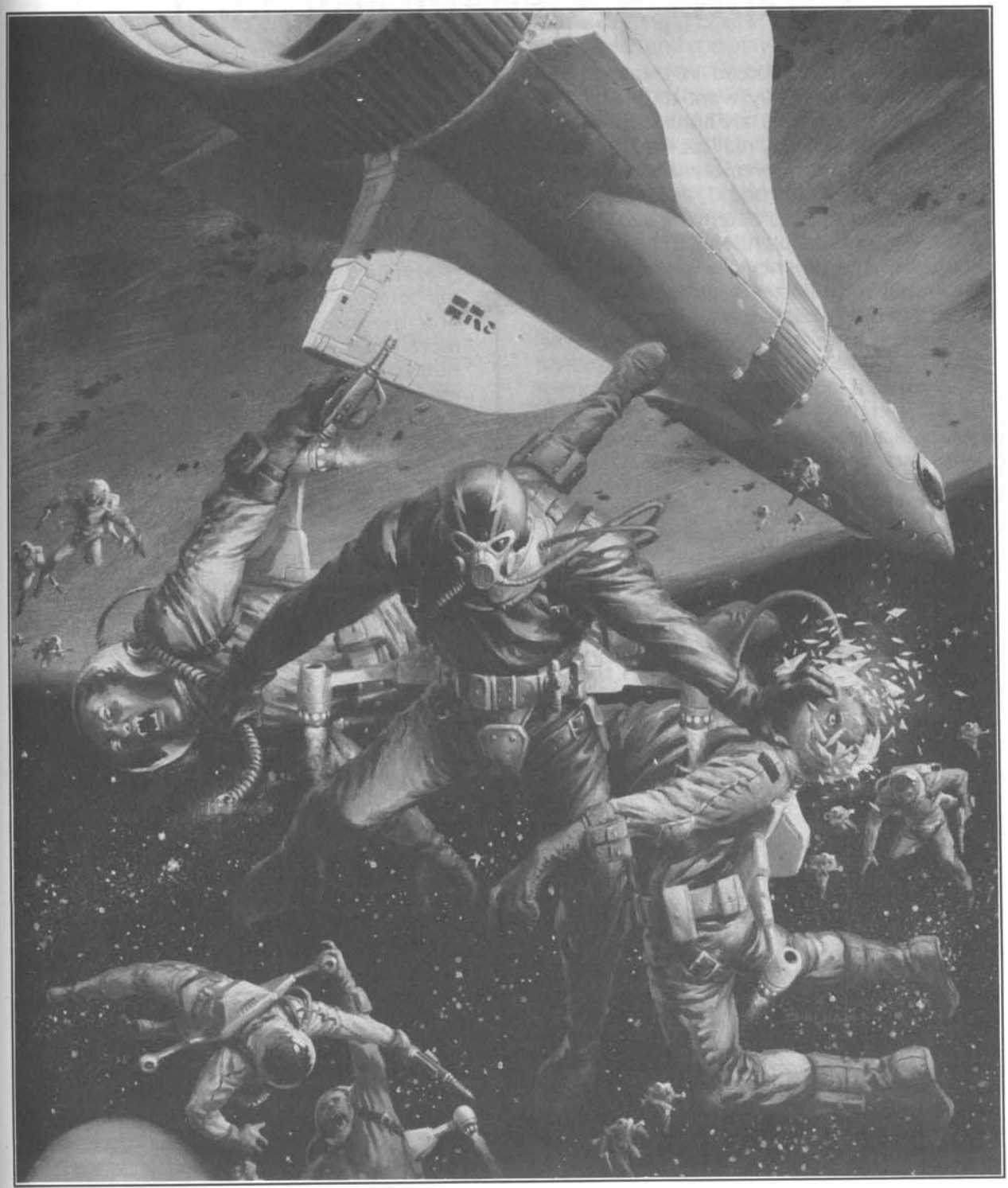
Growth Vats

Cost: 64,000cr each.
10,000cr for one-use embryonic-like fluid.
5,000cr for cleansing.
400cr per day for operating costs and electrical usage.

Growth vats are used by genetic scientists to grow both human-and animal-based gennies. Specifically designed to emulate the womb, vats allow the organisms to grow under the watchful eye of scientists.

Several tubes enter these vats from the top. These tubes bring fresh oxygen to the growing creature, remove carbon dioxide and free-floating waste, and supply the embryo with infusion-ready foodstuffs and fresh water.

Growth vats are very expensive to purchase and difficult to maintain.



Chapter 5: Genetic Mechanics

Referees always succeed in creating new gennies whenever they want to. As long as the rules in this chapter are applied, new gennies will seem perfectly realistic to players and their characters. If a referee wishes to do genetic research "by the book," a procedure has been included to help determine which creations turn out as planned. This procedure should be used whenever a player character or nonplayer character scientist attempts to create a gennie—especially when an NPC scientist is working on behalf of player characters. (The old adage holds true—you can lead a scientist to a laboratory, but you can't make him succeed.)

Manufacturing a gennie takes a long time. Genes must be spliced using specialized equipment, then implanted into a receptive egg cell of the proper type. With the advanced technology available to the genetic scientist in the 25th Century, there are several different ways to genetically alter or modify biological life.

Cloning is the process by which scientists create nearly exact duplicates of existing life, as in the Ringer genotype. *Genetic invention* creates life in a new medium, as in silicon-based life like the Venusian Manta. *Bacterial manipulation* uses minute bacterium to change a cell, often by splicing part of the bacterium's own genetic structure into the cell's DNA. This process was used to create the Woolsheep.

Microbytic manipulation uses microbyte technology to physically remove, replace, or rearrange individual genes. The existence of the Desert Runner proves this technique works. *Irradiated manipulation*, a very random process, mutates existing genetic material into a random pattern. This process is dismissed as too erroneous to use in such an exacting science. *Genetic splicing*, the sixth process, removes part of a cell's genetic material, replacing it with a matching length of DNA from another animal. The Terrine and Delph exhibit signs of more than one genotype.

Below, the six different genetic alteration and modification techniques are detailed for easy reference. An overview at the end of the chapter briefly sums up the information which follows.

Genetic Cloning

In 2004, a Russian laboratory cloned the first minor organs, including the heart, arteries, and the pancreas, but science demanded more. The race to successfully clone an entire human was on. It was a race that would last more than a century. In 2182, the first successful human clone was grown. Unlike previous attempts, this clone lived beyond its gestation period with results great enough to satisfy the scientific community. Unfortunately, the clone died in a rocket crash on Deimos before reaching full maturity.

Cloning allows scientists to make a near-exact genetic duplicate of an organism, no matter how simple or complex. Generally, the material to be cloned is extracted from the stomach lining or the duodenal (small intestine) tract. In simpler life forms, the genetic material is removed from fatty material closest to the creature's digestive tract. This material is chosen because it tends to be less traumatized from daily living than other areas, and tends to be warmer than the rest of the body.

Cloning Rules

Cloning is a Difficult *Biology* feat, requiring the scientist character to roll a skill check at one-half. The scientist extracts several cell tissue samples from the genotype being cloned, placing them in a sanitary laboratory environment under dim light.

The creature being cloned takes one point of damage from the extraction. If the scientist rolls an 01 on his percentile roll, the extraction is unusually poor, and the scientist causes 1d4 points of mild internal damage to the creature. Creatures cannot be killed by the cloning proc-

ess unless their hit points are reduced to zero during the cell extraction. Cells can be extracted from a patient (animal or human) up to a maximum of five times during a single twenty-four–hour period. Additional cells cannot be extracted from a patient until the hit points lost in previous cloning attempts heal.

Extracted cells are placed in a growth vat specifically crafted to emulate the womb of the genotype being cloned. Scientists can tell by the quality of the extracted genetic material whether it will yield a successful clone or not.

Normally, the human gestation period lasts nine months, followed by an additional 18 years of education and life experience before the byproduct matures. In cloning, this process has been shortened drastically. Using hyperactive growth hormones, scientists can create gennies and clones in very short time periods. See "Gennie Growth" on page 50 for rules on determining growth time periods. See "Teaching the Gennie" on page 51 for rules on training and teaching gennies and clones basic survival skills and specialized skills. As the growth and teaching processes are the same, what applies to gennies also applies to clones.

However, clones have one problem that gennies don't share. Because genetic material used in cloning is unaltered, there is a chance for the material to be faulty or for something to go wrong in the clone's growth process.

To determine if a clone's genetic material is faulty or has been damaged during the growth process, the referee must roll a d20 against the clone's physical and mental attributes (Strength, Intelligence, etc.). A roll of 20 against any attribute reduces that attribute by one point. For example, if the referee rolls a 20 against a clone's Tech of 14, then that attribute is reduced to 13.

If Strength is reduced, you must also reduce any applicable to-hit and damage bonuses. If Dexterity is reduced, reaction adjustments and armor class bonuses must be reduced as well. If Constitution is reduced, the referee must reduce the clone's starting hit points if any Constitution bonuses were applied. This simulates genetic breakdown, an oft-occurring problem in the cloning process.

Referees and the players should realize that just because two creatures are cloned and may be perfectly alike genetically, they do not necessarily have the same personality. If the referee allows player characters to clone themselves, the players can choose to place the new characters into any careers they have the ability score requirements for. The race, of course, is predetermined by the original and not subject to change.

The referee should note that due to genetic breakdown, a clone may not be able to meet the requirements associated with a particular career. If this happens, the clone must choose a different career.

Organ Cloning Rules

Scientists commonly clone organs as replacement parts for people who either abuse or damage their originals in some way. Often, the rich and powerful have their organs cloned multiple times and frozen until needed. If a scientist is requested to freeze a cloned organ for a specific recipient, he must make a Difficult *Biology* skill check. If the roll fails, the process takes too long, rendering the now-frozen organ useless. Note that organs cannot stand being frozen more than once—they die immediately if frozen a second time. To thaw an organ successfully, a scientist must make an Impossible *Biology* skill check. If the roll fails, the process takes too long, rendering the now-thawed organ useless.

Of course, there is no way to tell if the freezing or thawing process succeeded or failed until the organ is thawed. To simulate this, it is suggested that the referee make freezing and thawing rolls for player character scientists, recording the results in secret for later use.

When a scientist is working with frozen organs for the first time (as in the case of organs cloned and stored by some other scientist), the referee may have to determine the usability of the organ. This happens most often when, during the course of a campaign or adventure, scientists are called upon to work with organs

which were frozen before the scope of the story. To determine usability, the scientist must make a Difficult *Biology* skill check. Again, for suspense purposes, referees may want to make this roll in secret. If the skill check fails and the organ is bad, the patient dies within 1d10 days of receiving the organ. A Difficult *Diagnose* skill check may be made once per day to determine if a scientist (or medic) can spot signs of organ failure before it is too late. If diagnosed and operated on before time runs out, the patient's life is spared.

It takes one week to clone an organ. A scientist must make a Difficult *Biology* skill check to properly extract the genetic material for the cloning process. A Difficult *Bioengineering* skill check determines the success of the organ cloning process. The operation to install the cloned organ takes one to four hours. During that time, the medic (or scientist with a medical background) must roll an Average *Treat Critical Wounds* to successfully perform the operation. If the check fails, he must make a Difficult check against *Treat Critical Wounds* to save the patient's life.

Clone Mentality

To date, two gennie cultures reproduce solely through cloning. The Ringers, a human-based genotype, live in the ring systems of the Jovian planets (Jupiter, Saturn, Uranus, and Neptune). The chimpanzee-based genotype known as Chimbots also live in the ring systems. Chimbots appeared in 2160, and RAM introduced the Ringers in 2183. Both genotypes reproduce by using the latest cloning technology. Because they are permanently locked away in space suits, sexual reproduction is an alien concept to them. They find that process to be appalling, ludicrous, and obscene.

Charisma means nothing to gennies that rely solely on cloning for their reproductive needs. They shy away from those who practice the more physical process. They find it impossible to deal with salacious people, as their desires are often misunderstood. After all, base lusts cannot find food, water, or shelter.

Genetic Invention

In 2301, Mikeil Andropov made system-wide history by creating an alternative DNA from synthesized silicate materials. The year 2341 saw another important step in bio-engineering.

By using microbytes, RAM invented a cluster of genes allowing humans to live unprotected in outer space, thus creating the Spacer genotype. RAM seeded Spacers into the Asteroid Belt, and from there they spread to the Jovian planets.

Genetic Invention Rules

Genetic invention is the process by which completely artificial genetic material is created. This material can either be in the form of complete DNA strands, or in small stick ends made for genetic splicing.

Genetic invention requires a scientist to make two skill checks—one Impossible *Gad-*

geteering and one Impossible *Bioengineering* skill check. If both of these skill checks are successful, the scientist creates a new gene cluster.

Genetic invention entails the whole scope of possibilities now found in natural-occurring animals. The Spacers' ability to live in free space without the use of space suits and the Venusian Manta's silicate structure are two examples of genetic invention. Other possibilities include metaphysical capabilities (telepathy and small object levitation to name a few), alternate blood oxygenator (copper, germanium), and poisonous or acidic perspiration.

When a scientist invents his own genetic structure specially tailored to an individual genotype, he makes a creature which cannot breed with creatures of the original genetic stock. This means the genotype cannot breed with humans if it is human-based, or with the animal it was created from.

If a scientist wishes the genotype to procreate (breed and reproduce successfully), he must create at least one male and one female. He can otherwise opt to reproduce the creature through cloning.

The "Genetic Alteration Ideas" table on page 52 gives many examples of genetic invention. For a particular mutation to be accomplished by this method, the "Alteration Category" must list *Invention*.

Bacterial Manipulation

Bacterial manipulation is a tricky task. First, the scientist must invent bacterium able to alter the DNA structure of his subjects. Each bacteria created changes only one gene cluster. The bacteria enters the cell wall and removes a sticky end from a very specific gene. Then, using the floating DNA building-block material in the surrounding nucleic fluids, it creates a specific gene cluster and attaches this to the sticky end.

The bacterium also can be instructed to replace imbedded gene clusters instead of only the ends.

Bacterial Manipulation Rules

Creating a DNA-altering bacterium entails making an Impossible *Bioengineering* skill check and spending 10,000cr or more. Once the scientist creates the bacteria, however, it can be reused repeatedly. This requires a large pay out of capital up front, but makes genetic bacterial manipulation cheaper than other methods over the long term.

The bacteria has a 55% chance of succeeding whenever it enters the proper nucleus type. A genetically tailored bacterium only works with a specific genotype—human, human-based, animal, or animal-based. If it is used in any other genotype, even one related to the original genotype, the chance for success drops to 1%.

Only one gene cluster can be altered by any one manufactured bacteria. The "Genetic Alteration Ideas" table on page 52 gives many examples of what the bacteria can do. For a particular feat to be accomplished by bacteria, the "Alteration Category" must list *Manipulation* or *Splicing*. Genetic invention is impossible with bacteria.

Microbytic Manipulation

Barbara Hall, a student at the Texas Institute of Technology, developed the prototype microbyte microscopic robotic unit in 2016. Using a more advanced version of the microbyte, the first genetic manipulation by remote robotic means proved successful on a lesser amphibian life form in 2032. In 2163, the Microbyte Mark XIV, a version one-tenth the size of the original prototype, became available.

Microbytic Manipulation Rules

Creating a DNA-altering microbyte requires a successful Impossible *Programming* check, a successful Impossible *Gadgeteering* check, and costs 15,000cr or more. The referee should gauge the relative difficulty in the desired genetic change, altering the price as he or she sees fit. As a rule, the price should be

doubled for Difficult tasks and quadrupled for Impossible tasks. After the microbyte design has been created, it can be used repeatedly. (When used, the microbyte must be physically removed from the cell in order to be reused. An 85% chance exists that the microbyte will be destroyed upon removal.) Each additional microbyte costs one-half the original design cost. Microbytes allow scientists greater success with genetic alteration than they could accomplish on their own.

Each microbyte has a 65% chance of succeeding whenever it enters the proper nucleus type. Microbytes only work with a specific genotype, whether human, human-based, animal, or animal-based. If used in any other genotype, the chance for success drops to 5%. Microbyte programming must be very specific in order to function properly. If a scientist decides to make the programming nonspecific, the chance for success drops to 20% on every organism and genotype.

Microbytic manipulation is a tricky task, depending upon the change desired. The microbyte enters the nucleus wall, removing clusters from a very specific gene. Then, using the floating DNA building-block material in the surrounding nucleic fluids, creates a specific gene cluster according to its programmed memory to replace the removed section.

Up to two separate gene clusters can be spliced by a manufactured microbyte. The "Genetic Alteration Ideas" table on page 52 gives many examples of what the microbytes can do. For a particular feat to be accomplished by microbytes, the "Alteration Category" must list *Splicing*. Genetic invention is impossible using microbytes.

Microbytes can be used to alter an existing gene cluster instead of replacing it. In this case, the microbyte has a 75% chance of success if genotype specific, and a 50% chance if genotype nonspecific. These microbytes alter only existing attributes. The "Genetic Alteration Ideas" table on page 52 gives many examples of this type of microbytic manipulation. Look for those types listed as *Manipulation* under the heading of "Alteration Category." These changes can alter the length of a limb, cause more hair to grow on the skin, make the eyes larger, give greater Strength or Intelligence, increase or decrease longevity, etc. Changes unavailable to a species (like allowing humans to see in the dark, giving animals poison glands, or giving humans four legs) are not possible with microbytic manipulation. Genetic splicing, whatever the technique, must be used in these cases.

When used for simple manipulation, there is an 85% chance that each microbyte is destroyed when removed from a cell.

Irradiation Manipulation

The first genetic researchers used radiation to promote rapid genetic change. These changes were random in nature, not planned mutations. Fruit flies were used in the earliest experiments because of their very short life spans and even shorter gestation periods, providing plenty of subjects that could be studied over many generations in a reasonable span of time.

The changes produced in the fruit flies ranged from significant to undetectable. Flies were born with larger eyes, shorter wings, thicker exoskeletons, or longer legs. Still, no matter how many generations researchers irradiated, they always ended up with the same thing—fruit flies. These original experiments were designed to produce evidence regarding the Theory of Evolution. All they proved was that nature creates minute offshoots of the same animal. Evolutionists in the late 20th and early 21st Centuries believed the tests proved that the complete Evolution Theory worked. The Creationists, using the same data, believed the tests confirmed their beliefs.

In the 25th Century, geneticists have abandoned irradiation as a research tool. It is impossible to predict the outcome of irradiation treatments, or to irradiate specific genes to produce a desired outcome. More precise methods are used for such research and manipulation.

Irradiation, however, does serve a function. It is used by genetic engineers to test radiation immunity alterations. (These tests are often gruesome, resulting in death more often than not. RAM, however, continues to insist upon these tests to determine the worthiness of their new combat genotypes.)

Genetic Splicing

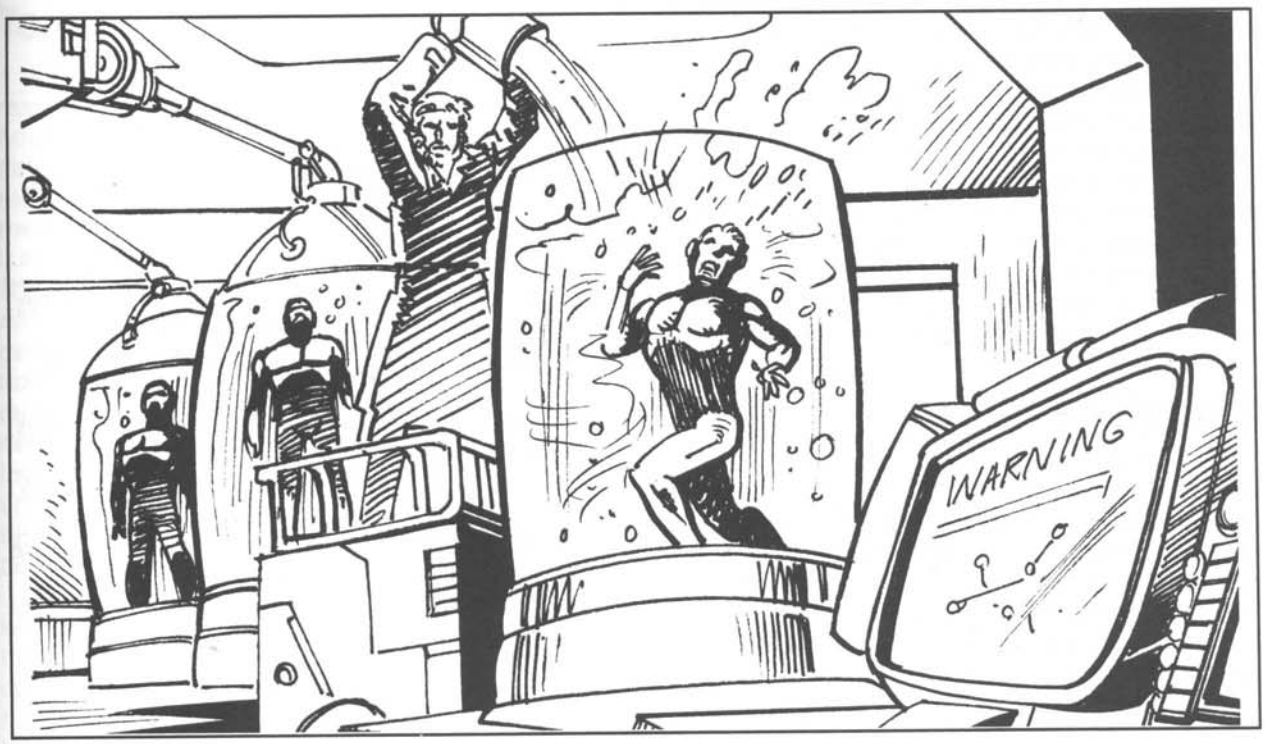
Splicing got its start in 1973 when Paul Berg swapped short sections of DNA from a virus called SV40 with an identical length from a virus called Lambda Phage. Now revered as the father of recombinant DNA research, Berg shared the 1980 Nobel Prize for Chemistry.

Splicing Rules

Genetic splicing requires a scientist to have DNA patterns from two or more organisms. For each DNA cluster removed from one organism, the scientist must roll a Difficult *Bioengineering* skill check. Then, to paste these parts to an existing DNA pattern, he must roll an Average *Bioengineering* skill check. If the skill check for DNA removal fails, the whole process can still succeed unless the failure was critical. As long as the failure was not critical, a mutation occurs—but not necessarily the desired one. The referee should roll for a random mutation. The "Failure Side Effects" table on page 50 can be used to determine a random mutation, and the referee is encouraged to add his or her own ideas to the table.

Genetic splicing has many uses. Should a scientist wish to create a gennie with the compound eyesight of an insect, that gene cluster replaces the standard eyesight cluster in the gennie's DNA. If the tusks of an elephant are desired, the scientist needs to replace the gene cluster designating how the upper lip looks with the corresponding cluster from elephant DNA.

The referee needs to make sure that every possible DNA cluster is taken into account. For



example, if a player character wishes to replace the face of a human gennie with the face of a house cat, not only must the facial skin structure be replaced, but hair follicle growth, the nose, the olfactory glands, the eyes, the shape of the underlying skull, the lips, and the teeth structure must be replaced. In this instance, the scientist needs to roll against eight gene removals (a Difficult skill check), and eight splices (an Average skill check). This gives an idea of the difficulty and extreme care required to successfully create a unique genotype. It also explains why more do not exist after all this time.

Gennie Growth

Once the genetic manipulation is complete, the new genotype must be grown to maturity. Even with advanced growth techniques, this may take several months. After all that care and work, the design may still be a failure—the original design may have been faulty, or an unexpected mutation could crop up.

After an embryo is created, a gennie requires one full day in a growth vat full of growth hormones for every pound of weight of the finished organism. For example, a 180-pound humanoid requires 180 days in a vat, or six months, to reach growth maturity.

When half of the growth time has expired, the scientist can determine whether his creation is capable of surviving. Roll a Difficult skill check using the creator's *Bioengineering* skill; a failed roll means the gennie is not viable and will die when removed from the growth vat.

Genetic Failure

Throughout the genetic manipulation process, a scientist must roll several skill checks. When one of these checks fails, the referee should not immediately say, "Oops, you blew it." Only rolls between 01 and 05 indicate immediate and devastating failure, failure so bad it is instantly recognizable as such. For all other failure rolls, the scientist must wait until the gennie is half-grown to realize that something went wrong. Once a failure is detected, the experiment is usually immediately terminated, the vat cleaned, and the process started over.

However, sometimes mutations caused by failures are minor enough to be ignored. When a failure is ignored and the gennie allowed to fully grow, the referee should roll on the "Failure Side Effects" table below to determine what went wrong. The referee is also encouraged to add to and delete from the table as he sees fit in order to make it work with his personal XXVc™ campaign. Mutations caused by process failures are permanent and constant. There is no way such a mutation can be removed. Also, if several failures were indicated during genetic construction, the gennie may have several side effects.

Table 1: Failure Side Effects

Roll	Failure/Mutation Type
01-03	One leg is completely useless.
04-05	One arm is completely useless.
06-08	Berserk when in battle.
09-11	Blindness.
12-13	Both arms are useless.
14-16	Both legs are useless.
17-18	Cannot smell.
19-21	Charisma reduced by 1d8 points.
22-24	Color blindness.
25-26	Constitution reduced by 1d8 points.
27-29	Cross-eyed.
30-32	Deafness.
33-34	Dexterity reduced by 1d8 points.
35-37	−1d6 penalty to Electric Shock saves.
38-39	Enraged when shown kindness.
40-42	−1d6 penalty to Explosion/Plasma saves.
43-45	−1d6 penalty to Extreme Heat saves.
46-47	Eye sensitivity. Bright light causes 1d6 points of damage and 1d4 turns of blindness.
48-49	Hearing sensitivity. Loud noises cause 1d6 points of damage per round.
50-51	Intelligence decreased by 1d8 points.
52-53	Irrational fear.
54-55	Irrational hatred.
56-58	Learning disability.

Roll	Failure/Mutation Type
59-61	Longevity increased by 2d20 years.
62-63	Longevity reduced by 2d20 years.
64-66	Morale decreased by 1d20.
67-68	Must be successfully fought and conquered before it obeys.
69-71	Pacifistic tendencies; −2 penalty to gennie's THAC0.
72-74	−1d6 penalty to Paralysis/Stun/Fall saves.
75-76	−1d6 penalty to Radiation saves.
77-79	Speech loss.
80-82	Stillborn.
83-84	Strength reduced by 1d8 points.
85-87	−1d6 penalty to Suffocation saves.
88-89	Tech reduced by 1d8 points.
90-91	Total inability to control unconscious motor actions.
92-93	No touch sense.
94-95	−1d6 penalty to Toxic/Gas/Poison saves.
96-97	Warrior tendencies.
98-00	Wisdom decreased by 1d8 points.

Teaching the Gennie

When a gennie reaches maturity, it must be removed from its growth vat within 1d4 hours. If it is not removed by the end of this time, the gennie drowns. Assuming the gennie is removed from the growth vat in time, the first thing the attending scientist must do is examine it to see if it turned out as planned. This operation requires an Average *Bioengineering* skill check. Failure indicates that the gennie was born with an unforeseen mutation. It is up to the scientist (or whoever commissioned him to produce the gennie) to decide whether the creation should be allowed to live or not. The referee should roll on the "Failure Side Effects" table above to determine the extent of the gennie's mutational defects.

A human-based gennie, like a human infant, is absolutely helpless at "birth." It must be trained to talk, walk, feed itself, and do the other things an adult is capable of. Fortunately, a humanoid gennie learns these things more quickly than a human infant. This learning process takes from four to seven months (1d4+3), further modified by the Charisma of the attending scientist as noted in the "Gennie Teaching Modifiers" table below.

Table 2: Gennie Teaching Modifiers

Scientist's Charisma	Modifier
8 or lower	+2 months
9-10	+1 months
11-12	—
13-15	−1 months
16 or higher	−2 months

When the creation process is complete (inception through learning), the gennie is ready to take its place in the XXVc™ game universe. But just what sort of creature is it? Although there are restrictions on what a gennie can and cannot do, there is still room for plenty of variation.

Genetic Alteration Ideas

The "Genetic Alteration Ideas" table on the following page includes ideas a PC or an NPC scientist can use when making a gennie. Each idea is formatted to show its difficulty, cost, and alteration category.

Table 3: Genetic Alteration Ideas

Type	Difficulty	Cost	Alteration Category
Acute Hearing	Average	7,000	Splicing
Acute Sight	Impossible	15,000	Splicing
Acute Smell	Difficult	10,000	Splicing
Acute Taste	Average	7,000	Manipulation
Appendage, Altered Location	Impossible	25,000	Manipulation
Appendage, Number Decrease	Impossible	20,000	Manipulation
Appendage, Number Increase	Difficult	15,000	Splicing
Appendage, Size Change	Difficult	15,000	Splicing
Attack, Nails/Claws	Difficult	8,000	Splicing
Attack, Poison	Difficult	12,000	Splicing
Attack, Teeth	Difficult	10,000	Splicing
Attribute Decrease	Difficult	7,000	Manipulation
Attribute Increase	Difficult	10,000	Manipulation
Bone, Exoskeleton	Impossible	14,000	Splicing
Bone, Substitution	Impossible	10,000	Invention
Breathing, Air	Difficult	10,000	Splicing
Breathing, Alternate	Impossible	20,000	Invention
Breathing, Non-	Impossible	30,000	Invention
Breathing, Water	Difficult	15,000	Splicing
Bred for Combat	Difficult	10,000	Manipulation
Bred for Obedience	Difficult	10,000	Manipulation
Bred for Work	Difficult	10,000	Manipulation
Claws, Retractable	Difficult	14,000	Splicing
Flight Capabilities	Impossible	9,000	Splicing
General Animal Trait	Difficult	10,000	Splicing
General Human Trait	Difficult	10,000	Splicing
General Incredible Trait	Impossible	40,000	Invention
Gravity Tolerance, High-	Difficult	10,000	Invention
Gravity Tolerance, Low-	Difficult	10,000	Invention
Gravity Tolerance, Zero-	Impossible	15,000	Invention
Hair/Fur Decrease	Average	5,000	Manipulation
Hair/Fur Increase	Average	5,000	Manipulation
Longevity Alteration	Impossible	10,000	Manipulation
Nutrition Need Change	Difficult	20,000	Manipulation
Nutrition Value Change	Impossible	10,000	Invention
Procreation Change	Impossible	20,000	Splicing
Psychic Ability	Impossible	50,000	Invention
Saving Throw Increase	Impossible	12,000	Invention
Size Alteration	Difficult	9,000	Splicing
Skin, Feather	Difficult	10,000	Splicing
Skin, Human	Impossible	20,000	Splicing
Skin, Leather	Difficult	10,000	Splicing
Skin, Scale	Impossible	15,000	Splicing
Weight Decrease	Difficult	4,000	Splicing
Weight Increase	Difficult	8,000	Splicing

Chapter Overview

This chapter introduced four different genetic engineering techniques. These techniques are as follows:

1. Cloning allows a scientist to create nearly exact duplicates of an existing organism.
2. Genetic Invention lets a scientist create new and unusual gene patterns not found in any naturally occurring organism.
3. Genetic Splicing grants a scientist the ability to take equal portions of genetic material from one organism and transport it to another organism's DNA.
4. Genetic Manipulation lets a scientist rearrange current gene clusters to conform to a more prudent structure, granting the gennie improved functions.

The following outline presents the basic procedures introduced in this chapter in a cohesive, easy to understand format.

Genetic Cloning
Career Skill: Biology.
Difficulty: Difficult.
Prerequisite Activities: None.

Genetic Invention
Career Skill: Gadgeteering and Bioengineering.
Difficulty: Impossible.
Prerequisite Activities: None.

Splicing, Bacterial
Career Skill: None.
Difficulty: 55% chance for success if genotype specific. 1% chance for success on all other organisms.
Prerequisite Activities: An Impossible Bioengineering skill check is required to create bacterium.

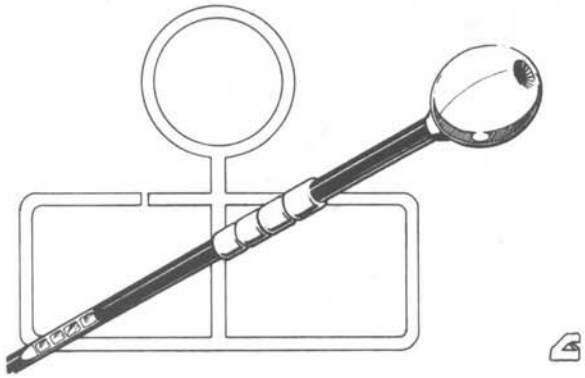
Manipulation, Bacterial
Career Skill: None.
Difficulty: 55% chance for success if genotype specific. 1% chance for success on all other organisms.
Prerequisite Activities: An Impossible Bioengineering skill check is required to create bacterium.

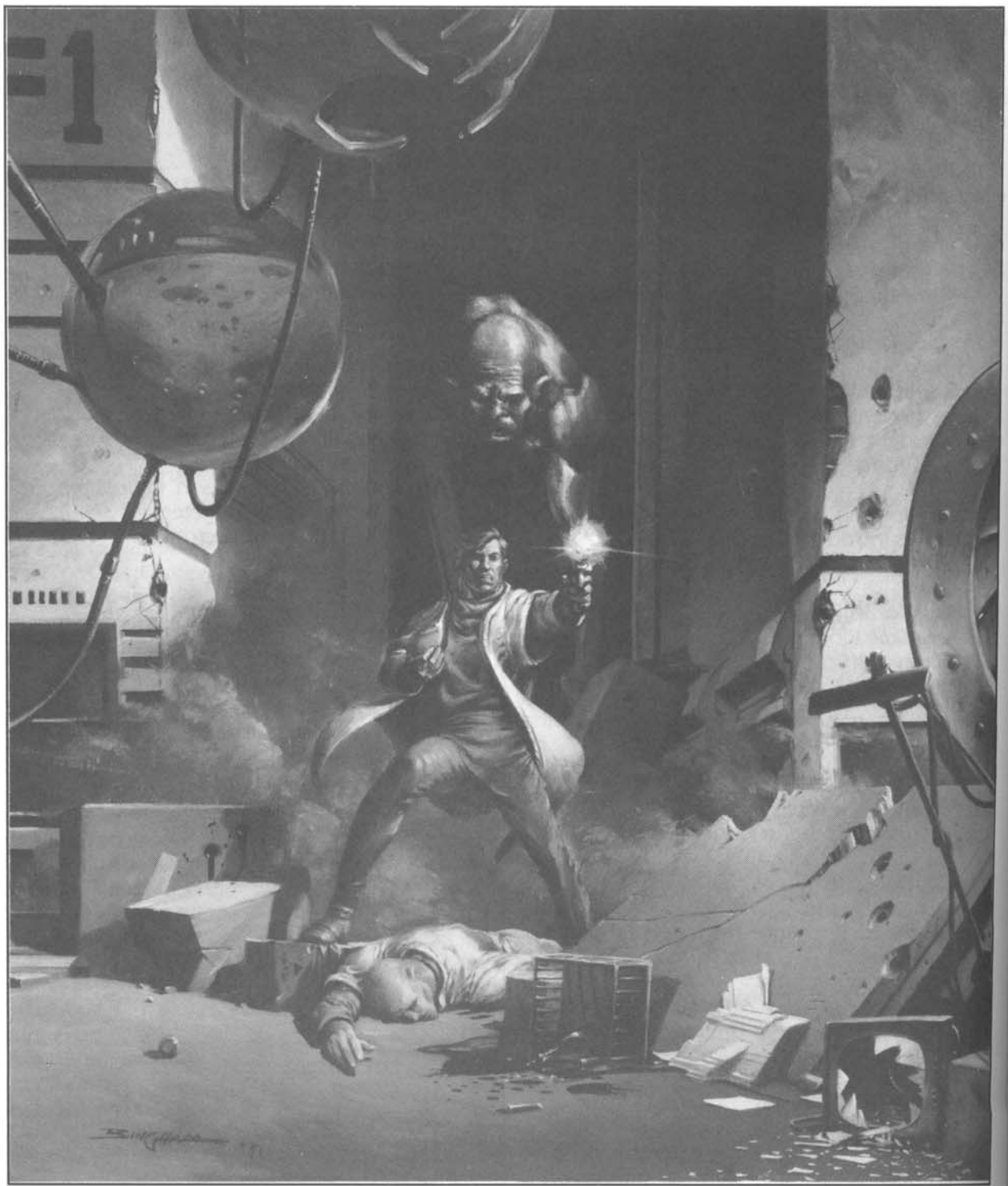
Splicing, Microbytic
Career Skill: None.
Difficulty: 65% chance for success if genotype specific. 20% chance for success on all other organisms.
Prerequisite Activities: An Impossible Programming and Gadgeteering skill check required to create microbytes.

Manipulation, Microbytic
Career Skill: None.
Difficulty: 75% chance for success if genotype specific. 50% chance for success on all other organisms.
Prerequisite Activities: An Impossible Programming and Gadgeteering skill check required to make microbytes.

Irradiation Manipulation
Career Skill: Bioengineering.
Difficulty: Average.
Prerequisite Activities: None.
Additional Information: Irradiation Manipulation has proven too erratic. It is used only to test radiation susceptibility and immunities.

Splicing, Scientist-Performed
Career Skill: Bioengineering.
Difficulty: Difficult.
Prerequisite Activities: None.





Chapter 6: Construction Guidelines

Every new gennie, regardless of what it looks like or how it acts, has three characteristics.

1. Gennies are based on real abilities. Gennie's cannot be given capabilities that do not exist in Earth creatures. For example, you can create a gennie that moves through the air by gliding or flapping wings or winglike appendages as a wide variety of birds, lizards, and small mammals have this ability. You cannot create a gennie without wings that flies by means of levitation, however, because this is not possible for any existing Earth animal.

2. Gennie characteristics are variations of traits that exist in one or more of its "source" creatures. In other words, use what you start with as a basis for what you end up with. Heighten, enhance, or otherwise manipulate normal traits, but do not carry "enhancements" beyond the bounds of reality. A human-based gennie can be extraordinarily beautiful, dexterous, strong, or tough. It can have hair whiter than any normal human's, legs longer and shapelier, muscles harder and leaner than normal.

It could also be uglier, more feral, and more nasty than anyone on Earth could possibly dream of. What it could not be, though, is a monstrosity with a third arm coming out of the top of its head, or something that has three hearts beating in its chest, because such creatures are biologically impossible to create with existing genes.

Also, don't fall into the "super-intelligent animal" trap. You cannot make a frog as smart as a human by simply saying that the frog's skull has a human brain inside it, or that the frog's brain has been upgraded to human capacity. Intelligence is, to a great extent, a function of brain size, and you cannot get an entire human brain inside a frog's (or a cat's, or a horse's) brain cavity. You can modify an animal's brain to have improved (more human-like) characteristics, but if you want a gennie as smart or smarter than a human, you have to start with a human. (It is possible to make animal gennies with semi- or even low intelligence, but that is the extent of the modification.)

3. Gennies are designed for a purpose. The science of gene manipulation in the 25th Century is advanced, but not so advanced that someone can walk into a laboratory and say, "Let's see what we get if we cross a garter snake with a platypus." Such experiments are a waste of time, not to mention money. Few people have the resources or inclinations to throw together some chromosomes to see what happens.

Gennies like the Terrine, Stormrider, and the Delph were all created to serve a purpose and fill a need; any gennie that you or your players create for the game should likewise have a logical reason for existing. Please note that erroneous genotypes can exist that might fall into the category of mad experiments, but most of these are destroyed due to the expense of such a mistake.

As referee, don't engage in "mad scientist" experimentation, and don't allow your players to either. If they try, then anything their characters want to create—assuming they find a scientist willing to indulge them—simply does not survive.

Of course, this does not preclude the idea of a crazed professor in a deserted outpost turning out monstrosities that no "normal" scientist would think about making. Go ahead and set up his shop as an adventure hook. Then leak information to the PCs about his whereabouts and watch the fun begin!

This adventure technique, used sparingly, can provide hours of gaming enjoyment for your players. Imagine a group of hearty PCs out to find a mad scientist to indulge their gennie ideas. The mad scientist, however, wants nothing to do with them (unless he wants them for his next experiment!) and sends his monsters out to destroy them. The PCs could also get involved to put a stop to the scientist's havoc-wreaking monsters if they are of a more heroic nature.

Chapter 7: The Gennie PC

The original XXVc™ boxed set provided five races and eight gennies. These selections give the game a unique flavor and an ability for the players to build their characters from the ground up. Unfortunately, the careers available to these original PC types were often too restrictive, limiting their playability. Table 4 below shows the excessive restrictions placed on the gennies given in the *Characters and Combat* booklet in the boxed set.

Table 4: Careers from the Boxed Set

	Careers						
Race or Gennie	**Rocketjock**	**Warrior**	**Scout**	**Engineer**	**Rogue**	**Medic**	**Scientist**
Delph	•	•				•	
Desert Runner	•	•		•			
Lowlander		•		•			•
Lunarian	•	•	•	•	•	•	•
Martian	•	•	•	•	•	•	•
Mercurian	•	•	•	•	•	•	•
Spacer	•	•					
Stormrider							
Terran	•	•	•	•	•	•	•
Terrine		•					
Tinker				•		•	•
Venusian	•	•	•	•	•	•	•
Worker		•					

As you can see, two gennies have the ability to take three careers each, two gennies can choose from two, and two gennies only have one career possibility. The Stormrider, unfortunately, has no careers available to it at all! (The human races, of course, can choose from all career types.) These stringent restrictions, unfortunately, limit the races that players can choose from. Therefore, a change is offered for the referee to consider.

Every career in the XXVc game has at least two statistical requirements. This has not changed from the boxed set. Table 5 below gives the career minimums for abilities.

Table 5: Career Requirements

Career	Str	Dex	Con	Int	Wis	Cha	Tech
Rocketjock	—	13	—	11	—	12	—
Warrior	10	8	10	8	—	—	—
Scout	—	—	8	8	9	8	—
Engineer	10	—	12	8	—	—	13
Rogue	—	13	—	8	9	13	—
Medic	—	13	—	8	9	13	—
Scientist	—	—	—	16	12	—	—

Each genotyped race has ability score modifications, both negative and positive. Using only these modifications and determining the corresponding numeric ranges, a new table delineating the possible careers for each gennie has been devised.

Table 6 shows the available careers for each of the genotypes. The referee and the players should remember that the careers have definite requirements, and these must be maintained at all times. Several of the gennies need the maximum possible score in a specific ability in order to qualify, but if a possibility exists, then the career is given as a choice. (Be sure to add and subtract the racial stat modifiers from Table 8 before choosing a career for your character.)

If Table 6 indicates a gennie can select a particular career, the randomly generated character still may be unable to select that career due to an insufficient ability score. Should this happen, the referee may allow the player to raise and lower attribute numbers by adding and subtracting equally in order to qualify for the desired career. (For example, to increase Strength by one point, you must lower another

attribute by one point.) If this is not possible, the character must choose a different career.

Table 6: Revised Careers Available

Race or Gennie	Careers						
	Rocketjock	Warrior	Scout	Engineer	Rogue	Medic	Scientist
Asterminer	•	•	•	•	•	•	•
Belter	•	•	•	•	•	•	•
Cadrite	•	•	•	•	•	•	•
Delph	•	•	•	•	•	•	•
Depthine	•	•	•	•	•	•	•
Desert Runner	•	•	•	•	•	•	•
Desert Runner II	•	•	•	•	•	•	•
Devastator	•	•	•	•	•	•	
Europan	•	•	•	•	•	•	•
Ganyman	•	•	•	•	•	•	•
Lowlander	•	•	•	•	•	•	•
Lunarian	•	•	•	•	•	•	•
Martian	•	•	•	•	•	•	•
Mercurian	•	•	•	•	•	•	•
Ringer	•	•	•	•		•	•
Sharc	•	•	•	•		•	
Sidhe, Oberon		•	•	•		•	•
Spacer	•	•	•	•	•	•	•
Stormrider	•	•	•	•	•	•	•
Talan	•	•	•	•	•	•	•
Terran	•	•	•	•	•	•	•
Terrine Mk-Ia	•	•	•	•	•	•	
Terrine Mk-Ib	•	•	•	•	•	•	•
Terrine Mk-II	•	•	•	•	•	•	•
Tinker	•	•	•	•	•	•	•
Venusian	•	•	•	•	•	•	•
Worker	•	•	•	•		•	

Levels, Hit Dice, and Experience Points

Once the player determines which gennie he wants to run, he plays it in much the same way he would play any other nongennie PC.

As the XXVc™ game has a level-driven character advancement system, levels and their corresponding abilities should not be ignored; nor should the referee penalize the more powerful gennies, making it more difficult for them to go up in levels.

The whole purpose behind this rules supplement is to make the genotype races more accessible to the players, not harder to run and have fun with.

Player character gennies advance in levels the same way humans do. When a PC gennie receives the predetermined number of experience points as listed in the *Characters and Combat* booklet in the XXVc boxed set, he graduates to the next level.

When a player decides which gennie to play, the referee should ignore the specified Hit Die type in the gennie profiles in Chapter 8. These numbers are used only for the generic and noncareer NPC gennies that characters run into during normal game play. The Hit Die type the player uses on his gennie is dictated by the character's chosen career, as noted below.

Table 7: Career Die Types

Career	Hit Die Type
Engineer	d8
Medic	d6
Rocketjock	d6
Rogue	d6
Scientist	d4
Scout	d8
Warrior	d10

PC gennies can have slight advantages over humans. All modifications listed in the specific gennie profiles (found in Chapter 8) are available to them.

Table 8: Racial Modifiers to Statistics

Gennie Type	Str	Dex	Con	Int	Wis	Cha	Tech
Asterminer	+3	+3	+3	−3	−3	−3	—
Belter	+1	+1	+1	−1	−2	−2	−1
Cadrite	+1	−2	−1	+2	−2	−1	+1
Delph	+2	—	+1	—	—	+1	−2
Depthine	+1	—	+3	+1	+1	−1	−3
Desert Runner	+2	+2	+1	—	—	−1	—
Desert Runner Mark II	+1	+3	−1	—	+2	+1	—
Devastator	+4	+4	+5	−2	−3	−1	—
Europan	+1	+2	+3	+2	—	−3	−1
Ganyman	+2	+3	+2	—	−3	−4	—
Lowlander	+3	—	+1	—	—	−3	+1
Lunarian	−2	+1	−1	+2	—	—	—
Martian	−1	+1	−1	—	−1	+1	—
Mercurian	−1	+1	+1	—	—	—	—
Ringer	Special[1]	Special[2]	+2	—	—	−5	+3
Sharc	+2	+1	+2	−3	−4	−6	—
Sidhe, Oberon	−4	−5	−5	+7	+6	—	+3
Spacer	—	+1	+2	—	—	−1	+2
Stormrider	+2	−2	+2	—	—	—	−2
Talan	−2	+3	+1	+1	−2	−2	+1
Terran	—	—	+1	—	+1	—	—
Terrine, Standard	+2	+2	+2	−2	−1	−3	—
Terrine, Barney	+3	+2	+3	—	−2	+1	—
Terrine Mark II	+2	+2	+2	+2	+2	+3	+1
Tinker	−2	+3	−2	—	—	—	+3
Venusian	—	−1	+1	—	+1	−1	—
Worker	+3	—	+3	−2	−1	−3	−1

[1]A Ringer's Strength bonuses are relative to the suit's state of repair. When a Ringer is first encountered, the referee should roll a d8−4. This yields a bonus or penalty for the statistic.
[2]A Ringer's Dexterity bonuses are relative to the suit's state of repair. When a Ringer is first encountered, the referee should roll a d8−4. This yields a bonus or penalty for the statistic.

Career Skills and General Skills

The gennie and human characters listed in this book are treated identically as far as skills are concerned. Except for a few scientist skills, all general skills are available to both gennies and humans, and their skill advancement is the same. Characters can increase particular skills by no more than 15% per level advancement. Skill bonuses, however, can increase this number (as in Scouts, or Rogues and Rocketjocks at first level).

A first level PC chooses four to six general skills. Each time the PC advances a level, he can add one skill to his repertoire. There is no percentage ceiling to Career skills. General skills, however, can never exceed 80% at any level. Should a PC have 80% skill ratings in all his general skills, he either loses new points or adds new general skills to apply these extra points.

Table 9 shows the skill point advancement system for all careers.

Table 9: Skill Advancement

Career	Career Skill	General Skill
Engineer	40/level	20/level
Medic	40/level	20/level
Rocketjock[1]	40/level	20/level
Rogue[2]	40/level	20/level
Scientist	40/level	20/level
Scout[3]	40/level	20/level
Warrior	40/level	20/level

[1]Starting Rocketjocks gain an automatic 10% in the following skills: *Drive Groundcar, Drive Jetcar, Pilot Fixed Wing, Pilot Rocket, Pilot Rotor-Wing Craft, Use Rocket Belt.* This is a one-time bonus.

[2]Starting Rogues gain a one-time bonus of 10% to every career skill they choose.

[3]Scouts gain an automatic +5% to every career skill every time they gain a new level, including first level.

Updated Gennie and Human Combat

The basis of the XXVc™ combat system is the THAC0 (To Hit Armor Class Zero). The system uses one d20 to determine the success or failure of an attempted attack. Basically, to succeed a character must roll his THAC0 number or better on a d20. Every character in the game, whether PC or NPC, has a THAC0 (as well as an Armor Class). Two factors that affect the THAC0 number are the career and level of the attacker (for human and human-based gennie combatants), and the Hit Die type (for nonhuman gennies).

The rules for THAC0 are covered in detail in the XXVc boxed set, and we will not repeat that material here. Instead, this section addresses an inconsistency from the XXVc boxed set. Look at Table 20 on page 63 of the *Characters and Combat* booklet. It gives the THAC0 tables for six of the careers (Warriors, Scouts, Rocketjocks, Rogues, Medics, and Engineers) and the three categories of gennies (d6, d8, and d10 Hit Dice).

This table states that d6 creatures fight more efficiently than d8 creatures, and that Scientists and Medics fight better than Rocketjocks and Rogues. A three-part table on page 61, Table 10, presents the correct numbers.

The new table is presented in a slightly different format in order to accommodate very high-level characters. The following procedure should be used to determine the THAC0 of a character.

The far left (vertical) column lists the numbers 0, 10, 20, and 30. These denote the tens position. Read across the top of the column (horizontally) to find the single digits position. For example, to find the THAC0 of a 26th-level Warrior, find the intersection of the 20 column and the 6 position in the "Warriors and Scouts" section of the table. The resulting number gives the Warrior's THAC0 as −5. Using the same procedure in the other sections would yield THAC0s of 4 and 8 for 26th-level Rocketjocks and Medics respectively.

Please note we made an additional change to the middle section of the table. In the boxed set, Rocketjocks, Rogues, and d8 Creatures were designed to have their THAC0s change every three levels of advancement. This was very frustrating to players using these types of characters. In the new table, Rocketjocks and Rogues see THAC0 changes at least once every two levels of advancement.

Be aware that we did not change the *Automatic Failure* rules. No matter what THAC0 number a character possesses, a die roll of one (1) results in an automatic miss—no matter what the situation may be, including attacks upon completely prone opponents. This rule was designed to simulate the failures and accidents that everyone encounters every now and then, including ultra-high-level characters. Remember, no one is perfect, and no one succeeds every time.

What this means in play is that even extremely high-level warriors, with negative THAC0 numbers, must roll the die every time. If they roll a one, even the greatest, most powerful characters fail. This gives low-level characters some small chance of running away before being slaughtered by the vicious blows of the very powerful.

Table 10: Revised THAC0

Warriors, Scouts, and Creatures Using d10 for Hit Dice

	0	1	2	3	4	5	6	7	8	9
0	20	20	19	18	17	16	15	14	13	12
10	11	10	9	8	7	6	5	4	3	2
20	1	0	−1	−2	−3	−4	−5	−6	−7	−8
30	−9	−10	−11	−12	−13	−14	−15	−16	−17	−18

Rocketjocks, Rogues, and Creatures Using d8 for Hit Dice

	0	1	2	3	4	5	6	7	8	9
0	20	20	20	19	18	18	17	16	16	15
10	14	14	13	12	12	11	10	10	9	8
20	8	7	6	6	5	4	4	3	2	2
30	1	0	0	−1	−2	−2	−3	−4	−4	−5

Medics, Engineers, Scientists, and Creatures Using d6 for Hit Dice

	0	1	2	3	4	5	6	7	8	9
0	20	20	20	19	19	18	18	17	17	16
10	16	15	15	14	14	13	13	12	12	11
20	11	10	10	9	9	8	8	7	7	6
30	6	5	5	4	4	3	3	2	2	1

Movement

The figures given in Tables 11 and 12 represent the number of feet a character can move in one combat round. The "Climb" and "Swim" columns represent Movement rates under ideal conditions: a gentle slope with handholds and footholds, calm water with little or no current, etc. If a PC tries to navigate a steep or slippery incline, or tries to swim in turbulent waters, the referee should reduce the Movement rates given on the tables to match circumstances.

Table 11: Movement Rates, Human

Race or Gennie	Run	Climb	Swim	Air
Asterminer[1]	120	30	60	120
Belter[1]	600	150	300	300
Cadrite	150	37	75	—
Delph	480	120	600	—
Depthine	180	200	400	—
Desert Runner	840	210	420	—
Desert Runner II	1200	300	600	—
Devastator	180	45	90	—
Europan	480	240	480	—
Ganyman	240	120	600	—
Lowlander	480	120	240	—
Lunarian	600	150	300	—
Martian	600	150	300	—
Mercurian	600	150	300	—
Ringer[1]	600	150	300	300
Sharc	240	120	600	—
Sidhe, Oberon	300	75	150	—
Spacer[1]	600	150	300	600
Stormrider	360	90	180	1200
Talan	300	75	150	450
Terran	600	150	300	—
Terrine, Standard	720	180	360	—
Terrine, Barney	720	180	360	—
Terrine Mk-II	720	180	360	—
Tinker	480	120	240	—
Venusian	600	150	300	—
Worker	360	90	180	—

Table 12: Movement Rates, Animal

Gennie	Run	Climb	Swim	Air
Acid Frog	450	112	225	—
Albatoy	120	30	60	600
Alchemcat	180	45	90	—
Bloat	—	—	—	120
Chimbot[1]	360	90	180	360
Coyodorg, Fang	600	—	300	—
Coyodorg, Mole	700	—	350	—
Coyodorg, Sprint	900	—	450	—
Crocospider	180	600	—	
Deathfin	—	—	700	—
Desert Ape	840	210	420	—
Dinosaur, Ven.	50	—	25	—
Drywheat	—	—	—	—
Hexadillo	300	75	150	—
Jonah	—	—	540	—
Kraken	—	—	—	10
Manta, Ven.[2]	—	—	—	300
Mantrap, Ven.	—	—	—	—
Proto	60	15	30	—
Rat, Pandora's	220	55	110	—
Ratwurst	360	90	180	—
Ray, Jovian	—	—	—	3360
Rotguard	250	63	125	—
Sand Squid	900	225	450	—
Sandhound	840	210	420	—
Shrike, Desert	840	210	420	—
Skorpion	60	30	—	—
Skrool	90	23	600	—
Swamp Hornet	200	50	—	450
Turtle, Ven. Mud	120	30	60	—
Virus, GAV[3]	—	—	—	—
Virus, TVS[3]	—	—	—	—
Whitefang	240	60	120	—
Woolsheep	100	25	50	—

[1]These human and nonhuman gennies do not fly. Instead, this rate signifies their speed when pushing and pulling their way across asteroids and moonlets in the outer system.
[2]The Venusian Manta can dive at 1,200.
[3]Viruses do not move without outside influence.

Saving Throws

Each of the human gennies listed in this book have saving throw modifiers provided at the end of their profile.

Table 13 below lists the basic saving throw numbers—the numbers a character must equal or exceed on a 1d20 die roll to avoid harm, or to reduce the amount of damaged suffered.

Table 13: Basic Saving Throws

Saving Throw Type	Roll Needed
Explosion/Plasma/Fireball	14
Electrical Shock	13
Paralysis/Stun/Fall	15
Toxic Atmosphere/Gas/Poison	14
Suffocation	16
Radiation	13
Extremes of Heat	13
Extremes of Cold	13

Many things can modify saving throw numbers, especially the career level of a character and his race. Table 14 lists career level modifiers. (When using this table, understand that when a character attains third level, he gains a +1 bonus to all his saving throws. He gains an additional +1 for every three levels he attains thereafter.) Table 15 on page 64 provides racial modifiers.

Table 14: Career Level Modifiers

Level	Bonus	Level	Bonus
3	+1	12	+4
6	+2	15	+5
9	+3	18	+6

When using modifiers, do not add them to the number you need to roll. The penalties and bonuses are designed to be added or subtracted from the actual die roll. So, if you have a +3 bonus and you rolled an 18 on the saving throw roll, your actual number is 21 (18+3=21).

Table 15: Racial Modifiers to Saving Throws

Race or Gennie	Explosion/ Plasma	Electrical Shock	Paralysis/ Stun/Fall	Toxic/Gas/ Poison	Suffo-cation	Radia-tion	Ext. Heat	Ext. Cold
Asterminer	+2	—	—	+5	Immune[1]	—	—	—
Belter	+1	−1	+2	—	+3	—	−5	+5
Cadrite	+1	Special[2]	+1	−2	—	—	+1	−1
Delph	+2	+1	+3	+1	+4	+1	−4	+2
Depthine	−5	−5	−3	+2	+6	+3	−6	+6
Desert Runner	+1	+1	+2	—	+2	+2	−3	+4
Desert Runner II	+1	+1	+4	+1	+2	+1	−3	+4
Devastator	+3	+2	+3	+1	+2	—	—	—
Europan	Special[3]	+1	−1	−2	—	−3	Special[3]	+6
Ganyman	+2	+1	+3	+1	+4	+1	−6	+6
Lowlander	+2	+3	+2	+4	−4	+1	+6	−6
Lunarian	—	—	—	−1	+2	+2	−1	−1
Martian	—	—	−1	—	+1	+1	−1	+1
Mercurian	—	—	+1	—	+1	+3	+4	−3
Ringer	−1	−1	—	Immune[4]	Immune[4]	+2	+2	+6
Sharc	+2	+2	+2	+3	+1	+2	+2	+1
Sidhe, Oberon	—	—	—	—	—	—	—	—
Spacer	—	+3	+5	+4[5]	Immune[6]	+4	+5	+5
Stormrider	−2	+2	—	+4	−4	+1	—	+3
Talan	—	—	+1	—	−1	−1	−1	+1
Terran	—	—	+1	—	—	—	—	—
Terrine, Standard	+4	+3	+3	+3	+1	+2	+2	+2
Terrine, Barney	+5	+3	+4	+3	+2	+3	+3	+3
Terrine, Mk-II	+4	+3	+3	+3	+1	+2	+1	+3
Tinker	−3	−2	—	−1	—	—	—	—
Venusian	—	+1	+1	+3	−2	+1	+3	−2
Worker	—	—	+3	—	—	—	—	—

[1]The Asterminer never needs to roll a saving throw versus *Suffocation* unless the condition persists for 10 hours or more. Then the modifier is +3.

[2]*Electrical Attacks* against the Cadrite cause one-half damage if the saving throw is failed, and one-fourth damage if the saving throw is successful. Cadrite do not receive a saving throw modifier in addition to this ability.

[3]Europans ward off the effects of *Plasma* and *Extreme Heat* weapons. Their saving throws against these conditions begin at +2. This bonus is penalized by −1 with each successful hit against them. The +2 bonus returns after 12 hours. Europans react normally to *Explosions*.

[4]Ringers, a combination of man and machine, are permanently cyborged into their space suits, rendering them immune to the effects of *Toxic/Gas/Poison* and *Suffocation*.

[5]A special algae inhabits the stomach and intestinal tract of Spacers, converting thermal energy into oxygen and nutrients for the spacers to use. This renders them immune to poisonous gases. Contact and ingested poisons, however, require the Spacer to roll a saving throw with no bonuses applied.

[6]A special algae inhabits the stomach and intestinal tract of Spacers, converting thermal energy into oxygen and nutrients for the Spacers to use. This renders them immune to *Suffocation*.

Chapter 8: Human Gennies

Asterminer

CONCEIVED PURPOSE:	Worker gennie
CLIMATE/TERRAIN:	Asteroids, planetoids, orbital
FREQUENCY:	Uncommon
ORGANIZATION:	Work Pools
ACTIVITY CYCLE:	Varies
DIET:	Omnivorous
INTELLIGENCE:	Low to Average (5-10)
NO. APPEARING:	1d20
ARMOR CLASS:	5
MOVEMENT:	120
HIT DICE:	5 (d8)
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (club or tool)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Asterminers are human-based gennies designed to work the hard, cold, barren surfaces of asteroids and planetoids. Based on an amphibian genotype, they have several adaptations allowing them to function in the vacuous, low-gravity conditions of the Asteroid Belt.

Designed by the BioScience division of RAM on Pavonis-Mars, the asterminer proved very difficult to create. The gene structures allowing the gennie to assimilate energy directly from batteries and the like had to be engineered from scratch. Now that the technique has been perfected and proved successful, BioScience intends to create more such gennies, both human and animal. After a push designed to flood the market, BioScience plans to sell the genetic strand rights to other genetic corporations.

Physical/Cultural:

Physical Size: 7 feet tall, 250 lbs.
External Covering: Leathery scales
Eyes: Human normal, though lens covered and bioluminous
Ears: Small slits
Mouth: Human normal
Nose: None
Cultural: Created to mine asteroids, asterminers generally consider themselves to be a superior breed of human being. They adopt most human culture conveniences, depending upon their employment, location, and availability to such items. They often take these Terran conveniences, utilizing them creatively in their work areas.

Asterminers are rarely found outside their work environment, and they virtually never venture into gravity wells such as Earth or Mars. They can only live for one week within a gravity well before their health begins to fail. Once that one-week time period passes, the asterminer loses one point of Strength and Constitution per day until he removes himself from the gravity well. Upon exiting the well, statistics return to normal after one day. If the asterminer remains in a gravity well long enough for either statistic to drop to zero, he dies.

Advantages/Disadvantages: Although they need oxygen to survive, asterminers can absorb it in liquid form through their skin and store it in their cell tissue for later use. They can seal their ears and mouth, have hard lenses over their eyes, and lack any form of nose, forming a self-contained environment for limited periods.

Their long, three-toed feet let them secure themselves to rocky surfaces in low-gravity environments, and their eyes constantly emit a bioluminous glow. Unlike amphibians, asterminers are warm-blooded. They metabolize huge amounts of protein paste to keep warm while working in the frigid conditions common to asteroid mining. They can work while exposed to vacuum for up to ten hours at a time. Although very tough, asterminers are dull-witted and can easily be fooled.

Combat: Not designed for combat, asterminers have no special advantages over normal humans. If forced to fight, they commonly grab any tool within reach (like drills, hammers, spades, or Minerlights) to use as a bludgeon weapon. Asterminers never initiate combat, but will protect themselves.

Habitat/Terrain: The asterminer lives where he works, spending more than sixteen hours at a time on the job. RAM designed the gennie's stamina and mindset to accept these brutal conditions. During their rare off times, asterminers either sleep or frequent the rough mining town drinking establishments, most often in groups.

Attribute Modifiers

Strength: +3	Dexterity: +3	Intelligence: −3
Wisdom: −3	Constitution: +3	Charisma: −3
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: —
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +5
Suffocation: *	Radiation: —
Extreme Heat: —	Extreme Cold: —

* Asterminers never need to roll a saving throw versus suffocation unless the condition persists for ten hours or more. Then the saving throw modifier is +3.

The asterminer first appeared in the XXVc™ module N.E.O. IN THE 25TH CENTURY.

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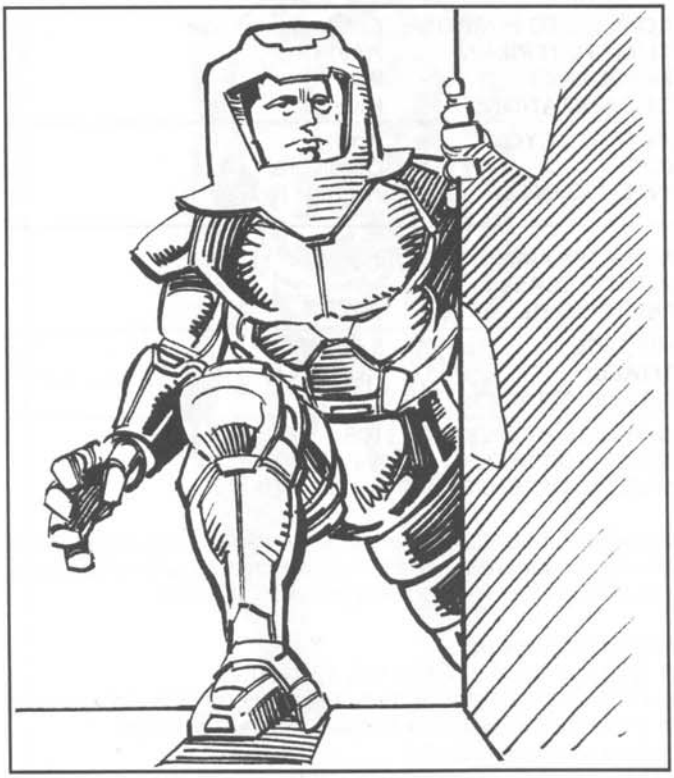
Belter

CONCEIVED PURPOSE:	Mining gennie
CLIMATE/TERRAIN:	Asteroid Belt, Jovian Rings
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- to Exceptionally (2-16)
NO. APPEARING:	1d10
ARMOR CLASS:	10
MOVEMENT:	600
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Based on the Terran genotype, belters have improvements allowing them to survive in zero-gravity their whole lives. Brain modifications have turned their culture and work habits into an instinct-driven desire. Not modified like spacers, belters need a suit-provided environment to survive.

Belters have opposable big toes, making their feet function much like human hands. They can easily grip rocks and tools with their feet. Their brains, changed slightly to accept this modification, give them true quadro-dexterity, the ability to use all four limbs simultaneously. Each extremity can operate independently, executing a different task. A belter can hammer with a foot, scratch away at an ore vein with a hand, fire a blaster with a foot, and keep his balance with the remaining hand.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 150-250 lbs.

External Covering: Smooth, hairless skin, in shades of brown, dark brown, red, tan, or beige

Eyes: Human normal; increased rod receptors allow them to see in pitch-dark conditions

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: Every belter, whether human, gennie, construct, or DP, has the ability and the responsibility to vote. All issues are resolved by tabulating votes transmitted simultaneously, and at a prescribed time, to the Belt's main computer on Ceres.

All citizens of the Anarchy are expected to vote on issues deemed essential by the Ruling Council. Belters outside the Belt are not required to vote since they cannot always establish a Ceres link. Any citizen who is able to vote but fails to cast his or her ballot five times is subject to severe penalties. Penalties range from imprisonment to complete economic and physical quarantine, which includes loss of rescue, food, air, and water rights.

Advantages/Disadvantages: Since their bodies are tuned to the zero-gravity of space, belters find it hard to live in gravity greater than Luna's. If they enter such an environment, belters experience Strength and Constitution deprivation, losing one point from each attribute per day. One to four days of rest within zero gravity brings a belter back to full health. Should either statistic drop to zero before the belter returns to zero gravity, he dies.

Combat: Belters are not warrior genotypes, and do not have combat improvements. What combat skills they do possess revolve around the tools of their trade. They often employ drills, explosives, and pick axes, and with these tools they can be lethal opponents. Territorial in nature, they attack other belters who invade their territory.

Habitat/Terrain: Found throughout the Asteroid Belt, belters search every rock they come across for mining possibilities. Recently, many belters have left for the rings of Jupiter to explore the mining possibilities there.

Ecology: Belters are isolationists who hate outside intervention. Often, they join forces with other belters or buy hired help to crush intrusions into their claimed areas. Belters concern themselves with Belt matters and their own Manifest Destiny before engaging in outside matters.

At home in zero gravity, belters have +30% in the *maneuver in zero-G* skill. Belters commonly hire out as gunners and engineers on interplanetary ships, as long as the ships do not spend much time in heavy gravity wells. Their love of a good fight makes them more adept at gunnery than engineering, however. They love to fight opponents more capable than themselves. Their inbred need to brag about their real-life exploits demands that they perform outrageous actions. When hiring out, belters demand computers to link with the Ceres Co-Op computer in order to stay current with Belter issues. This is important if they wish to retain their rights.

Attribute Modifiers

Strength: +1	Dexterity: +1	Intelligence: −1
Wisdom: −2	Constitution: +1	Charisma: −2
Tech: −1		

Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: −1
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: —
Suffocation: +3	Radiation: —
Extreme Heat: −5	Extreme Cold: +5

Cadrite

CONCEIVED PURPOSE:	Combative gennie
CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	150
HIT DICE:	5+2 (d8)
THAC0:	18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below

Genotype: Cadrites are genetically engineered humans developed by Pallathite scientists. They are created with a hive mentality and exceptionally strong physical features.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 120-250 lbs.

External Covering: Smooth, relatively hairless skin, usually in shades of brown, dark brown, red, tan, or beige

Eyes: Human normal

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: Bred for discipline and obedience, the cadrites have little in the way of culture. When not in service, they tend to sleep or sit in a meditative posture. They speak in a flat, monotonous voice. Their psychology revolves around the ability to fulfill commands set by their masters. If circumstances beyond their control prohibit them from fulfilling their orders, they sit and shake, experiencing the events through the collective hive mind. Should a single cadrite be completely unable to function, the hive cuts off all mental contact. This usually kills the lone cadrite in 1-4 days.

Advantages/Disadvantages: Cadrites are nearly impossible to physically distinguish from a standard human. However, their hive mentality makes them easy to control and quick to respond to orders. This same hive mentality leaves the cadrites a lack of ingenuity and makes them nearly incapable of independent thought. If not under orders, these creatures literally do nothing.

Combat: Created with very dense muscle fibers and a strong skeleton, cadrites are capable of attacks with their powerful fists for 1d8 points of damage. They will always have two attacks per round in unarmed combat. They never use weapons.

They resist extremes of heat and cold, gaining a +2 bonus to their saving throws against these conditions. These creatures have specially altered nervous systems that make them very resistant to energy attacks (lasers, electricity, etc.). These only inflict half damage upon cadrites.

The hive mentality of the cadrites makes them individually immune to mind-affecting attacks (such as hypnosis). This hive consciousness also gives them a seemingly uncanny ability to coordinate attacks against enemies. Whatever one cadrite sees, the others instantly know about. Thus, large numbers of these creatures can converge on and coordinate attacks on even a highly mobile and elusive opponent. Likewise, if a weapon or tactic proves ineffective, all the cadrites in the area are likely to know this.

Habitat/Terrain: Although very similar to humans in appearance, cadrites are actually unique in many ways. They can survive easily in almost any environment. Due to their altered nervous system, cadrites are not as subject to effects of cold or heat as standard humans are. Only very extreme temperatures will affect cadrites.

Ecology: One interesting turn of events has recently occurred in the Cave on Pallas, where the cadrites are undergoing developments. The newer breeds of cadrites have become increasingly independent and less in tune with the hive mind of the older specimens. This now shows itself in a slow response to orders. If this trend continues, the cadrites may no longer be controllable by the Pallathites.

Considering the physical power of the creatures, the Inner Circle is not anxious for this to happen.

Attribute Modifiers

Strength: +1	Dexterity: −2	Intelligence: +2
Wisdom: −2	Constitution: −1	Charisma: −1
Tech: +1		

Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: *
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: −2
Suffocation: —	Radiation: —
Extreme Heat: +1	Extreme Cold: −1

* Electrical attacks against cadrites cause half damage with a failed saving throw, and one-fourth damage with a successful saving throw. Cadrites do not receive saving throw bonuses versus Electrical Shock in addition to this ability.

Cadrites first appeared in the XXVc™ accessory THE BELT.

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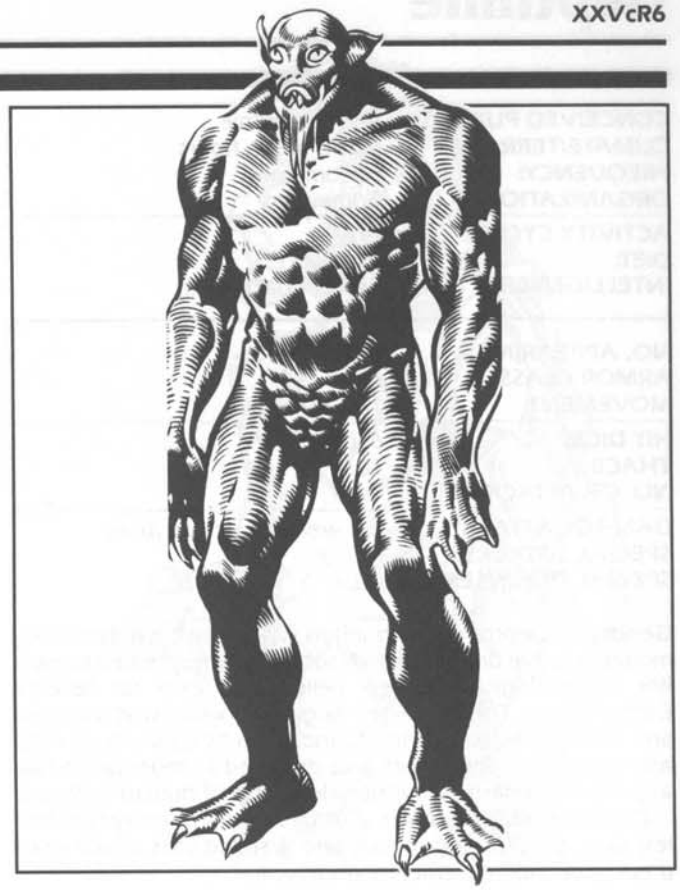
Delph

XXVcR6

CONCEIVED PURPOSE:	Worker gennie
CLIMATE/TERRAIN:	Earth, oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Family, community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	480, 600 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Delphs were the first major gennie created, using a human base mixed with seal and dolphin. Delphs live in the ocean depths of Earth, coming up every so often to breathe. Large lungs, improved circulation, and a small backup chamber in the heart allow them to stay underwater for two hours. They have short limbs, and their fingers and toes are webbed. Double jointed, delphs can rotate their ankles more than 90 degrees, allowing them to use their feet as a tail for propulsion and steering while swimming.

Delph males are hairless; females have long, black hair on their head that streams out behind them as they swim. Delph infants, too small to swim as fast as their parents, entwine themselves in their mother's hair. This allows children to be towed along when traveling.

Physical/Cultural:

Physical Size: 7 to 8 feet tall, 200-400 lbs.

External Covering: Rubbery, with a coating of blubber underneath, the skin is usually patterned in shades of blue, gray, or black

Eyes: Human normal

Ears: Pinholes recessed far back on the skull; the forehead contains spongy tissue filled with oil that serves as a receiver for sonar transmissions

Mouth: Thin lips with pointed teeth, and a short, thick tongue; an altered palate allows delphs to project a clicking sound

Nose: Short and flat, with interior valves that close to form a watertight seal

Cultural: Delphs tend the vast fish ranches and kelp beds of Earth's oceans. Despite rather drastic modifications, they remain human in appearance and attitude. Delphs eat anything a normal human eats, but prefer raw seafood and kelp.

Delphs have a full range of emotions and are the most psychologically balanced of the genotypes. Much like their dolphin relatives, they are playful and easily amused, often joining adventuring parties for companionship or just curiosity. Delph speech has a whistling, breathy quality.

Advantages/Disadvantages: Primarily because of their size, delphs are generally stronger than humans. Their playful, easy-going nature makes them more charismatic than most other creatures. They have considerable resistance to almost all forms of physical attack. As a product of heredity and society, delphs are not technically proficient. They have very little tolerance for extreme heat. Most importantly, delphs are restricted by the need to be in or near water at all times. If a delph does not fully immerse himself in water every eight hours, he loses one point of Strength, Dexterity, and Constitution. Every additional hour the delph is deprived of bodily immersion, he loses another point from each of those attributes. Weakened delphs regain their lost attribute points after one hour of total immersion in water. If any attribute drops to zero because of water deprivation, the Delph dies.

Combat: Delphs can use any weapons available to humans. They can bite for 1d4 points of damage.

Habitat/Terrain: The need for water places a limitation on what delphs can do and where they can go. It is possible to put a submersion tank aboard a ship to allow a delph to travel in safety, but this is not customarily done. Delphs tend to be carefree and inquisitive, but not to the point of endangering themselves or their companions.

Ecology: Delph society is mobile. Individuals have few possessions, usually owning and carrying nothing more than a loincloth, a weapon or two, and a few prized baubles. The few delph cities that exist are huge, open-work rafts, with as many rooms below water as above. These communities drift on the ocean currents, accompanied by herds of whales or dolphins. Delph society is a series of loosely structured clans, with the eldest member leading the pack.

Attribute Modifiers

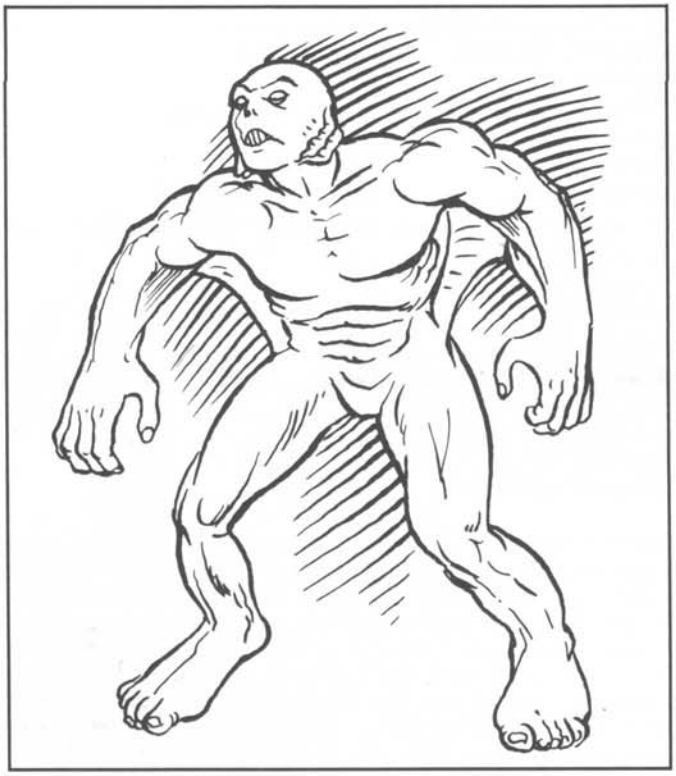
Strength: +2	Dexterity: —	Intelligence: —
Wisdom: —	Constitution: +1	Charisma: +1
Tech: −2		

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: +1
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: +1
Suffocation: +4	Radiation: +1
Extreme Heat: −4	Extreme Cold: +2

Depthine

CONCEIVED PURPOSE:	Worker gennie
CLIMATE/TERRAIN:	Earth, ocean floors
FREQUENCY:	*Uncommon*
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
NO. APPEARING:	3d20
ARMOR CLASS:	4
MOVEMENT:	180, 400 swim
HIT DICE:	6 (d8)
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon, or 1d6 (bite)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Depthines are humans who have been genetically modified to live on the ocean floor. They were created to monitor the ecological disasters believed to exist far beneath Earth's waves. The depthines' original function was to correct any ecological trauma they found, such as cleaning up trash and pollutants. They were also designed to monitor and aid any life forms harmed by the side effects of human existence.

Depthines look much like standard humans, except for hairless skin, gills, longer fingers, and webbed toes which grant them easier maneuverability underwater.

Physical/Cultural:

Physical Size: 4 to 9 feet tall, 80 to 180 lbs.

External Covering: Thick hide with blubber in shades of brown and gray

Eyes: White with black pupils, much larger than human; infrared sight for 1,000 feet

Ears: Recessed into head with closeable membranes

Mouth: Small mouth with baleen ridge

Nose: None

Cultural: Depthines are a very peaceful people who yearn for outside contact. Their language is a variant of 23rd Century English, with high-pitched inflections and velar clicks added to carry their voices long distances underwater. Each depthine community needs the continued efforts of every person to survive. Many spend their time hunting for food for the community, while some maintain a protective perimeter around the arcology. The elders of the communities are the leaders; the older the individual, the higher his or her position.

Advantages/Disadvantages: The construction of their bodies allows depthines to live comfortably in the horrendous pressure of the ocean floor. However, the depthine cannot approach the upper world without the help of pressure suits. (They, unfortunately, were never given these suits when the depthines were deposited on the ocean floor several centuries ago.) If a depthine attempts to surface without such protection, his body expands and ruptures above a depth of 10,000 feet, killing the gennie. Depthine bodies were designed to withstand pressure without any regard to their ability to surface. RAM specifically designed this oversight to assure depthine compliance with their predetermined function.

Combat: Depthines attack with weapons such as ivory daggers (damage 1d4), or with multi-bladed scimitars (damage 1d8). They can bite for 1d6 points of damage, but this is not a standard tactic employed by the depthines. (Their ivory daggers and scimitars are constructed from the bones of whales, dolphins, and sharks that drift down to their world from the seas above them.)

Habitat/Terrain: Depthines live in huge underwater cities vaguely resembling the Mesa Verde Indian dwellings in southwestern Colorado. These genetically altered humans, forced to live at the bottom of the oceans, have little hope of reaching the surface to communicate with other humans. They can only wait for the surface humans to come to them.

Ecology: Depthines are a peaceful people and the only intelligent, humanlike species to exist so far below the surface. They yearn for outside contact while continuing to build cities and to fight off sharcs and dangerous sea creatures who inhabit the incredible depths. (Radio transmissions cannot penetrate the miles of water between the surface and the ocean floor. Depthine communities use the few radios they do possess to keep in contact with other communities while outside of vocal range. In the ocean, these radios have a range of one mile.)

Attribute Modifiers

Strength: +1	Dexterity: —	Intelligence: +1
Wisdom: +1	Constitution: +3	Charisma: −1
Tech: −3		

Saving Throw Modifiers

Explosion/Plasma: −5	Electrical Shock: −5
Paralysis/Stun/Fall: −3	Toxic/Gas/Poison: +2
Suffocation: +6	Radiation: +3
Extreme Heat: −6	Extreme Cold: +6

The depthine first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

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Desert Runner

XXVcR6

CONCEIVED PURPOSE:	Shepherding gennie
CLIMATE/TERRAIN:	Mars, desert and wilderness
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	840, 420 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6+1 (claws), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The desert runner genotype mixes elements of canine and feline stock with a basic human form. Like wolves, they can lope on all fours for days, yet like cats, they have long claws for fighting. Tool use is not hindered by the claws since they are retractable. The body is elongated and light, its legs able to propel the desert runner by great leaps. The toes are webbed and tipped with long, retractable talons. The webs, covered with tufts of hair, make ideal sand shoes. The chest is deep and covered with powerful muscles; the lungs and heart are designed for maximum efficiency. A silky mane of hair covers the head and upper body, often decorated with braids and interwoven trinkets.

Physical/Cultural:

Physical Size: 6 to 7 feet tall, 150-200 lbs.

External Covering: Short, thick fur, in shades of rust red or ocher yellow for better camouflaging

Eyes: Large, catlike, black or green

Ears: Large, rising to points on either side of the skull

Mouth: Wide, generous, with long fangs and normal human teeth

Nose: Short and pug-shaped, with slits that close to keep out dust

Cultural: Desert runners are socially grouped in extended packs. These packs are usually ruled by two or three packmasters—large males who have ascended to dominance the hard way. Competition within packs is fierce and bloody. Packs are nomadic, living in a similar fashion to the Plains Indians of 18th and 19th Century Earth. Pack members live in portable tents designed to be buried during fierce dust storms. Most runners wear leather body armor crafted from the hides of the beasts they shepherd and decorated with copper ornaments and jewelry.

Advantages/Disadvantages: Runners are bred for enhanced strength and dexterity. They are remarkably resistant to cold and are not easily affected by most other forms of physical trauma. Their armor gives them an effective natural armor class of 8. Runners cannot tolerate heat. They receive a Charisma penalty when dealing with members of other races.

Their most significant limitation comes into play when runners leave Mars. During these periods, they must wear masks or helmets to lower air pressure. When exposed to high-pressure atmospheres like Earth, Venus, or the tunnels of Luna, a desert runner loses two points of Strength per round. Donning a special breathing mask or helmet halts the Strength loss and allows the runner to recover lost points after one round. If the runner's Strength ever drops to zero, he dies.

Desert runner vision is acute, allowing them to see in both bright light and near-total darkness. A wide membrane unfolds their ears like umbrellas, making their hearing very acute. They can hear a creature crossing sand five miles away.

Combat: Desert runners use simple weapons—crossbows, knives, and an occasional tech cast-off found in the desert. In hand-to-hand combat, a desert runner strikes twice in a round, causing 1d6+1 points of damage per successful attack.

Habitat/Terrain: Desert runners were designed to compete for survival on the savage Martian plateaus. RAM seeded these regions with herbivores and scavengers, then deployed the runners as sheep dogs. The gennies were charged with moving the beasts on their migrations from temperate to equatorial climates, thinning out the weak along the way.

Ecology: Designed by a RAM genetics company, the runner genotype was sold to various food divisions as herd guardians. Each division wanted its herbivores to prosper, so specific runners were instilled with a fierce sense of territory centered around a particular herd. There are roughly seven runner subtypes, distinguished by fur color and pattern but otherwise physically identical. Runners are aggressive, not only between types, but also within their group.

Attribute Modifiers

Strength: +2	Dexterity: +2	Intelligence: —
Wisdom: —	Constitution: +1	Charisma: −1
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: +1
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: —
Suffocation: +2	Radiation: +2
Extreme Heat: −3	Extreme Cold: +4

Desert Runner Mark II

XXVcR6

CONCEIVED PURPOSE:	Warrior-Guardians of the desert runner tribes
CLIMATE/TERRAIN:	Mars, desert and wilderness
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any, primarily nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d4
ARMOR CLASS:	9
MOVEMENT:	1200
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8 (claws), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The desert runner Mark II genotype mixes elements of the panther and cheetah with a basic human form. Like the original desert runner, they can lope on all fours for days, and they have long claws for fighting. Tool use is not hindered by the claws since they are retractable. The body is elongated and light, with powerful legs able to propel the gennie by great leaps. The toes are webbed and tipped with long, non-retractable talons. The chest is deep and covered with powerful muscles; the lungs and heart are designed for maximum efficiency. Primarily female (90%), Mark IIs are the warrior caste for desert runner enclaves. They possess long tails that end in a tress of hair. These are commonly used to swat insects from their backs.

Physical/Cultural:

Physical Size: 4 to 6 feet tall, 90-120 lbs.

External Covering: Short, thick fur, in either black or spotted brown

Eyes: Large, catlike, black or green

Ears: Small, rising to points on either side of the skull

Mouth: Wide, generous, with long fangs and normal human teeth, adapted primarily for tearing and shredding

Nose: Short, pantherlike

Cultural: Desert runner Mark IIs are the pack's elite combative forces. They protect the pack masters with their lives, defending them against all dangers and enemies except another runner who challenges for dominance. Most Mark IIs wear leather body armor crafted from the hides of the beasts the original runner genotype herd.

Advantages/Disadvantages: Runners are bred for enhanced speed and dexterity. They are remarkably resistant to cold and are not easily affected by most other forms of physical trauma. Their armor gives them an effective natural armor class of 8. Like the original runner genotypes, Mark IIs have acute vision that allows them to see in both bright light and near-total darkness. Runners cannot tolerate heat. Their most significant limitation comes into play when runners leave Mars.

During these periods, they must wear masks or helmets to lower air pressure. When exposed to high-pressure atmospheres like Earth, Venus, or the tunnels of Luna, a desert runner Mark II loses one point of Strength per round. Donning a special breathing mask or helmet halts the Strength loss and allows the runner to recover lost points after one round. If the runner's Strength ever drops to zero, she dies.

Combat: Mark IIs use simple weapons—crossbows, knives, and an occasional tech cast-off found in the desert. The Mark II's most feared method of attack is its talons and teeth, which cause 1d8 and 1d6 points of damage respectively.

Habitat/Terrain: Mark IIs were designed to protect RAM's desert runner population from Martian predators and off-worlders. Each pack has one to four such individuals, all of whom spend their time patroling the pack's perimeter.

Ecology: Designed by a RAM genetics company, the runner genotype was sold to various food divisions as herd guardians. Runners are aggressive, not only between types, but also within their group. The desert runner Mark II, however, was not designed to herd. Instead, this ability was completely erased from their genotype and replaced by a fierce motherly instinct for their pack. The Mark II must protect its herd at all costs—it needs to, wants to, and has no choice but to follow its genetic design.

Mark IIs can breed with either type of runner. A female can whelp 1d4 pups per year. Their offspring, usually a mix of the runner and the Mark II, can possess either the best of both genotypes or the worst of the two. Twenty-five percent of the pups are either full-bred Mark IIs or full-bred original. (If the pup is a Mark II, it has a 90% chance of being female.)

Attribute Modifiers

Strength: +1	Dexterity: +3	Intelligence: —
Wisdom: +2	Constitution: −1	Charisma: +1
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: +1
Paralysis/Stun/Fall: +4	Toxic/Gas/Poison: +1
Suffocation: +2	Radiation: +1
Extreme Heat: −3	Extreme Cold: +4

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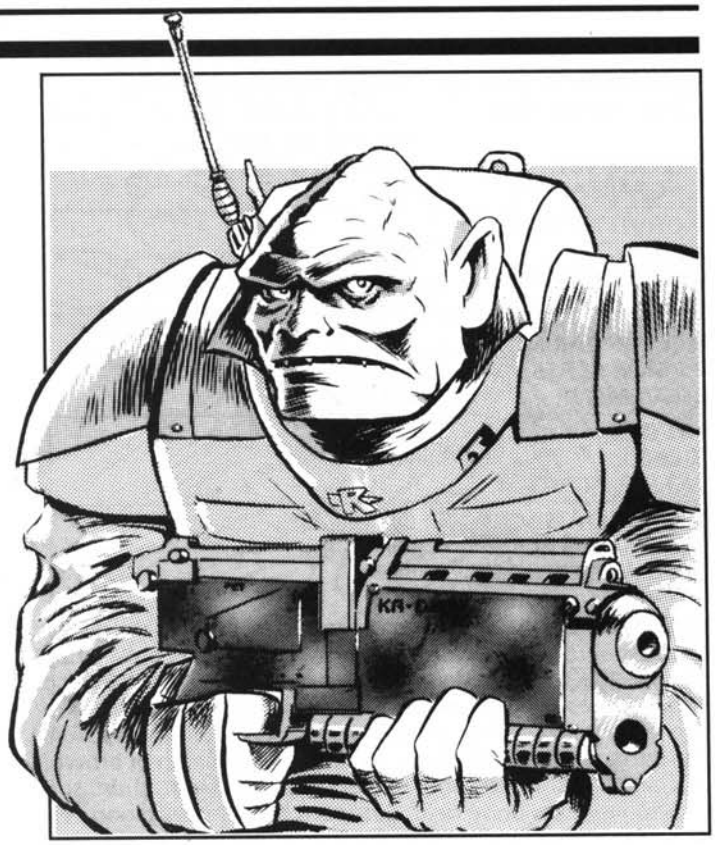
Devastator

CONCEIVED PURPOSE:	Combat gennie
CLIMATE/TERRAIN:	Any low-illumination locales
FREQUENCY:	Very Rare
ORGANIZATION:	Troops
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
NO. APPEARING:	2-12
ARMOR CLASS:	2
MOVEMENT:	180
HIT DICE:	4 (d10)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below



Genotype: A fierce combination of human, terrine, and grizzly bear elements, the devastators have the potential to be the perfect warrior. If the welfare of free space is to be maintained, the development of devastators should be curtailed. Fortunately, there are some problems with the devastator, including controlling them during noncombat situations and certain instabilities in the genetic matrix.

It is not known how close RAM is to completing their devastator gennies, but the program has been delayed several times due to problems with the genetic coding and poor secondary helix cross-bonding. Also, the overworked genes' mitotic replication breaks down prematurely. (This problem resembles an accelerated aging process.)

Physical/Cultural:

Physical Size: 7 feet tall, 260-310 lbs.

External Covering: Dark, greasy skin

Eyes: White, colorless eyes; cannot see beyond the green light spectrum; bright light blinds them for 1d6 rounds

Ears: Large and highly developed

Mouth: Human normal, very sharp teeth

Nose: Human normal, but slightly less functional

Cultural: Although few devastators have been created, laboratory specimens have demonstrated extreme loyalty to one another. Even so, individuals remain quite competitive, often fighting among themselves to establish ranking.

Advantages/Disadvantages: Devastators are fearless warriors who live for competition and fighting. They have displayed exceptional morale and probably can be sent to fight to the death, regardless of the odds. These same qualities can also make the gennies difficult to use. The creatures require a fierce and charismatic leader. If there is fighting to be done, they become extremely restless and irritable. They may have extremely short life spans and might be subject to degenerative psychological effects over time, but the strain is too new for this to be absolutely confirmed.

Their white, colorless eyes make them susceptible to light. In locations where the light exceeds the illumination of Mars, they cannot see. They have a natural ability to see in complete darkness. They can see deeper into the infrared spectrum, though they cannot see the infrared radiance of living beings. This infrared sight ability also makes it impossible for them to see above the green light spectrum. All light stronger than green does not register for them. All objects painted green, blue, indigo, or violet appear black to them. Combinations of colors, like yellow-green, appear as dark yellow to them.

Combat: Devastators can use any weapons available to humans. Their understanding of combat seems instinctive. Their slick, greasy skin, combined with the genetically reinforced skeletal system, gives them a superior armor class. Once per combat, a devastator can go berserk, gaining double normal attacks per round, +2 to hit, +4 to damage, but their armor class is penalized by 6. This berserk state lasts for 1-4 rounds.

Habitat/Terrain: The only devastators known to exist live exclusively in the RAM-operated laboratories of Vesta. None have lived long enough, due to their accelerated aging, to transplant to any other location. The devastator can survive with little food and water on any world with an oxygen atmosphere. Engineering could theoretically allow these gennies to survive for years in both high and low gravities.

Ecology: Devastators, though still early in the experimental stage, are the product of RAM research on Vesta. Deep in the inner sanctums of Out Station Adam, work continues on the development of these super gennies. If this program is successfully completed, the devastators will number among the mightiest warriors in space.

Attribute Modifiers

Strength: +4	Dexterity: +4	Intelligence: −2
Wisdom: −3	Constitution: +5	Charisma: −1
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +3	Electrical Shock: +2
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: +1
Suffocation: +2	Radiation: —
Extreme Heat: —	Extreme Cold: —

The devastator first appeared in the XXVc™ accessory THE BELT.

Europan

CONCEIVED PURPOSE:	Worker, Harvesting gennie
CLIMATE/TERRAIN:	Jupiter's moon, Europa, beneath the thick ice shell
FREQUENCY:	Common on Europa
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- to Exceptionally (2-16)
NO. APPEARING:	1d12
ARMOR CLASS:	7
MOVEMENT:	480, 480 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Standard Terran stock makes up most of the genetic material used to create europans. These genes are slightly modified by a mix of Malamute, Husky, and American Eskimo canine genes, which provide a thick, fine, double-coated fur to the genotype. The first coat extends nearly two inches from the skin to keep out the cold, and it comes in shades of brown, tan, and black. The second, far denser coat contains short, soft hair to maintain body heat. Europans have fewer blood vessels near the surface of their skin than standard humans, adding to their ability to deal with extreme cold. Europans were originally designed as food raisers for the Jovian inhabitants, but they abandoned that function long ago. Instead of feeding the outer planets, they now concern themselves with territorial rights and ownership.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 150-300 lbs.

External Covering: Fine brown, tan, or black hair

Eyes: Human normal; increased rod receptors in the eyes allow them to see in near-total darkness

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: The arcologies on Europa are in a continual state of war. Officially, each settlement wars with one other arcology. Unofficially, it is at war with several others at the same time. This constant martial state trickles down to every level of europan society. Within the same arcology, families (also known as clans) fight each other over fishing rights, ownership of kelp farms, and for possession of schools of fish.

Advantages/Disadvantages: With their double coat of fur, Europans are practically immune to extreme cold. Their fur also dulls the effects of extreme heat and plasma weapons for extended periods of time. Their eyes, attuned to small amounts of light, can easily be temporarily blinded by heat and microwave weapons. (Their coats protect their bodies, not their eyes.) If exposed to bright light, a successful Constitution check wards off blindness for 1-4 rounds.

Combat: Like other worker gennies, europans were not graced with the genetic combat improvements given to warrior genotypes. They have adapted, though, developing some talents which are uniquely their own. When fighting in near-total darkness, they do not suffer the normal −4 penalty to hit that other gennies and humans must endure. Europans gang up on single opponents and quickly render them helpless and prone. Europans have adopted two rules to live by: never take prisoners, and never deal with outsiders—unless it is advantageous.

Habitat/Terrain: Except for the rare adventurer, europans can only be found on Europa. These gennies are constantly at war with each other. They have long memories, hold grudges throughout entire lifetimes, and tend to prefer extreme violence over other methods of conduct. Still, they give their trust grudgingly yet completely.

Ecology: Europans have violent tempers which they must fight to control. If a europan feels he has been wronged in some way, he must make a successful Wisdom check to keep from immediately rushing to attack the presumed wrongdoer. When they leave the confines of Europa, their companions often use this tendency to their own advantage. It is common for a europan's companions to perpetrate a wrong against them to set them off—then blame the wrong on the nearest enemy.

Attribute Modifiers

Strength: +1	Dexterity: +2	Intelligence: −2
Wisdom: —	Constitution: +3	Charisma: −3
Tech: −1		

Saving Throw Modifiers

Explosion/Plasma: *	Electrical Shock: +1
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: −2
Suffocation: —	Radiation: −3
Extreme Heat: *	Extreme Cold: +6

* Europans can ward off the effects of extreme heat and plasma weapons, and their saving throw modifier begins at +2. Every successful hit against them reduces this modifier by −1. The +2 modifier returns after 12 hours of rest. They have no special immunity to Explosions.

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Ganyman

CONCEIVED PURPOSE:	Worker gennie
CLIMATE/TERRAIN:	Jupiter's moon, Ganymede; the oceans beneath the miles-thick ice
FREQUENCY:	Uncommon
ORGANIZATION:	Family, community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Supra-genius (8-20)
NO. APPEARING:	1d12
ARMOR CLASS:	4
MOVEMENT:	600 swim, 240 walk
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (bite), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The ganyman is a severely modified version of the Venusian lowlander genotype, altered for total water breathing. They resemble humanoid eels, with bodies which are much longer and thinner than lowlanders. The ganyman was the first humanoid genotype to receive a tail. A fringelike fin runs from the nap of its neck to the end of its tail. Its fingers and toes are long and webbed to facilitate swimming, while being agile enough to easily manipulate tools and equipment.

Physical/Cultural:

Physical Size: 9 to 10 feet long, 200-300 lbs.

External Covering: Scaled, leathery, slightly bioluminescent skin, usually with a black or gray pattern

Eyes: Very large, black or green, with feline characteristics

Ears: Cup-sized tympanic membranes on the skull

Mouth: A narrow slit with sharp, needlelike teeth

Nose: None

Cultural: Geneticists and aqua-farmers, ganymen live in the boundary ocean between Ganymede's core and its icy surface. They have created nearly 300 different genetically altered plant and fish genotypes for their own consumption.

Ganymedan civilization revolves around a central government controlled by an elected council of females called The School. The School contains seventy-five members who vote according to the wishes of those they represent.

Ganymen are religious and introspective. Their religion and culture revolve around the kelp and fish farms they manage. The only life forms they kill are those whose deaths allow other life forms to continue. This belief system, however, creates a rift between the Ganymen and the other planets. They hear of the wars occurring beyond their moon, and they fear this maniacal tendency might be contagious. In spite of this fear, they continue to maintain ice stations—huge, domed portals facilitating trade with the rest of the solar system.

Ganymen speech is made up of a series of shrill whistles, though they can speak English with some difficulty.

Advantages/Disadvantages: Ganymen have an immunity to extreme cold that comes from living in frigid temperatures. Efficient circulatory systems alleviate most problems when dealing with extreme heat.

Ganymen have neck gills and are total water breathers. They are confined to living in water. Ganymen lose one point of Constitution per round spent out of water. If a ganyman is submerged in water, the loss process is halted and any lost Constitution points are returned. If his Constitution drops to zero before he can return to the water, the ganyman dies.

Their acute vision allows them to see deep into the infrared spectrum and grants them the ability to see in near-total darkness. Their specially designed ears allow them to hear movement a quarter of a mile away.

Combat: Ganymen can use any weapons available to humans. In addition, they have learned to turn the tools of their trade into weapons, demonstrating great proficiency with tridents, machetes, and large hooks. Ganymen have slick, greasy skin due to the high algae content of their environment. This gives them a +4 bonus to their armor class when defending against wrestling or grasping attacks.

Habitat/Terrain: Ganymen build their cities within massive domes beneath the ice, topping them with twisted spires and minarets that reach toward the surface. The domes keep the algae farms from drifting randomly through the oceans. Ganymen maintain several ice stations punched through the thick frozen shell. These stations serve as centers of trade on the rare occasions when visitors arrive from the outside worlds.

Ecology: Ganymen were seeded into the Ganymede ocean to tend exotic sea life for system-wide consumption. Since trade dropped off, production has been decreased. They grow enough for their own use, storing a minimum of surplus.

Attribute Modifiers

Strength: +2	Dexterity: +3	Intelligence: —
Wisdom: −3	Constitution: +2	Charisma: −4
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: +1
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: +1
Suffocation: +4	Radiation: +1
Extreme Heat: −6	Extreme Cold: +6

Lowlander

XXVcR6

CONCEIVED PURPOSE:	Terraforming and gravitol-production gennie
CLIMATE/TERRAIN:	Venus, Lowlands
FREQUENCY:	Common
ORGANIZATION:	Family, cities
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	480, 240 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (fists), 1d6 (bite), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Lowlanders come from extensively modified human stock, to which the creators added many reptilian aspects. Of these, the most noticeable traits are scaled, armored skin; thick, squat, heavily muscled bodies; and extremely elongated skulls. Lowlander skulls stretch back in a bulge, and are reinforced by a powerful, over-long neck. Extra-flexible vertebrae allow Lowlanders to fully rotate their heads.

Physical/Cultural:

Physical Size: 4 to 5 feet tall, 200-300 lbs.

External Covering: Scaly, heavily armored skin

Eyes: Very large, black or green, somewhat catlike

Ears: Cup-sized tympanic membranes on either side of an elongated skull

Mouth: A narrow slit filled with large molars (the vegetarian) or hundreds of sharp needles (the predatorial genotype)

Nose: Two thin slits that close fully; gill-like ruffs around the neck are used when submerged

Cultural: Lowlanders have developed one of the most advanced gennie cultures to date. Originally designed to operate terraforming machinery on Venus, the gennies recently rebelled and now pursue their own agenda. This turn of events occasionally prompts Lowlanders to leave the deep valleys to interact with the nongennie inhabitants of Venus who live in the mountains (the Uplanders). Most Lowlanders remain devoted to their occupation: tending the unique agriculture of the Venusian surface, the sole source of material used to produce two rare drugs, Gravitol and Lifextend.

Lowlander speech consists of sibilant hissing interspersed with a series of hard clicks.

Advantages/Disadvantages: Lowlanders were engineered for strength and given enhanced technical expertise to operate and repair the devices paramount to their conceived purpose. They are virtually immune to the effects of extreme heat, highly resistant to toxins and poisons, and resistant to most other physical trauma. Due to their sensitive eyes, they can see in conditions ranging from bright light to near total darkness (they receive no penalties when fighting in such darkness).

Lowlanders' frightful appearance accounts for their lowered Charisma score when dealing with other races. They are susceptible to suffocation and to trauma caused by exposure to extreme cold.

Combat: Lowlanders have access to weapons available, but they prefer using bludgeoning and slicing weapons against enemies wearing space suits or other protective gear (which other races must wear in those areas inhabited by Lowlanders). They practice striking the most-vulnerable portions of these suits, where a single gash or a truncheon through a faceplate will kill an opponent within seconds.

Habitat/Terrain: Venusian Lowlanders are the only beings who can live on the surface of Venus without special protection. They are practically immune to the effects of extreme heat, but this leaves them tremendously vulnerable to the effects of extreme cold. This vulnerability keeps Lowlanders close to home, and few are encountered outside Venus.

To survive in environments other than their native habitat, Lowlanders must wear helmets and breathing packs to provide the highly pressurized, acidic atmosphere they need. A Lowlander breathing apparatus provides 72 hours (3 days) of normal breathing before its storage packs must be replenished. A Lowlander in a hostile (non-Venusian) environment dies if deprived of a breathing apparatus after only ten minutes.

Ecology: Lowlanders are supremely well adjusted but they do not like change of any sort, including plans by the Uplanders to terraform the entire surface of Venus—thus making it inhabitable for themselves and deadly to the Lowlanders. For this reason, Lowlanders become very belligerent when non-Lowlanders enter their domain.

Attribute Modifiers

Strength: +3	Dexterity: —	Intelligence: —
Wisdom: —	Constitution: +1	Charisma: −3
Tech: +1		

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: +3
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: +4
Suffocation: −4	Radiation: +1
Extreme Heat: +6	Extreme Cold: −6

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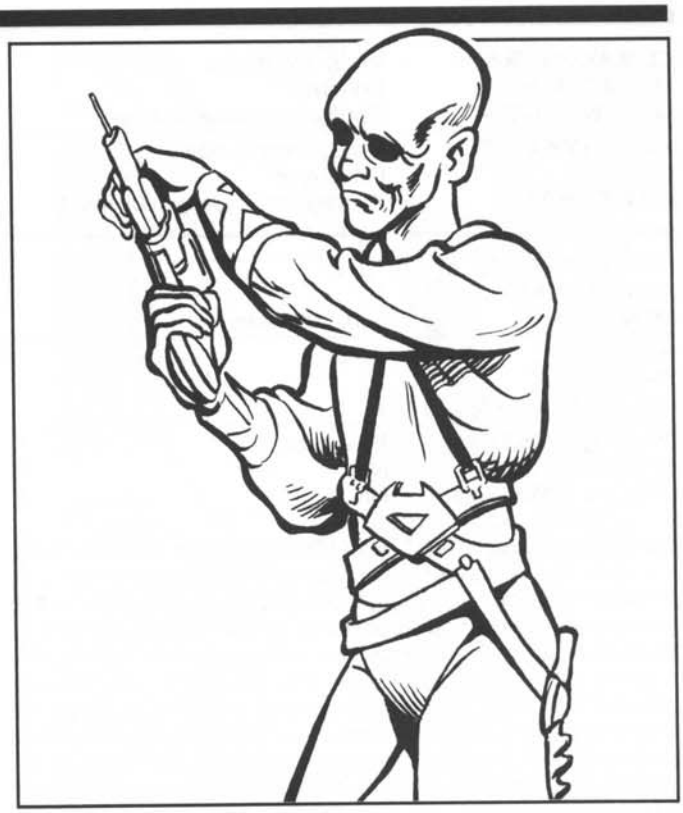
Lunarian

CLIMATE/TERRAIN:	Luna; tunnels and domes
FREQUENCY:	Common
ORGANIZATION:	Cities, clans
ACTIVITY CYCLE:	Any, preferring day
DIET:	Omnivore
INTELLIGENCE:	Average to Supra-genius (8-20)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	600, 300 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Lunarians have been mildly altered to be shorter than Terrans, with compact, slender frames. Original modifications made their eyes more sensitive, but Lunarians have evolved to the point where their visual ability exceeds even that of the Martians. Their bodies have also been altered to accept the lower gravity of Luna without harmful side effects.

Physical/Cultural:

Physical Size: 4 to 5 feet tall, 120-180 lbs.

External Covering: Smooth, hairless skin, usually in shades of white, tan, or beige

Eyes: Human-based, larger and more sensitive

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: Descended from Swiss, French, German, British, and Central European colonists, Lunarians are a fascinating series of contradictions. They are famed as mercenaries, known for their cool competence in battle. Yet they are rabid isolationists who avoid interplanetary conflicts. They will handle the business transactions of any intersolar government, but will allow no military ships to land on their planet.

Advantages/Disadvantages: Products of a culture that prides itself on cool-headedness (unless provoked), Lunarians are innately more intelligent than members of other races. Their more delicate frames give them a better Dexterity than normal humans. From living on an essentially airless world, they have developed a strong resistance to radiation and the threat of suffocation. Their large eyes enable them to see in almost total darkness, negating any combat penalties.

Their smaller size make them generally less strong and less physically tough than Terrans. They are slightly more vulnerable to temperature extremes and to the effects of toxic gases and poisons as well. The sensitivity of their eyes makes it impossible for them to stand long periods of exposure to bright light without wearing protective goggles. Because of their upbringing in the Lunar tunnels, all Lunarians suffer from agoraphobia (fear of open spaces). Whenever a Lunarian is not under a dome, in a ship, or otherwise enclosed by a structure or a vessel, he may be required to make Wisdom checks to see if he has the willpower to fight off the fear. Failing this check causes the character to be uncooperative, or even catatonic, until he is brought to a place where he feels safe.

Combat: Lunarians can use any weapon types, and are also proficient with fists and feet in combat. Their punches and kicks cause 1d4 points of damage with each successful to-hit roll. (The THAC0 and attacks per round listed are for standard Lunarians. Class and level can alter these numbers.)

Habitat/Terrain: Lunar settlements are fully enclosed, either under domes or beneath the surface. Spaceports have retractable panels which allow ships to enter and exit the domes. Under the domes, luxurious parklands stretch in all directions and slender, elegant white buildings dot the landscape. However, as with their spaceports, the Lunarians only use these beautiful low-gravity palaces to greet formal visitors from off world. For daily living, they prefer the safety of their tunnels.

Lunar tunnel cities are comfortable. Bright murals adorn the fused stone walls, and small markets and meeting places fit neatly into alcoves along main passageways. Crowds of pleasant, quiet Lunarians throng these mallways at all hours.

Ecology: Practical but not stuffy, Lunarians enjoy music, art, theater, and low-gravity sports. They wear simple clothing, adorned with bright scarves or bold accents in primary colors. Much like the Indian caste marks of Old Earth, Lunarians have a triangular patch affixed to their foreheads. This patch denotes the rank, status, and family of Lunar individuals.

Lunarians are stubborn and aloof. They do not get into arguments often, but when they do they show a bulldog tenacity. Competence is highly prized, and high-ranking Lunarians are known for their intelligence and business savvy.

Attribute Modifiers

Strength: −2	Dexterity: +1	Intelligence: +2
Wisdom: —	Constitution: −1	Charisma: —
Tech: —		

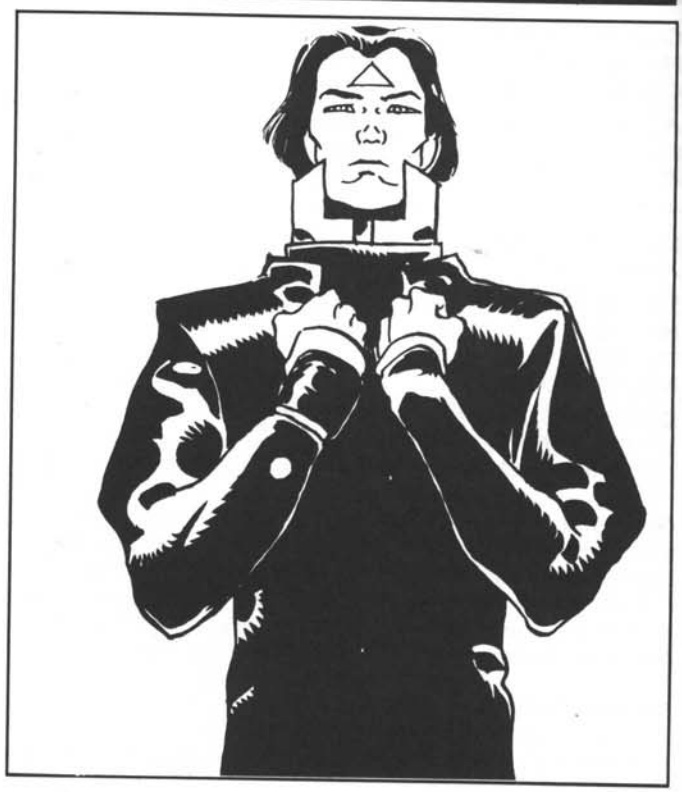
Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: −1
Suffocation: +2	Radiation: +2
Extreme Heat: −1	Extreme Cold: −1

Martian

XXVcR6

CLIMATE/TERRAIN:	Mars, all terrains
FREQUENCY:	Common
ORGANIZATION:	Family, corporate structure
ACTIVITY CYCLE:	Any, primarily day
DIET:	Omnivore
INTELLIGENCE:	Average to Supra-genius (7-20)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	600, 300 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Martians are one of the many races that are mildly altered from the human norm. Martians tend to be slender and fine-boned, with long legs (a product of growing up in the low gravity of Mars as opposed to actual genetic changing). They have large, deep chests and noses with wide nostrils, improving their ability to breathe the extremely thin Martian atmosphere. Their eyes are large and sensitive to very low amounts of light, and their ears have been enlarged to better capture sound. The Martian upper classes also indulge in genetailoring for esthetics, so many wealthy individuals are almost inhumanly beautiful.

Physical/Cultural:

Physical Size: 6 to 7 feet tall, 120-200 lbs.

External Covering: Smooth, hairless skin, usually in shades of brown, red, tan, or beige

Eyes: Human-based, larger and more sensitive

Ears: Human-based, somewhat larger

Mouth: Human normal

Nose: Human-based, with flaring nostrils

Cultural: As the oldest surviving and most advanced civilization in the solar system, the Martians have come to believe that they are the best of New Humanity, and that eventually all the rest of mankind will be their servants. Skilled in genetic engineering, they have started down this dark and evil path by creating slave races and a mighty space-prowling battle fleet that preys on defenseless ships of other planets.

Once a civilization of bold corporate pioneers and adventurers, the Martian society has degenerated into a rigid castehood of executives, managers, and workers. The executive culture of Coprates Chasm is glittering, decadent, and martial. High-ranking men often dress in militaristic uniforms that double as business suits and sneer at the so-called lesser planets. Upper-class Martian women are glittering social butterflies whirling through a round of gay parties that mask the savage intercorporate battles happening beneath the surface.

Every civilized Martian is tied to or affected in some way by RAM, a political/economic/military megalith descended from the mighty Russo-American Mercantile Corporation that was formed in the 21st Century. The Martian elite live in massive pyramidal arcologies on the floor of Coprates Chasm, overlooking artificial lakes and forests. Their forms of entertainment are theater, film, parties, duels, and ice yachting.

Along the walls of the chasm live the managers, the middle-class of Martian society. Manager cities are bleak, featureless malls with antiseptic furnishings. Main entertainments include watching the tri-dee, eating synthetic foods, and scrabbling for a few extra meals. There are no restaurants, movies, or parks in the manager cities. Every manager works hard for the day when he can live in the pyramids of the executives.

Back in the deep tunnels behind the chasm walls live the workers—unintelligent slaves who take care of the grunt work. Martians have crafted other types of gennies, mostly variants of the worker, designed for specific purposes.

Advantages/Disadvantages: Slightly more nimble and charismatic than Terrans, they are less vulnerable to radiation, cold, and suffocation. The ability to hear faint sounds that escape the notice of humans makes them difficult to surprise.

Generally weaker and more frail than humans because of their affinity for lower gravity, they are also more susceptible to damage from falls and other physical trauma. They are vulnerable to the effects of extreme heat. Sensitive ears cause them to be hampered by loud noises, and sensitive eyes give them problems in bright light. While in heavy gravities like Earth, Martians suffer a −1 penalty to Strength and Dexterity.

Combat: Martians can use any weapons available to humans. (The THAC0 and attacks per round listed are for the standard Martian. Class and level can alter these numbers.)

Ecology: All Martians are not RAM-type bad guys. There are Martians—even some highly placed in the organization—who do not agree with everything that RAM is doing.

Attribute Modifiers

Strength: −1	Dexterity: +1	Intelligence: +2
Wisdom: —	Constitution: −1	Charisma: —
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: —
Suffocation: +1	Radiation: +1
Extreme Heat: −1	Extreme Cold: +1

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Mercurian

CLIMATE/TERRAIN:	Mercury; tunnels, warrens, orbital stations
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	600, 300 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Mercurians are a polyglot mixture of Terrans (mostly), Martians, and a few Venusians. Because of interbreeding over the years since the planet was settled, the Martian and Venusian physical traits have been "humanized" to the point where they are nonexistent. Mercurians are genetailored for stockiness, which saves space in their underground warrens, but their other distinctive characteristics are more a product of environment than genetic manipulation.

Physical/Cultural:

Physical Size: 5 to 5½ feet tall, 120-250 lbs.

External Covering: Smooth, hairless skin, usually in shades of brown, dark brown, red, tan, or beige

Eyes: Human normal

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: Mercury's four cultural groups are descended from refugees of Earth, Mars, and Venus, who established solar power around this world in the early 24th Century. These energy-collectors (Mariposas) provide most of the energy needs of the entire solar system.

Advantages/Disadvantages: Mercurians are highly resistant to radiation and extreme heat. Because they engage in little physical labor, Mercurians are slightly weaker than humans. They are more vulnerable to extreme cold than any other human race.

Combat: Mercurians can use any tools or weapons available to humans. (The THAC0 and attacks per round listed are for standard Mercurians. Class and level can alter these numbers.)

Habitat/Terrain: The Mercurian people are separated into four separate culture groups. The Sun Kings live in the Mariposas; the Miners live in the warrens beneath the planet's surface; the Musicians are merchants living in every location in and above Mercury; and the Desert Dancers live on the Mercurian surface.

Ecology: Sun Kings wield great power over their planet-bound relations. They distribute the profit from off-planet trade as they see fit. This autocratic system makes the Sun Kings very unpopular with other Mercurians.

The warren cities beneath the planet's surface are the homes of the rank and file, known as Miners. Unlike the Lunar tunnel cities, warrens are huge systems of caves occasionally broken by enormous space docks with semitransparent, retractable domes at surface level. Within the warrens are buildings, parks, factories, and transportation systems like those found in surface-dwelling civilizations. Because of this underground openness and the fact they do come to the surface to operate their mining machines, the Miners do not suffer from agoraphobia like Lunarians.

The Musicians are the merchant class. They operate stores and other businesses, both in the warrens and on the Mariposas. Considered harmless by other Mercurians, their sheer numbers make them a factor in issues involving the planet's whole population.

Desert Dancers are nomadic wanderers who live on Mercury's surface in huge rolling buildings called "track cities." These cities were created in the early days of colonization, designed to travel between the vast solar arrays scattered across the planet.

The Dancers move about, repairing the collectors and occasionally mining. More pragmatic than the Sun Kings, they wear loose, Arabian-style clothing, and are armed with the traditional Mercurian version of the mono-knife, called a technodagger. The Desert Dancer culture is known for its skill in the performing arts. Dancer poets, writers, artists, and bards are highly prized system-wide. The major source of Dancer income comes from performance proceeds.

Attribute Modifiers

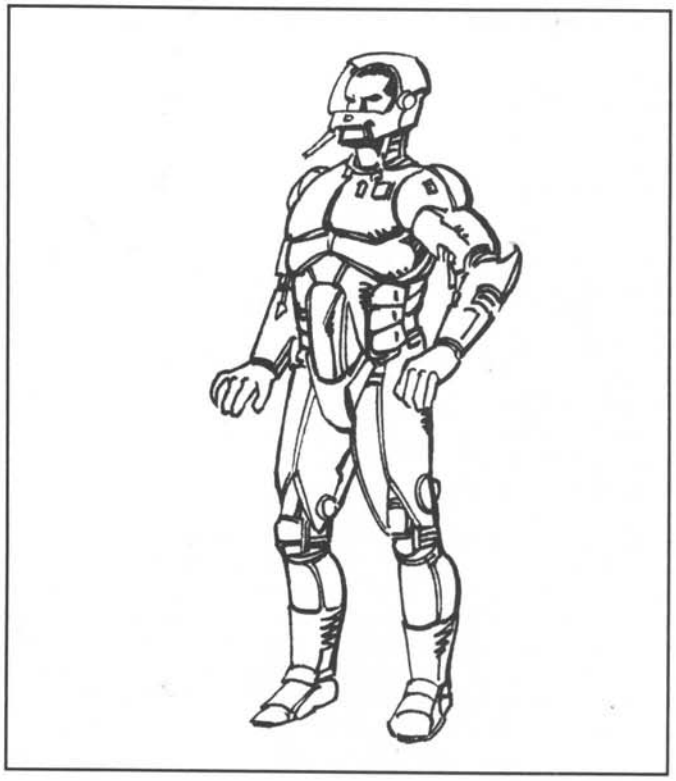
Strength: −1	Dexterity: +1	Intelligence: —
Wisdom: —	Constitution: +1	Charisma: —
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: —
Suffocation: +1	Radiation: +3
Extreme Heat: +4	Extreme Cold: −3

Ringer

CONCEIVED PURPOSE:	Mining gennie
CLIMATE/TERRAIN:	Asteroid Belt, Rings of Saturn, Uranus, and Neptune
FREQUENCY:	Common on Saturn's rings; Rare on Uranus; Very Rare on Neptune
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- to Exceptionally (2-16)
NO. APPEARING:	1d10
ARMOR CLASS:	10
MOVEMENT:	600
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Ringers, a Saturnian miner genotype, are based on Terran DNA which has been improved to allow them to survive in zero-gravity their whole lives. Bioelectronic mechanisms implanted in their skin, vital organs, and brain, help them perform their mining duties and allow them to survive in space for months without replenishing their air, water, or food supplies.

Ringers are cyborged into their suits, producing a synthesis of humanity and robotic mechanisms—a techno-organic creation. Ringers constantly wear their crustaceanlike space suits. They would die if forced to remove their suits under any circumstances.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 150-300 lbs.

External Covering: Smooth skin, usually in shades of brown, dark brown, red, tan, or beige, which tend toward muted and faded tones

Eyes: Human normal

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: Living on the edge of human civilization, ringers are accustomed to isolation. Each ringer is an independent entity, having loyalties to no planetary nation or corporation. They avoid "fleshy" humanity whenever possible. The ultimate hermits, they find the warren-dwelling Lunarians obscene, and view spacers and even belters as overly open and expressive. The only company ringers tolerate are Chimbots.

Advantages/Disadvantages: Ringers can survive 50+1d100 days in free space without outside influence, supplies, or power. When they use a grafted energy weapon, they lose one day's supply of energy. When their space suit's power reaches zero, they die in six hours unless taken to a recharging station. These stations are sparingly spread across the Saturn ring system, and are powered by microwave transmissions from Io when Jupiter is at its Saturnian perihelion, or by fusion power.

Increased rod receptors in ringer eyes allow them to see in nearly total darkness. Ringers have bioelectronic implants in their ears which allow them to scan radio waves.

A ringer's Strength and Dexterity bonuses are relative to his suit's current condition. When a ringer gennie is encountered, the referee should roll a d8−4 two times (once for each statistic). This is the bonus or penalty to the statistic. PCs should roll a d4 two times, using these numbers as his beginning statistic bonuses.

Combat: Ringers use their tools as weapons, and they often have weapons grafted on their armor. Ringers activate these grafted weapons by thought, firing them at will. Grafted weapons do the same amount of damage as their standard counterparts, and they have the same number of shots before reloading is necessary. Each time a grafted energy weapon is used, one day's energy drains from the suit's batteries. If a weapon drains the last bit of energy, the ringer dies within six hours unless taken to a power source.

Habitat/Terrain: Ringers live in the Jovian systems. The Belt is as close to the sun as they travel, while Neptune serves as the boundary of their outer reaches. Most commonly found on Saturn, they comb the rings for ice, long-string hydrocarbons, and minerals.

Ecology: As clones, ringers never reproduce. They do travel to Atlas, a Saturian moon, to replenish their numbers, however. Here, scientists remove genetic material from ringers to create more clones. Because ringers never reproduce, they see sexual activity as a gross practice engaged in by lewd and obscene humans.

Attribute Modifiers

Strength: Special	Dexterity: Special	Intelligence: —
Wisdom: —	Constitution: +2	Charisma: −5
Tech: +3		

Saving Throw Modifiers

Explosion/Plasma: −1	Electrical Shock: −1
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: Immune
Suffocation: Immune	Radiation: +2
Extreme Heat: +2	Extreme Cold: +6

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Sharc

CONCEIVED PURPOSE:	Extermination gennie
CLIMATE/TERRAIN:	Earth, Pacific Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	Military companies
ACTIVITY CYCLE:	Varies
DIET:	Carnivore
INTELLIGENCE:	Low to Average (5-10)
NO. APPEARING:	2d20
ARMOR CLASS:	5
MOVEMENT:	240, 600 swim
HIT DICE:	3 (d10)
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The sharc is a modified terrine gennie—clearly a cross between the armored war creature and the delph. None of the latter's pastoral contentment has survived the mix. The sharc is all killing machine, with the same cruel cunning as the pure terrine.

Physical/Cultural:

Physical Size: 7 feet long, 300 lbs.

External Covering: Smooth, rubbery skin lined with blubber; patches of callus armor over vital areas resemble the innate armor of terrines

Eyes: Small with several closeable membranes

Ears: Small holes set back against the side of the skull

Mouth: A narrow slit with several rows of sharp, constantly growing teeth; several rows of gills mark the neck just above the shoulders

Nose: A pair of short slits that can be closed and are fully watertight at any depth

Cultural: Sharcs are deep-sea killing machines—nothing more and nothing less. They have no culture as such, existing only to dominate and destroy. Within any group of six or more sharcs, the most vicious member is the acknowledged leader, and the rest are subordinates. These leader-subordinate groups simulate the hierarchy of a military unit. When the leader attacks, the others follow suit without regard for their personal safety.

Advantages/Disadvantages: Offsetting the ruthless nature and killing power of sharcs is their poor adaptation to non-undersea environments. They become literally fish out of water when on dry land, moving so slowly that even the slowest of characters can easily outdistance them. In addition to slowing down, sharcs must ingest large quantities of salt water (ten gallons plus) for every 12 hours not immersed in brine.

Combat: Sharcs are relentlessly fierce in any combat situation. They will not retreat, but they may regroup to attack an obviously weakened opponent. In an underwater setting, they attack by encircling opponents. As many as four sharcs can assault the same victim in the same round. On dry land, where sharcs are less mobile and less agile, only two can attack the same victim at once. They can use most weapons and are not afraid of attacking with just their powerful jaws.

Habitat/Terrain: The sharc is the product of experiments conducted under RAM auspices on the island of En-We-To in the Pacific Ocean. However, the experiments have gotten out of hand. The sharcs have taken over the area around the lab and are using their inbred talents to attack and exterminate their natural enemy, the delphs. Bali Low has provided the perfect starting point for this campaign, as it does not drift around like other delph communities.

Ecology: Sharcs were not designed to be a part of an ecosystem, but rather to exist "outside of nature." They serve no purpose in the community of marine life. Instead, they are more like primal forces to be reckoned with or, better yet, avoided. RAM insists sharcs were not designed as extermination gennies to rid the oceans of delph communities. This insistence, however, does not satisfy delphs (or other Terrans, for that matter). Delphs fear sharcs. They believe that when sharc genetic programming failed and they attacked RAM scientists as well as delphs, their true lethal natures were revealed and RAM had to fabricate a story for the media.

Attribute Modifiers

Strength: −2	Dexterity: +1	Intelligence: −3
Wisdom: −4	Constitution: +2	Charisma: −6
Tech: —		

Saving Throw Modifiers

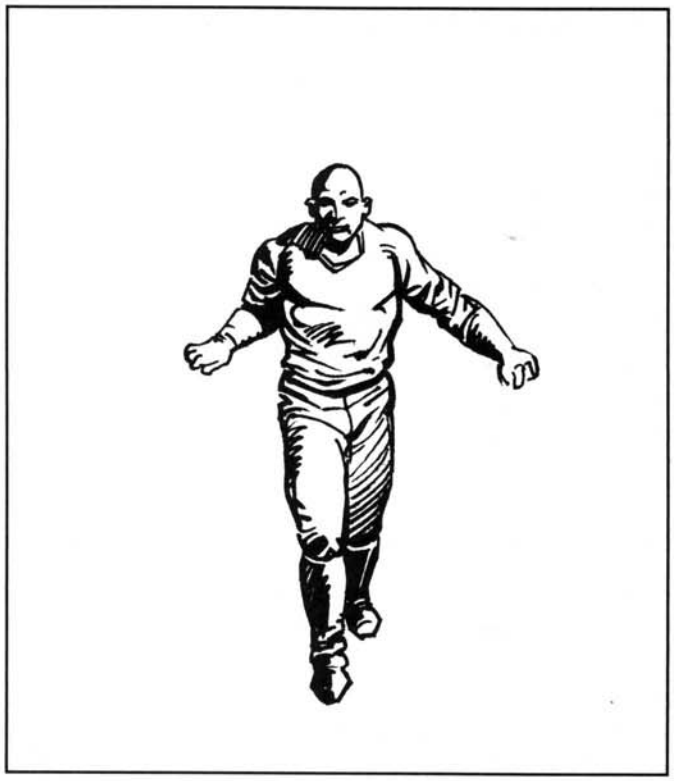
Explosion/Plasma: +2	Electrical Shock: +2
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: +3
Suffocation: +1	Radiation: +2
Extreme Heat: +2	Extreme Cold: +1

The sharc made its original appearance in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

Sidhe, Oberon

XXVcR6

CONCEIVED PURPOSE:	Experimental gennie
CLIMATE/TERRAIN:	Oberon, moon of Uranus
FREQUENCY:	Uncommon on Oberon; Very Rare elsewhere
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Supra-genius (10-25)
NO. APPEARING:	1d4
ARMOR CLASS:	10
MOVEMENT:	300
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below



Genotype: The sidhe, pronounced SHE, are the experiments of a Celtic group called The Oberon Genetic Engineering Group (OGEG). The sidhe look human. They tend to bald early in life, often losing their hair while still in their teens. OGEG scientists strictly keep the sidhe's appearance very Terran so they cannot be easily detected.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 100-250 lbs.

External Covering: Smooth, relatively hairless skin, usually in shades of brown, dark brown, red, tan, or beige

Eyes: Human normal

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: The sidhe are divided into schools according to mental awareness, Intelligence, and Wisdom. Those with the highest mental capabilities enter Alpha School, the elite class engaging in paranormal studies and activities. The lesser schools teach subjects unavailable in Terran schools.

Advantages/Disadvantages: Bred for intelligence and brain power, the sidhe have incredible mental abilities. Concepts they consider simple are mind-boggling to average humans. Because they spend so much time developing their minds, their physical attributes suffer. They cannot tolerate gravity greater than Luna's, losing one point of Strength and Constitution per day when in high-gravity environments. If either statistic reaches zero, a sidhe dies.

The elite in Alpha School can deflect objects like smart bullets, fists, plasma bolts, falling objects, and so forth with nothing more than the power of their own minds. They cannot change the direction light travels, however, so have little effect against microwave guns, laser light, or radiation.

Combat: Sidhe are not taught physical combat. Instead, they train to anticipate the actions of others. This training gives them an armor class bonus equal to 16 − Intelligence. For example, a sidhe with an Intelligence of 20 receives an AC bonus of 4. When a sidhe enters combat, the referee should keep in mind the penalties due to low Strength and Dexterity scores. These penalties make a sidhe a terrible fighting companion.

They can deflect nonenergy weapons or use the same mental ability to lift light objects and hurl them at opponents. Hurled objects work best as distractions, but they can be used to cause minimal damage (one hit point).

Habitat/Terrain: Most sidhe live their lives on Oberon. Those who do not make it to Alpha School can choose to leave the moon once they reach maturity (when they become completely bald). The sidhe who decide to leave enter the societies of other low-gravity worlds and serve as scientists, geneticists, and light physical duty engineers. A sidhe's employer never realizes he has a sidhe working for him. The sidhe are taught from birth to keep their true backgrounds secret. Often, Alpha sidhe leave the fold as well to explore the solar system.

Ecology: Trained to harness the latent power of their brains, sidhe can move small objects. The maximum weight an elite sidhe can mentally lift is equal to his or her Intelligence in ounces, for an amount of time equal to his or her Intelligence in seconds. For example, a sidhe with an Intelligence of 24 can pick up 24 ounces of matter for 24 seconds.

Rumors regarding the limits of sidhe power run rampant through the system. The sidhe are said to fly the solar winds and explode smart bullets with a glance. The sidhe do nothing to contain these rumors or correct the fallacies. They only want to be left alone to continue their research.

Sidhe can reproduce naturally. However, on Oberon, reproduction is determined by the scientists overseeing the sidhe project. They decide whose genetic material is to be used to create new sidhe, and they often modify this genetic material as they see fit. Sidhe who leave the Oberon laboratories tend to live out their lives as normal Terrans—they take spouses and have healthy children who share part of their incredible intelligence.

Attribute Modifiers

Strength: −4	Dexterity: −5	Intelligence: +7
Wisdom: +6	Constitution: −5	Charisma: —
Tech: +3		

Saving Throw Modifiers

The sidhe receive no penalties or bonuses to their saving throws.

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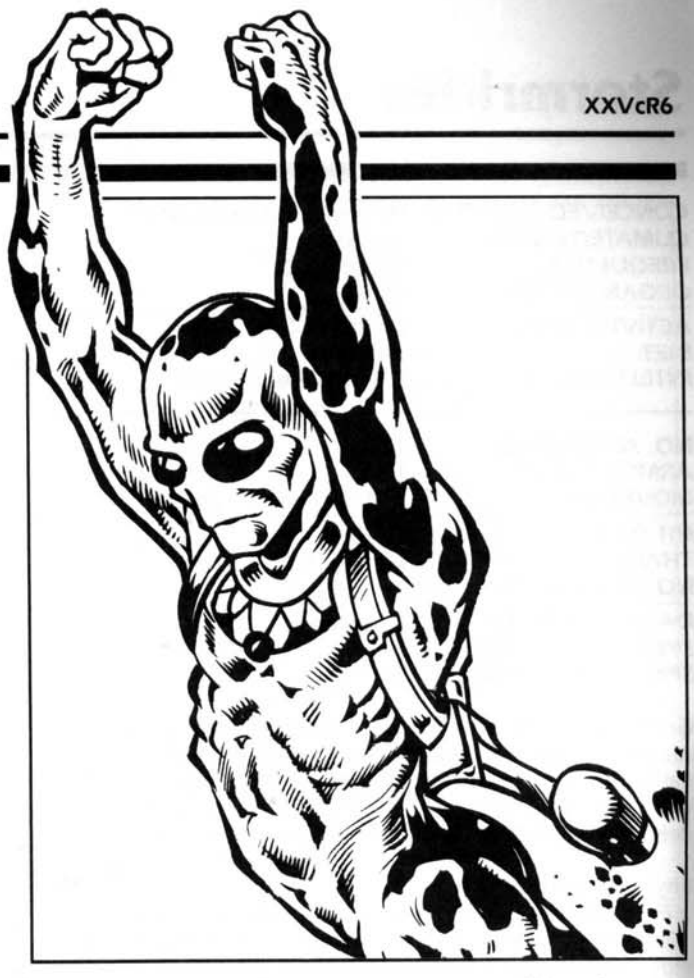
Spacer



CONCEIVED PURPOSE:	Miner gennie
CLIMATE/TERRAIN:	Asteroids, planetary ring systems, outer space
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Geovore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d4
ARMOR CLASS:	10
MOVEMENT:	600, 300 swim, 600 fly
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Spacers are the most inhuman of all the inner system gennies. They are designed to live for extended periods of time in space without special suits or environments. A specially developed type of algae inhabits the stomach and intestinal tract, converting thermal energy, water, and minerals into oxygen and nutrients for its spacer host.

Spacers have reflective skin with a thin aluminum coating sprayed on at birth. This coating helps protect them against radiation and cosmic rays. Much as a chameleon changes its color, a spacer can cause black patterns to appear on its back and chest, creating areas where heat can be accumulated. The spacer simply turns itself toward the nearest heat source to gather energy. If energy or water are scarce, a spacer can get energy from exposure to battery-powered lamps or other low-level radiation sources.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 150-200 lbs.

External Covering: A smooth, silvery skin with a bioelectronic aluminum outer layer; there is a blubber layer between the outer skin and the vital organs

Eyes: Very large, silver colored, covered with a hard outer lens

Ears: None

Mouth: A small slit

Nose: None

Cultural: Spacers have no real culture—they are solitary souls, usually living in asteroid fields and planetary rings, systems where they comb the rocks for water (usually in ice form), minerals, and trace elements. To pay for tools and personal gear, they locate important deposits of iron, copper, gold, and radioactive minerals for the human miners of these regions. Occasionally, several spacers band together for company and mutual cooperation, but these random gatherings are far from a true civilization.

Advantages/Disadvantages: Spacers have a higher Constitution than most other races, and a life working with tools gives them enhanced technical abilities. They are never affected by the threat of suffocation, and are almost impervious to most other forms of physical trauma.

Spacers communicate among themselves through sign language. They must have a special translator to communicate verbally. If a spacer goes 48 hours without being exposed to a source of sunlight or radiation (a simple lamp will do), it will die of starvation.

Combat: Spacers can use any weapons available to humans, or they can fight with their fists and feet. Punches and kicks cause 1d4 points of damage with each successful to-hit roll. (The THAC0 and attacks per round listed are for a standard spacer. Class and level can alter these numbers.)

Habitat/Terrain: Spacers can exist virtually anywhere in the solar system. Beyond Jupiter, though, they require artificial sources of heat or radiation to survive. When a spacer is closer to the Sun than Earth, a condition called Plethoral Syndrome can occur. This is a state of extreme hyperactivity caused by absorbing excessive amounts of energy.

Ecology: Spacers have no special movement ability; most move by physically propelling themselves from rock to rock. A rare few have obtained space belts they can use to significantly cut the time of lengthy trips. Spacers communicate by sign language, or, if around humans, by a special translator worn around the neck and activated by the body's natural electrical currents. The mouth only ingests ice, water, or powdered rock. Spacers breathe from small air holes under the jaw line. This intake is supplemental to their intestinal flora.

Attribute Modifiers

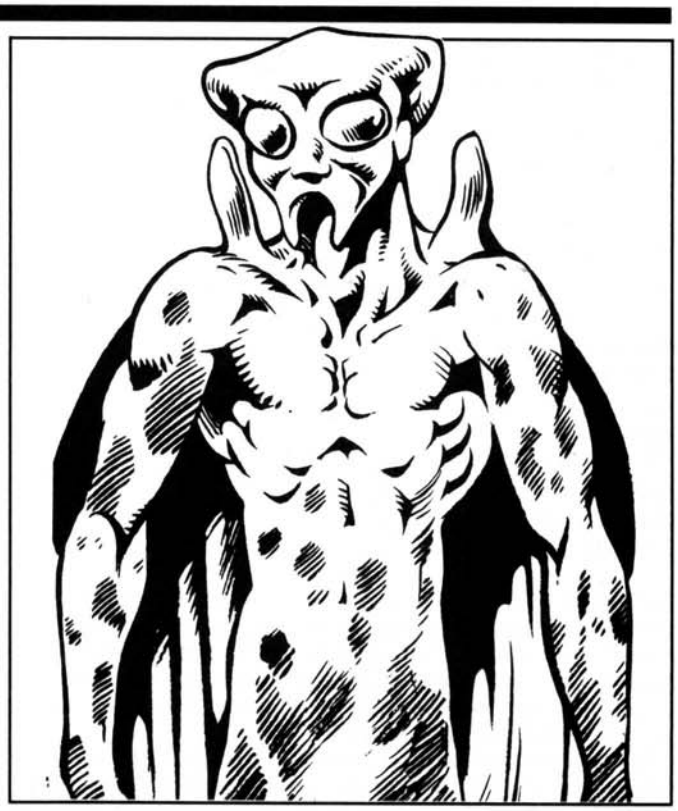
Strength: —	Dexterity: +1	Intelligence: —
Wisdom: —	Constitution: +2	Charisma: −1
Tech: +2		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: +3
Paralysis/Stun/Fall: +5	Toxic/Gas/Poison: +4
Suffocation: Immune	Radiation: +4
Extreme Heat: +5	Extreme Cold: +5

Stormrider

CONCEIVED PURPOSE:	Herder/Terraformer gennie
CLIMATE/TERRAIN:	Jupiter
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	360, 180 swim, 1200 fly
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: One of the most ambitious gennie types, the stormriders combine ray and shark genes with a human foundation. The arms and legs are merged into long batlike wings, with only the fingers and lower legs extending. The chest is deep, with a central "keel" (prominent breastbone).

Physical/Cultural:

Physical Size: 15 to 20 feet tall/long, 800-1,200 lbs.

External Covering: Smooth, leathery skin in mutated violets, reds, and oranges; slightly transparent at the ends

Eyes: Very large and pupilless; the vision range is very acute and stretches from bright light to near dark, from radio waves to high-intensity ultraviolet

Ears: Cup-sized tympanic membranes on either side of an elongated skull; the membranes are sensitive to radar, sonar, and radio waves

Mouth: Wide and lipless, with small teeth; stormriders derive most of their nourishment from floating algae cultures and the herds of livestock they cultivate

Nose: One thin slit which can be closed fully

Cultural: Developed as herders and terraformers, the stormriders of Jupiter are one of the most nonhuman of the gennie species. Little is known of their technology or social structure, and these topics are the subject of great debate. The stormriders never reveal their own secrets.

Advantages/Disadvantages: As with most gennie races, stormriders' physical attributes are improved over those of humans. To cope with the unearthly environment they live in, stormriders are highly resistant to toxins and poisons, extreme cold, and electrical shock. They are the only human-based gennie capable of flying without external power.

Because their arms and legs are so heavily modified, stormriders are the least dexterous of all races. Their strange appearance is a hindrance (Charisma penalty) when dealing with members of other races. Their wings are rather delicate, making them vulnerable to damage from explosions. They are especially susceptible to suffocation. Whenever they are away from the high atmosphere of Jupiter, they must wear special breathing devices to supply the combination of gases they require. A breathing device can keep a stormrider alive and strong for up to 10 hours before its tank needs replacing. If deprived of this apparatus, a stormrider loses two points of Strength per round and dies if the attribute reaches zero. Lost Strength returns after one round if a breathing device is made available. Stormriders can only fly in dense atmospheres such as on Venus and Jupiter.

Combat: Stormriders can use any weapons available to humans, as well as their fists and feet. Punches and kicks cause 1d6 points of damage with each successful to-hit roll. (The THAC0 and attacks per round listed are for a standard stormrider. Class and level can alter these numbers.)

Habitat/Terrain: Stormrider cities are vast, open structures of living balloons, domes, and spinnerettes, riding the boundary layers of atmospheric pressure. For all their alienness, the stormriders are closest in temperament to the humans of the Venusian Aerostates, with whom they maintain an active trade of aerial technology and information.

Ecology: The stormriders' economy is based on the gene-altered livestock they raise and sell to other civilizations in the Outer Worlds. They trade foodstuffs for technology—both mechanical and genetic. Deep within their cities, the stormriders conduct genetic research of their own, mostly related to combining organic parts and machinery. Coupling this knowledge with the technology they get from the Aerostates, it may be only a matter of time before the stormriders leave Jupiter in their own organically based spaceships.

Attribute Modifiers

Strength: +2	Dexterity: −2	Intelligence: —
Wisdom: —	Constitution: +2	Charisma: —
Tech: −2		

Saving Throw Modifiers

Explosion/Plasma: −2	Electrical Shock: +2
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +4
Suffocation: −4	Radiation: +1
Extreme Heat: —	Extreme Cold: +3

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Talan

CONCEIVED PURPOSE:	Combat gennie
CLIMATE/TERRAIN:	Zero-gravity within atmosphere
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Highly (11-14)
NO. APPEARING:	1d12
ARMOR CLASS:	5
MOVEMENT:	450, 300 in gravity
HIT DICE:	3 (d10)
THAC0:	18
NO. OF ATTACKS:	3/2
DAMAGE/ATTACK:	1-8 (claws) or by weapon
SPECIAL ATTACKS:	3-D spatial sense
SPECIAL DEFENSES:	3-D spatial sense

Genotype: Talan gennies are engineered from raptor stock, most notably the eagle and falcon. This experimental gennie was built by RAM to be a special forces component of the military. They tried to create a race with an excellent three-dimensional spatial sense and an affinity to zero-gravity. They succeeded. What RAM did not count on, however, was a coincidental combination of genes that produced high intelligence and mechanical aptitude. Since RAM likes its military gennies to be loyal but stupid, it is unlikely they will continue to produce this genotype.

A talan's arms are long and thin. Skin hangs from these arms, forming pseudo-wings which give the talan quick maneuverability in atmospheres. Thin cartilage crisscrosses the wings, giving them rigidity. When the talan's arms are at rest, the wings fold across the sides of its chest.

Physical/Cultural:

Physical Size: 4 to 5 feet tall, less than 100 lbs.
External Covering: Feathers
Eyes: Can see five times farther than human eyes
Ears: Holes on the sides of the head
Mouth: Standard human lips; a hard beak replaces the teeth
Nose: Holes on the sides of the upper lips
Cultural: The most important thing in talan life is the pecking order. Each member of the flock must know who ranks above him and who ranks below. No two talans can have equal social status. One must be above or below the other.

Advantages/Disadvantages: Talan vision is extremely acute. They can see small objects at distances five times greater than a human can see. At equal distances, they see five times the detail as compared to normal human eyes. This is a far-sighted advantage only. Anything within ten feet is seen with the same clarity as normal humans see.

Large claws on their feet make it difficult to walk in gravities similar to Earth's. In these environments, talans can only run 300 feet and climb 100 feet per round. (The claws do help a little when climbing.) They cannot swim or fly in any environment. They have a deathly fear of great expanses of water.

Combat: Talan gennies were designed for use in combat situations in zero-gravity. Having no preconceived notions about directional concepts such as up or down, talans gain an automatic 60% skill in maneuvering in zero gravity. RAM-trained talans usually have a 95% rating in this skill. In either case, they receive a +2 armor class bonus against ranged weapons when executing maneuvers in free-fall. Their small size, which makes it harder to hit them, gives them an additional +1 armor class bonus in all situations.

Their extreme dexterity allows them 50% more attacks per round than normal. If only one attack is normally allowed at a career level, talans are allowed three every two rounds (3/2). If 3/2 attacks are allowed, Talans can perform two per round, etc. This advantage only applies to hand-held weapons, either ranged or melee. Talans gain this advantage because they have the ability to use weapons not only with their hands, but also with their feet, when engaged in zero gravity combat. Talans can never use their feet in this manner while in gravity wells of any size.

Ecology: Talans do everything in quick, jerky motions. They have an annoying habit of cocking their heads to one side when concentrating intently or listening. Being a rare gennie, it is difficult for a talan to go anywhere without attracting a great deal of attention. This attention most often takes the form of long stares. A few bold individuals sometimes approach to make bird or gennie jokes.

Attribute Modifiers

Strength: −2	Dexterity: +3	Intelligence: +1
Wisdom: −2	Constitution: +1	Charisma: −2
Tech: +1		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: —
Suffocation: −1	Radiation: −1
Extreme Heat: −1	Extreme Cold: +1

The talan gennie originally appeared in the XXVc™ module SARGASSO OF SPACE.

Terran

CLIMATE/TERRAIN:	Earth, all climates
FREQUENCY:	Common
ORGANIZATION:	Family and city units
ACTIVITY CYCLE:	Any, usually day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d10
ARMOR CLASS:	10
MOVEMENT:	600, 300 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon only
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Terrans are Earth-born humans who have not had any genetic alterations. In fact, they abhor all types of genetic reconstruction, seeing themselves as the only "true human" race in the solar system. This belief, though, does not fill them with hatred or give them the discrimination tendencies associated with the Martians or Lunarians. (The possibility of genetic alteration should not be completely disregarded in the race, however, since not all Terrans see genetic alteration as blasphemous.)

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 120-250 lbs.

External Covering: Smooth, relatively hairless skin, usually in shades of brown, dark brown, red, tan, or beige

Eyes: Human normal

Ears: Human normal

Mouth: Human normal

Nose: Human normal

Cultural: If you come from Earth, you come from a mess. Centuries of rampant pollution and war have reduced the planet to a wasteland in many areas. To top it off, the interplanetary wars of the 23rd Century left most of the planet's cities in rubble, with gangs of semibarbarians roaming or even ruling the shattered ruins.

Life within these urban "sprawls" is violent, savage, and often short. Most survivors belong to a gang of some sort, organized around family lines or neighborhoods. These gangs are constantly at war with each other for whatever stores of food, weapons, or tools can be found. It's a tough, brutal life, with little chance of survival, much less advancement. Those who manage to escape are usually admired for their tenacity.

The luckiest Terrans come from one of the independent arcologies. These are huge fortress buildings, self-contained, with their own power plants, factories, schools, greenhouse facilities, and living quarters. The arcologies were designed to withstand the possible collapse of civilization. (Unfortunately, this collapse occurred.)

The arcologies' greatest strength is also their greatest weakness. Isolated from each other behind their armored walls, the arcologies suffer from inbreeding, corruption, stagnation, and overcrowding. Most arcology governments are oppressive regimes installed by the Martian overlords who have gained control over the planet. Other governments were left in place only because they agreed to sell out to the Martian raiders, trading their freedom for luxury goods and personal power.

Advantages/Disadvantages: Terrans are extremely adaptable. They can live anywhere on Earth—a statement other racial types cannot make—and with basic body protection and breathing apparatus can survive indefinitely in a variety of hostile environments.

From a comparative standpoint, Terrans are at a minor disadvantage in game terms because they have the smallest number of racial modifiers to ability scores and saving throws. This minor drawback is more than offset by their adaptability.

Combat: Terrans can use any weapons, as well as their fists and feet. Terran punches and kicks cause 1d4 points of damage with each successful to-hit roll. (The THAC0 and attacks per round listed are for a standard Terran. Class and level can alter these numbers.)

Habitat/Terrain: Because of the Terrans' adaptability, they can survive in every known climate and terrain. Granted, they may need technological tools to protect them from the harshest environments, but their tenacity allows them to master nearly every situation they find themselves thrust into.

Ecology: A Terran has extreme confidence in himself and his race's ability to throw off the yoke of Martian oppression, but he is also a realist. If humanity is to regain its freedom, the process will be a slow one. Terrans, as a whole, show determination and patience.

Attribute Modifiers

Strength: —	Dexterity: —	Intelligence: —
Wisdom: +1	Constitution: +1	Charisma: —
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: —
Suffocation: —	Radiation: —
Extreme Heat: —	Extreme Cold: —

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Terrine, Mark Ia: Standard

CONCEIVED PURPOSE:	Combat gennie
CLIMATE/TERRAIN:	Any location survivable by standard Terran
FREQUENCY:	Common
ORGANIZATION:	Combat unit
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- to Exceptionally (2-16)
NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	720, 360 swim
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6+3 (retractable claw attack), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Terrines are created to kill. Shark genes provide a sandpaperlike skin and hardened plates of cartilage over critical areas. The skull is bald and heavily armored with extra-thick cartilage, while brow ridges protect catlike eyes. The entire skeleton is massively built. Hard spurs project from the heels and elbows, and the hands and feet are tipped with retractable talons. Muscles are long and ropy, with boosted reflexes. All terrines are double-jointed.

Physical/Cultural:

Physical Size: 6 to 7 feet tall, 250-300 lbs.

External Covering: Sandpapery skin with callous plates

Eyes: Small, with variable pupils; somewhat catlike; vision range acute, stretching from bright light to near black

Ears: Large, cupped, and catlike, able to fold back along the skull

Mouth: Narrow slit with sharp fangs; speech is guttural and combat-oriented

Nose: Two thin slits which can be fully closed

Cultural: Terrines have a culture designed for them by their RAM overlords. It is a brutal, savage culture, based around individual combat units, in which only the strong survive. Terrines are conditioned to obey anyone of the Martian genotype (tall, thin, with distinctive coloration and scent). Although terrines are less intelligent on the whole than other races, all have a high degree of vicious animal cunning. Anyone who underestimates even a "stupid" terrine usually does not live long enough to regret it.

Terrine life centers around power, pain, and punishment. They are indoctrinated to believe that RAM Martians are the highest form of life, terrines the second highest, and all other humans and gennies a distant third. During training, each new terrine must undergo pain and brutality until he is hardened to the toughness of steel.

Advantages/Disadvantages: Terrines have better physical attributes than other races, and a high degree of resistance to special attacks. A terrine's tough skin gives it a natural armor class of 7. If he does not have a better weapon, he can attack twice with his claws.

Terrines have poorer mental faculties than most other races. Even the most intelligent terrine is subject to the terrine battle rage: Whenever a terrine gets involved in combat, he must make an Intelligence check. Failing the check means he fights to the death or until he is knocked unconscious.

Combat: Terrines can use any weapons available to humans, including their fists and feet. Terrine punches and kicks cause 1d4 points of damage with each successful to-hit roll. Terrines also have two claw attacks that cause 1d6+3 points of damage with each successful strike. (The THAC0 and attacks per round listed are for a standard terrine. Class and level can alter these numbers.)

Habitat/Terrain: Like Workers, with whom they share a common background, terrines live in barracks and are given food paste for their basic nutrition needs. One major difference from Workers is that terrines are respected (make that feared) members of RAM's military force. They wear uniforms with patches denoting their unit and rank. They usually do not have names and are known only by group and individual serial numbers.

Ecology: While there are several different variations of terrines, the primary model, described here, is used heavily in RAM combat units throughout the Alliance. This model was designed specifically for use on Earth (which is how the name was derived), but can exist in any environment where a human can survive. Like Workers, the smartest Terrines often escape from their RAM overlords. These usually choose to pursue careers as freelance mercenaries.

Attribute Modifiers

Strength: +2	Dexterity: +2	Intelligence: −2
Wisdom: −1	Constitution: +2	Charisma: −3
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +4	Electrical Shock: +3
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: +3
Suffocation: +1	Radiation: +2
Extreme Heat: +2	Extreme Cold: +2

Terrine, Mark Ib: Barney Class

XXVcR6

CONCEIVED PURPOSE:	Guerrilla combat gennie
CLIMATE/TERRAIN:	Any survivable by standard Terran
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	720, 360 swim
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2d4+3 (retractable daggers), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Terrine Barneys were created in the Jovian Trojans by the Wydlin Corporation. Soon after the 150 prototypes were grown, the Drakolysk Corporation, a RAM subsidiary, made a (literally) hostile takeover of the company. Remus Wydlin, the Barneys' creator, was believed to be killed in the takeover. Rumors persist, however, claiming that he still lives within a Jovian Trojan point.

Barneys were created to kill individuals without outside help or interference, and to increase the corporate bottom line by stealing from rivals. This mission profile demanded they be made to look human to alleviate suspicion. A Barney's entire, massive skeleton is constructed with titanium alloy for extreme durability. Its muscles are long and bulging, with boosted reflexes with a dancer's grace. Barney elbows are rotary-cupped, enabling them to perform amazing feats of Dexterity. They can swivel their joints 180 degrees.

Physical/Cultural:

Physical Size: 6 to 7 feet tall, 250-300 lbs.
External Covering: Human normal
Eyes: Human normal
Ears: Human normal
Mouth: Human normal; speech is deep and inflectionless
Nose: Human normal
Cultural: Designed as an elite, solitary, guerrilla warrior, Barneys prefer seclusion and eccentric battle tactics. When Wydlin Corporation executives realized RAM was preparing to take them over, they instilled in the genotype a hatred for anyone associated with RAM, and a natural tendency to follow only those who beat them in combat. Although Barneys are not more intelligent on the whole than other gennies, all have an incredible degree of vicious animal cunning.

The Barney way of life immediately following the Drakolysk Corporation takeover revolved around learning a brutal regimen. The exact lessons involved are unknown, and Barney Terrines refuse to speak about them.

Advantages/Disadvantages: Barneys have better physical attributes than most other races and a high degree of resistance to special attack forms. A Barney's skin gives it an armor class of 7, and if he does not have a better weapon, he can attack twice with his retractable wrist-daggers. Rumors regarding the Barney Terrine circulate constantly throughout the solar system, and once a Barney has been spotted, it is hunted by RAM warriors, bounty hunters, other Barneys, and Terrine Mark IIs.

Combat: Barneys can use any weapons available to humans, as well as their fists and feet. Barney punches and kicks cause 1d4+2 points of damage with each successful to-hit roll. They also have two retractable wrist-dagger attacks that cause 2d4+3 points of damage with each successful strike. (The THAC0 and attacks per round listed are for the untrained Barney. Class and level can alter these numbers.)

Habitat/Terrain: Barneys were designed to live in barracks and eat food paste for their nutrition needs. However, when they revolted against Drakolysk, some entered salacious and decadent lifestyles, while most yearned for barrack life, not wasting money on creature comforts. The rough feel of metal and uncomfortable surroundings are what most of the Barneys live for. Barneys have names, unlike Terrine Mark Ia warriors.

Ecology: Barneys are a rare genotype, and few people know when they see one as they are often mistaken for standard Terrans. Since no two Barneys look alike, they have little trouble hiding among nongennies. The Barneys who escaped their new Drakolysk masters have become space pirates. They rob from everyone, including other Barneys. Forty Barneys are believed to exist today, but this number is only speculative. Barneys see Remus Wydlin as a father figure.

Attribute Modifiers

Strength: +3	Dexterity: +2	Intelligence: —
Wisdom: −2	Constitution: +3	Charisma: +1
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +5	Electrical Shock: +3
Paralysis/Stun/Fall: +4	Toxic/Gas/Poison: +3
Suffocation: +2	Radiation: +3
Extreme Heat: +3	Extreme Cold: +3

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Terrine, Mark II

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CONCEIVED PURPOSE:	Combat gennie
CLIMATE/TERRAIN:	Any survivable by standard Terran
FREQUENCY:	Rare
ORGANIZATION:	Combat unit
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to Supra-genius (2-16)
NO. APPEARING:	1d10
ARMOR CLASS:	10
MOVEMENT:	720, 360 swim
HIT DICE:	1 (d10)
THAC0:	20
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d6+3 (retractable claws), or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Terrine Mark IIs were created to kill. The shark genes used in the standard terrine form are toned down significantly in the Mark II. The Mark II is designed to look more human than real humans. They are considered the perfect specimen of humanity. They have the tenacity, retractable talons, long and ropy muscles, and boosted reflexes of other terrines, but these hide under normal Terran skin. Mark IIs are double-jointed.

Physical/Cultural:

Physical Size: 6 feet tall, 190-240 lbs.
External Covering: Human normal
Eyes: Human normal
Ears: Human normal
Mouth: Human normal
Nose: Human normal
Cultural: Terrine Mark IIs have a culture designed for them by their RAM overlords. It is a brutal, savage culture, based around individual combat units where only the strong survive. Terrine Mark IIs are conditioned to obey anyone of the distinctive Martian genotype (a tall frame, thin features, typical body coloration and scent), but their Intelligence and Wisdom make them hard to control. Terrine Mark IIs are generally more intelligent on the whole than other races, while maintaining the high degree of vicious animal cunning of the original terrine gennie.

The Mark II way of life revolves around power, pain, and punishment. They are indoctrinated to believe RAM Martians are the highest form of life, Terrine Mark IIs the second highest, and all other humans and gennies (including other terrines) a distant third. During training, each new Terrine Mark II must undergo tests of pain and brutality.

Advantages/Disadvantages: Terrine Mark IIs have better physical attributes than most races and a high degree of resistance to special attack forms. If a Mark II does not have a better weapon, he can attack twice with his retractable claws for 1d6+3 points of damage per successful attack. Terrine Mark IIs have superior mental faculties as well. In spite of this intelligence, Mark IIs are subject to the terrine battle rage. Whenever a Mark II gets involved in combat, he must make an Intelligence check. Failing the check means he fights to the death or until knocked unconscious, often by a companion who does not want him to go down fighting. The battle rage is a factor RAM has been unable to filter out of their genetic coding without creating a docile gennie.

Combat: Mark IIs can use any weapons available to humans, as well as their fists and feet. Punches and kicks cause 1d4 points of damage with each successful to-hit roll. Terrine Mark IIs also have two claw attacks which cause 1d6+3 points of damage with each successful strike. (The THAC0 and attacks per round listed are for standard Mark IIs. Class and level can alter these numbers.)

Habitat/Terrain: Mark IIs are feared members of RAM's elite military force. They wear uniforms with patches denoting their unit and rank. Unlike standard terrines, they receive individual names.

Ecology: The Mark II is used in RAM coerce combat units throughout the Alliance. This model was designed specifically for use on Earth, but can operate in any environment a human can. The Mark II was designed to infiltrate Terran societies, posing as normal Terrans. The Mark II's high Charisma helps reinforce this. Terrans have an eye for beauty, and are more willing to allow a Mark II to join their ranks than even other Terrans. In recent years, the Mark II has been used to hunt down renegade Barneys.

Attribute Modifiers

Strength: +2	Dexterity: +2	Intelligence: +2
Wisdom: +2	Constitution: +2	Charisma: +3
Tech: +1		

Saving Throw Modifiers

Explosion/Plasma: +4	Electrical Shock: +3
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: +3
Suffocation: +1	Radiation: +2
Extreme Heat: +1	Extreme Cold: +3

Tinker

CONCEIVED PURPOSE:	Engineer gennie
CLIMATE/TERRAIN:	Any small enclosed area surrounded by technology
FREQUENCY:	Common
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d10
ARMOR CLASS:	10
MOVEMENT:	480, 240 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Tinkers were originally bioengineered by the Drakolysk Corporation, a division of RAM, on Phytus, Mars. They were designed to work in small, cramped areas such as the tunnels, ducts, and hatchways in space stations; asteroid colonies; and rockets. Their huge eyes allow them to see clearly in almost total darkness. Through crossing with small anthropoid species such as lemurs and gibbons, they have long, sensitive fingers and a longer reach than normal humans. In addition, as an unforeseen but pleasant byproduct of the gene-manipulation process, tinkers have a unique combination of curiosity and technical skill, giving them an almost uncanny ability to fix, modify, and build things. They make very good engineers, although at two or three feet in height, most of them have problems living up to the "tough guy" image of the engineering fraternity.

Physical/Cultural:

Physical Size: 2 to 3 feet tall, 60-80 lbs.

External Covering: Smooth, humanlike skin, covered in soft, gray fur

Eyes: Human-based, very large and sensitive

Ears: Human-based, small and pointed; can hear high-pitched sounds without side effects

Mouth: Primate-based, small, with slightly pointed teeth

Nose: Human-normal, snubbed

Cultural: Tinker culture is based around tools, machines, and the manipulation of symbols. Books, especially texts on engineering and hard science, are especially dear to them. Whenever a group of Tinkers band together, they inevitably begin assembling a large library of books, film chips, and gadgets. Their pack-rat nature makes them reluctant to throw anything out; it might be "useful" later.

Advantages/Disadvantages: Tinkers are the most dextrous and technically proficient of all races. Because of their small size and special proficiencies, they are capable of accomplishing tasks no others can.

Strong and sturdy for their size, tinkers are weak and frail compared to the other races. They are extremely vulnerable to explosions and electrical shock. Suffering from a mild form of agoraphobia, they must make Wisdom checks for every 24 hours in wide-open spaces.

Combat: Tinkers can use any weapons available to humans.

Habitat/Terrain: The center of tinker culture is the Nest, a community of between five and ten tinkers, most of whom are related. A Nest often starts in a normal (human-scaled) room, and extends through air ducts and secret passages until it encompasses hundreds of feet of corridors and tunnels. The Nest is ruled in a rough but generally democratic fashion.

Ecology: Comfort is an important part of tinker life. Individual tinker residences are small, warm warrens (the inside of an orbital colony's heating duct does just fine), filled with treasured items, comfortable clothes, well-worn books, computers, a vast collection of computer crystals, and collections of odd knickknacks. Tinker clothes are bright, warm, and usually have dozens of pockets for holding odds and ends.

A valued member of any community or company, they mend and create machinery as a hobby as opposed to an employment charge. This assures their work is complete and correct instead of done to simply satisfactory levels. The only drawback is that tinkers tend to clog air vents, restricting air to other areas of the ship or building.

Attribute Modifiers

Strength: −2	Dexterity: +3	Intelligence: —
Wisdom: —	Constitution: −2	Charisma: —
Tech: +3		

Saving Throw Modifiers

Explosion/Plasma: −3	Electrical Shock: −2
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: −1
Suffocation: —	Radiation: —
Extreme Heat: —	Extreme Cold: —

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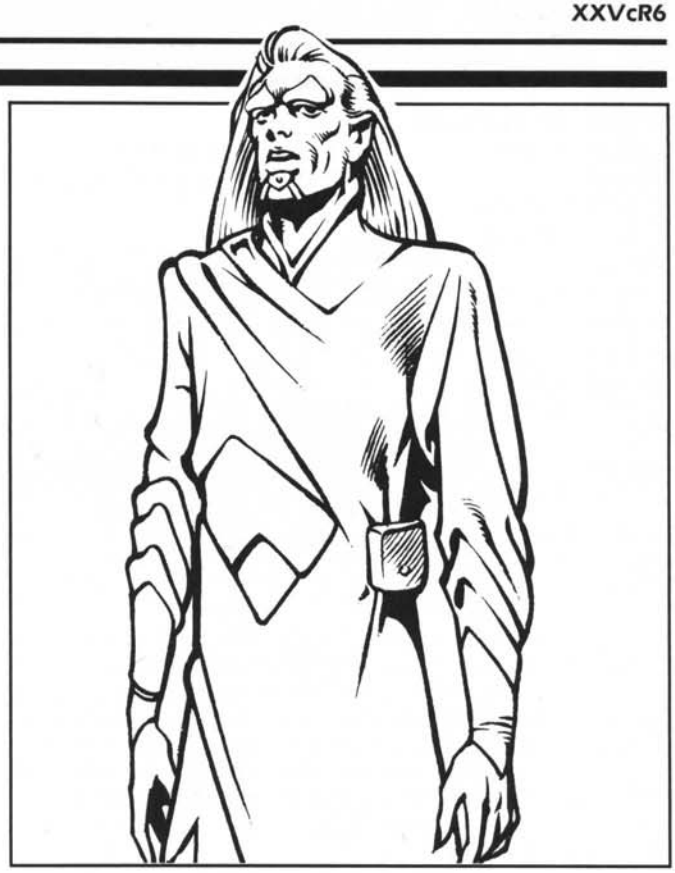
Venusian

CLIMATE/TERRAIN:	Venus, highlands including Ishtar, Aphrodite, Lada, Aerostates
FREQUENCY:	Common
ORGANIZATION:	Cities and warrens
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	600, swim 300
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Mildly altered humans, Venusians tend to be Asiatic in appearance, with small, narrow eyes and long, thick hair. The ears are smaller and close to the head; the eyes genetailored with a clear nictitating membrane (it covers the eyes when desired) to protect against acid rains. Venus's atmospheric pressure produces heavier, stronger body frames in its natives.

Physical/Cultural:

Physical Size: 5 to 6 feet tall, 120-250 lbs.

External Covering: Smooth, hairless skin, in shades of tan, brown, or beige

Eyes: Human-based, covered by a protective membrane

Ears: Human-based, slightly smaller

Mouth: Human normal

Nose: Human normal

Cultural: Although Venus is primarily known for the theocratic civilizations of its main continent, Ishtar, there are really four different types of Venusian civilization. The Aerostaters are primarily traders and herdsmen. Hovering high above the smoky black storms of Venus in their dirigible-cities, they are somewhat disdainful of the Ishtarians, whom they consider spacy monastics. The Aerostaters' civilization is that of aerial gypsies, full of flashy, flowing clothing, rugged but friendly manners, and tough, open people.

The residents of the southern continents, Aphrodite and Lada, are farmers and miners, living on huge fiefs controlled by several hereditary families. These Aphrodite families descend from the original colonists. Their hard lives have made them stubborn, hot-tempered people, jealous both of the Aerostaters and the easy life of the Ishtarian theocrats.

While the center of the Ishtarian community is the Temple, where the Elders of the Faith meet to discuss important matters, the Ishtarian civilization is not as puritanical as their simple robes and muted color schemes suggest. Wine shops, communal baths, aesthetic arts, and theaters are everywhere, while more physical activities include exhibitions of traditional ritual combat and martial arts. Their cities have huge auditoriums where entertainments are held. There is room for great poets, singers, ceremonial warriors, as well as great priests.

Advantages/Disadvantages: Sturdier body construction gives Venusians a slight advantage in Constitution. Generally introspective and not prone to snap decisions, Venusians have higher Wisdom than other races. They are resistant to poisons and extremes of heat.

Delicate or abrupt movements are harder to accomplish in high atmospheric pressure, and as a result, Venusians have lower Dexterity than humans. They are vulnerable to the extremes of cold, and because they are accustomed to having a lot of air to breathe, they are more easily harmed by the threat of suffocation.

Combat: Venusians can use any weapons that are available to humans.

Habitat/Terrain: With daily acid rains, Aerostaters do not leave their floating domains, so their clothing is light and loose. Aerostaters entertain themselves with large parties, wine, and dancing. There are many festivals, rites, superstitions, and legends tying the group together. Aphroditians and Ladans are shrewd traders, providing most of the mineral and farm exports of Venus. The members of the wealthy families entertain with lavish parties, while the lower classes are content to amuse themselves with strong drink, gambling, and brawling. Ishtarians make plastics, medicines, biogenetics, and light industry; their chief advantage over other Venusians is their domination of ground-to-space transportation. The nucleus of the Ishtarian trade fleet is made from the original warships of the SSA, upgraded by newer cruisers.

Attribute Modifiers

Strength: —	Dexterity: −1	Intelligence: —
Wisdom: +1	Constitution: +1	Charisma: −1
Tech: —		

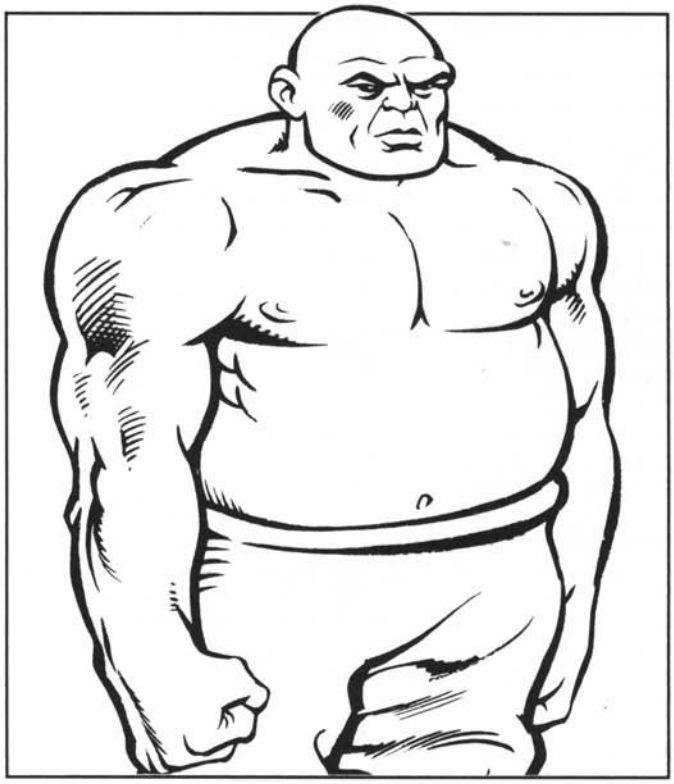
Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: +1
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: +3
Suffocation: −2	Radiation: +1
Extreme Heat: +3	Extreme Cold: −2

Worker

XXVcR6

CONCEIVED PURPOSE:	Worker gennie
CLIMATE/TERRAIN:	Any oxygenated location
FREQUENCY:	Common
ORGANIZATION:	Details
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- to Exceptionally (2-16)
NO. APPEARING:	1d12
ARMOR CLASS:	10
MOVEMENT:	360, 180 swim
HIT DICE:	1 (d8)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Workers are the general, all-around grunts of the RAM oligarchy. As a group, they are simple, relatively unintelligent, and unimaginative. They are bred for strength at the expense of other attributes, with short muscles anchored to an extra-heavy skeleton. Supposedly, this genotype derives from a cross between human and gorilla or chimpanzee stock, but rumor has it RAM scientists actually back-bred human stock, singling out latent genes of *Homo habilis*, the predecessor of *Homo sapiens.*

Physical/Cultural:

Physical Size: 4 to 5 feet tall, 150-300 lbs.

External Covering: Leathery, rough skin, similar to humans, but tainted a distinct shade of gray

Eyes: Small and dark

Ears: Small and close to the skull

Mouth: Wide and thick

Nose: Human normal

Cultural: What culture the Worker subtypes have has been created primarily by RAM. There are no politics, religion, or science in the Worker lifestyle. Worker communities resemble medium-security prisons, with everyone in the crew watched over by a small contingent of armed guards. Daily life has three basic components: Food (nutrient pastes served in the cafeteria), rest (in dormitories with few, if any, creature comforts), and work. Workers who perform better than others do get some simple rewards and incentives: better-tasting food, a larger living space, more unsupervised "free time."

Advantages/Disadvantages: Workers have a better combination of Strength and durability than any other race. The mental abilities (including technical skill) of Workers are poorer than those of any other race.

As a way of keeping them under control, many Workers are engineered so they must have a special type of food paste to stay healthy—and this food is only available at the work camp where they are stationed. Going without the special food causes the Worker's Strength and Constitution to drop by one point per day. If either score reaches zero, the Worker dies. No matter how weak he is, a Worker recovers full strength in one day after getting a new supply of the special food.

Combat: Workers can use any weapons available to humans, as well as their fists and feet. Worker punches and kicks cause 1d4 points of damage with each successful to-hit roll. (The THAC0 and attacks per round listed are for the standard Worker. Class and level can alter these numbers.)

Habitat/Terrain: Worker gennies can be found in many places throughout the Solar Alliance—the basic genotype has been sold over and over again, with few changes to the basic genetic pattern. Usually skin tints vary, so others can tell where the Worker has come from. Mercurian Workers are bald, slightly more human-looking than other types, and have yellowish skin. Martian Workers have hairy bodies and reddish skin. Workers in the Asteroid Belt are more apelike than Martian Workers, and have a bluish skin tint.

Ecology: Creating the first Workers during the early days of genetics was expensive. RAM scientists ended the long-term cost by tailoring the Worker to reproduce quickly and often. Worker females give birth after a six-month gestation period, and young Workers reach maturity in only seven years.

Although Workers are primarily thought of as "things" rather than people, the brighter ones often manage to escape the barracks and make it to freedom. These refugees easily find work in occupations where Strength and Constitution are important, such as the warrior or scout careers. However, they spend their lives in constant fear of capture by their former overlords, dreading being dragged back into slavery.

Attribute Modifiers

Strength: +3	Dexterity: —	Intelligence: −2
Wisdom: −1	Constitution: +3	Charisma: −3
Tech: −1		

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: —
Paralysis/Stun/Fall: +3	Toxic/Gas/Poison: —
Suffocation: —	Radiation: —
Extreme Heat: —	Extreme Cold: —

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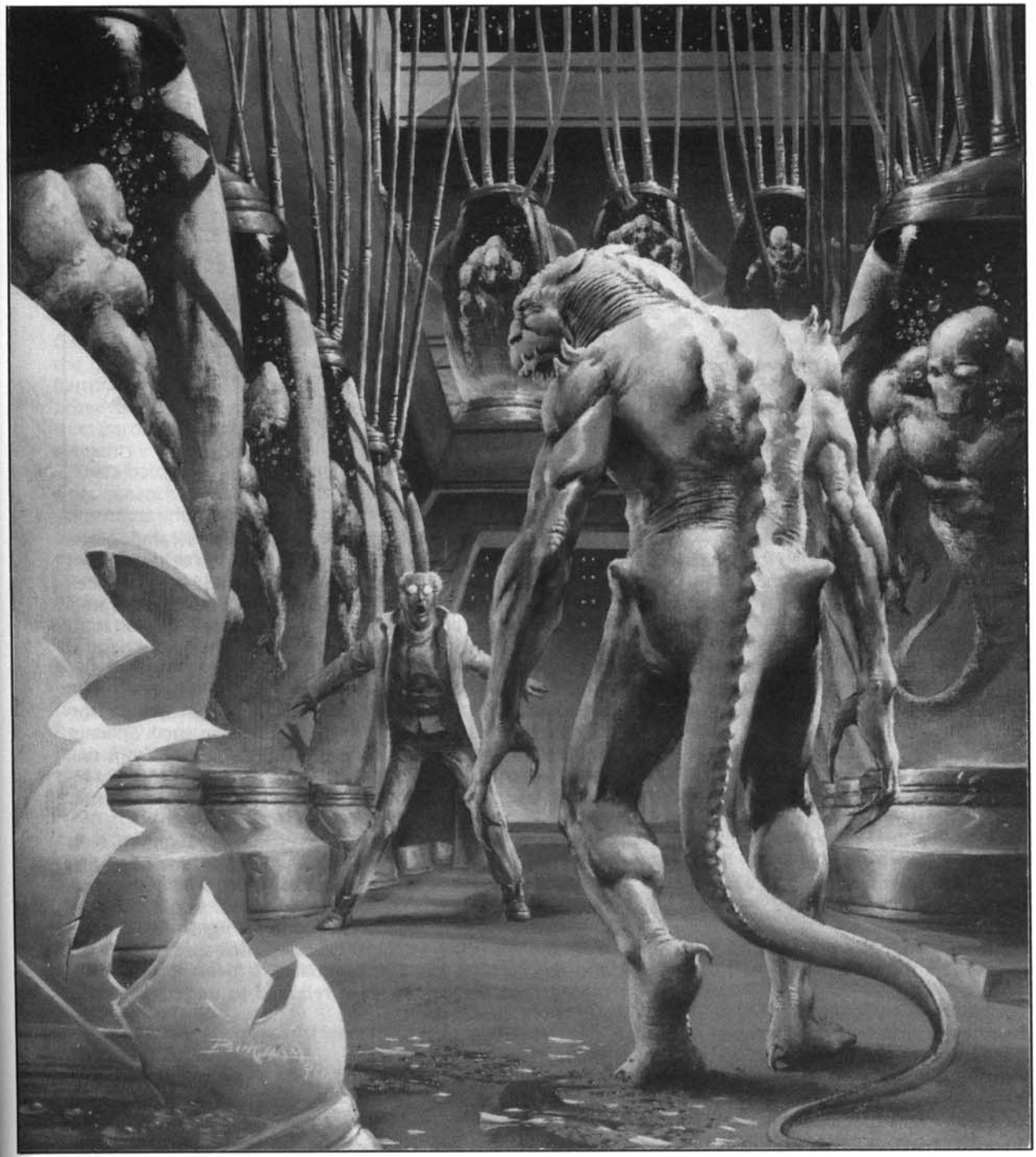
Chapter 9: Animal Gennies



Acid Frog

CONCEIVED PURPOSE:	Predatory animal gennie
CLIMATE/TERRAIN:	Venus, lowland jungles and swamps
FREQUENCY:	Uncommon in swamps; Rare elsewhere
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1-20 in swamps; 1-4 elsewhere
ARMOR CLASS:	5
MOVEMENT:	450
HIT DICE:	6 (d6)
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Acid spit (see below)
SPECIAL DEFENSES:	See below

Genotype: The acid frog was developed on Venus by Micro-Surgery, Inc. of Aphrodite to provide a natural enemy for swamp hornets, also created by MSI. Swamp hornets fill a scavenger role in the new Venusian ecosystem, but the nasty insects nearly overran the early Venusian colonists before they determined that a predator needed to be introduced into the system for balance.

Acid frogs are based on the gene pattern of a South American tree frog, with greatly enhanced size and a tolerance for the highly acidic environment of the Venusian lowlands. Not wishing to repeat the mistake they made with the swamp hornets, the genetic engineers in charge of the acid frog genotype project also gave the gennies a very docile demeanor. In fact, Venusians who have treated the acid frogs with kindness (freeing them from captivity, feeding them, protecting them from danger, etc.) have had the animals follow them around, behaving almost like pets, to the point of even attacking their enemies!

Physical/Cultural:

Physical Size: 8 to 10 feet long, 4 feet high, 400 lbs.
External Covering: Acid-resistant amphibian skin
Eyes: Amphibian normal
Ears: Amphibian normal
Mouth: Amphibian normal with speech articulators allowing it to speak a rude form of English
Nose: Amphibian normal
Cultural: Acid frogs live in large groups near their favorite food, swamp hornets. Where the hornets go, the frogs will follow.

Advantages/Disadvantages: Acid Frogs are immune to the effects of gas grenades and take only one-half damage from heat guns and plasma throwers.

Combat: Acid frogs are docile creatures, but when forced into combat situations, they have two types of attacks. One is a bite causing 1d10 points of damage; the other is a stream of acid which can be spit with amazing accuracy. The acid stream also does 1d10 points of damage, but the victim gains a saving throw versus Toxic Atmosphere/Gas/Poison for one-half damage. There is a 50% chance the acid frog will spit instead of bite, rolled randomly by the referee each round. Acid frogs have an unlimited supply of acid, and the stream has a range of 60 feet.

Habitat/Terrain: Acid Frogs thrive in the acidic swamps of the Venusian lowlands, though they can travel to other parts of the lowlands as well. The frogs can survive nearly a week (1d6 days) without immersing themselves in the acidic waters of the swamps, but they do not like it. After a day or so of hunting and foraging for swamp hornets, they head back to the swamps they call home.

Ecology: Acid frogs are not picky eaters. When swamp hornets are scarce, they eat plants, other insects, small animals, and even the occasional adventurer or two. (Acid frogs will never eat the humans they befriended.) Acid frogs rarely attack unless provoked, but a hungry one is likely to go after anything that moves which it can fit into its mouth.

Acid frogs have developed a loose society, though what it is based on is anyone's guess. The only thing outside observers know for sure is one acid frog out of 40 or 50 makes suggestions the others follow. Acid frogs are not too bright, but they are smart enough to speak a rude form of English and to communicate with other intelligent species. Their speech is slurred and very guttural. Intelligence equal to or greater than the Terran average (Intelligence 8) is required to understand their vague vocalizations.

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: +1
Paralysis/Stun/Fall: −2	Toxic/Gas/Poison: +3
Suffocation: −4	Radiation: +1
Extreme Heat: +2	Extreme Cold: −5

The acid frog originally appeared in the XXVc™ comic-module BUCK ROGERS #6.

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Albatoy

CONCEIVED PURPOSE:	Courier animal gennie
CLIMATE/TERRAIN:	Earth, Pacific Ocean, spreading to the Indian Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Day
DIET:	Fish
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1-2
ARMOR CLASS:	7 (d6)
MOVEMENT:	120, 600 air
HIT DICE:	7 (d8)
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The albatoy traces most of its genetic ancestry to the great albatrosses that once wheeled over the oceans of Earth in vast numbers. To increase the creature's brain size, improve its intelligence, and enhance its carrying capacity, geneticists introduced several genotyped mammalian and marsupial elements into the mix as well.

The albatoy has an intelligence level able to understand basic commands, such as places to fly to and directions to travel. As an indication of the marsupial ancestry in its chaotic, altered genes, the albatoy has a large pouch on its abdomen, much like a female kangaroo. The pouch, however, is found on both female and male albatoys. The pouch was designed to allow the creature to carry documents or other small objects when performing its courier duties.

The pouch can hold an object or group of objects no larger than 18 inches by 12 inches by 6 inches, and weighing no more than ten pounds. If the pouch is loaded with anything larger or heavier, the albatoy refuses to fly. Instead, it uses all its energy trying to remove the object with its long, pointed beak. The albatoy does nothing else while it tries to remove these heavy or bulky objects, including eating or caring for itself, even to the point of its own extinction.

When Dr. Antilles originally created the genotype, it turned out woefully inept at performing purposeful tasks. He could not eliminate the creature's tendencies to aimlessly follow the wind, the ocean's current, or schools of fish. Within hours of leaving its roost, an albatoy would forget its intended destination. Instead, it would soar aimlessly—still carrying its valuable cargo. Today, the creature makes an adequate courier, but it still has a habit of losing its sense of purpose.

Physical/Cultural:

Physical Size: Wingspan 10 feet or more, weighing less than 100 lbs.

External Covering: Feathers

Eyes: White with pupils of deep green or blue, set on either side of its head

Ears: Recessed into the head

Mouth: Beak

Nose: On top of beak

Cultural: Although it is intelligent enough to have the semblance of a social structure, the albatoy's consciousness is devoid of such complex considerations. The birds do not mingle with other creatures, even others of their kind, except for the purpose of breeding. It has no lasting concerns other than the basic desire for self-preservation.

Advantages/Disadvantages: Nothing of note, besides the characteristics described elsewhere.

Combat: The albatoy is not an aggressive creature, and only uses its natural attack—piercing with its pointed beak—in self-defense. When confronted by a threat, whether real or potential, it takes to the air and, because of its incredible endurance, can usually outdistance its pursuers. If escape is not immediately possible, it attacks until an opportunity to flee presents itself.

Habitat/Terrain: These great birds can soar the skies for days without touching the ground or water. When they do descend, they can land, sleep, and eat atop ocean waves or on any small piece of land presenting itself in the vast, watery expanse of the albatoy's domain. Rumors persist that the albatoy can even sleep while flying. If this rumor proves true, it will explain why the creature can soar as long as it does.

Ecology: Albatoys eat fish. They have no preference, eating both fish that are still swimming and those that have been dead and rotting for a considerable time. Consequently, albatoy flesh is not considered good eating by any other creature.

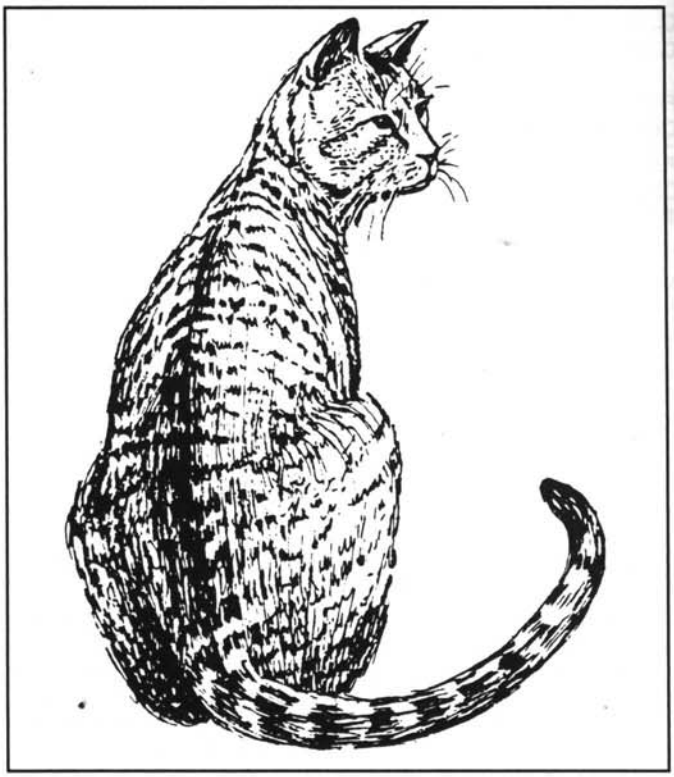
Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: —
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: —
Suffocation: —	Radiation: —
Extreme Heat: −1	Extreme Cold: —

The albatoy first appeared in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

Alchemcat

CONCEIVED PURPOSE:	Protective animal gennie
CLIMATE/TERRAIN:	Mercury, warrens and mines
FREQUENCY:	Common
ORGANIZATION:	Mostly solitary
ACTIVITY CYCLE:	Adapts to owner's cycle
DIET:	Any
INTELLIGENCE:	Average (8-10)
NO. APPEARING:	1 or 1-10
ARMOR CLASS:	5
MOVEMENT:	180
HIT DICE:	2 (d8)
THAC0:	20
NO. OF ATTACKS:	3 (two claws, one bite)
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Rake with rear claws for 1d4
SPECIAL DEFENSES:	Never surprised



Genotype: The alchemcat species, a genetically altered version of the common feline, is larger and longer than the house cat it is based upon. Its eyes are slightly larger, while its ears are set back closer to the skull. The cat was bred to be highly intelligent, and special electronic implants allow it to speak.

Alchemcats are specially bred to accompany miners when they work the mining tunnels. Their heightened senses prove invaluable in pinpointing danger. Their intelligence and rudimentary speech facilities enable them to warn their miner companions of danger. Over time, the miners have not only begun to think of the cats as pets, but also as friends.

Physical/Cultural:

Physical Size: 3 feet long (including tail), 45 lbs.

External Covering: Short fur; skin is sensitive to vibrations

Eyes: Feline normal; increased night vision; nictitating membranes protect eyes from irritants

Ears: Feline normal, extremely sensitive to vibrations

Mouth: Feline normal

Nose: Feline normal, extremely sensitive; can sniff out certain metals

Cultural: Alchemcats were created as work companions for the Mercurian Miners. Over time, most miners grew to care for their work companions. Miners customarily take their alchemcats home as a pets. The alchemcats generally get along with each other, their increased intelligence keeping fights to a minimum. When a new alchemcat is introduced into a tenement already containing alchemcats, a brief scuffle ensues among the cats to determine pride order. After this short period of fighting, pride order is established. All cats respect the order of seniority.

A few cats recently gained a limited form of telepathy with other alchemcats. They keep this ability secret and work together to secure supremacy for mating rites, assuring their genetic superiority continues in the line. Alchemcats work together to protect their prides and warrens. Miners who abuse alchemcats find themselves in dark warrens facing hordes of angry cats with hate in their eyes.

Advantages/Disadvantages: The night vision of the alchemcats enable them to see in very dim light. Their ears are so sensitive they cannot be surprised. Their ears and sensitive skin enable them to sense vibrations in the air and ground. This ability is very useful for predicting cave-ins or earthquakes. Their noses are incredibly keen, and their intelligence enables them to sniff out certain metals like gold and silver. They can smell dangerous gases, and have an uncanny knack for sensing outer hull breaches and the loss of atmosphere. Their vocal cords have been altered by implants to allow them to speak in raspy voices, providing a simple means of communication with the miners. Their enhanced senses make them susceptible to sonic, paralysis, stun, and electrical attacks, as well as bright light.

Combat: Alchemcats attack with two front claws and teeth, causing 1d4 points of damage with each successful attack. If a cat gained initiative during a combat round, it can attempt to jump upon its opponent (attack roll with a −4 penalty). If this roll is successful, the cat automatically attacks with all its normal attacks, plus two rakes with its rear claws (1d4 points of damage per rake).

Habitat/Terrain: Alchemcats normally live in the Mercurian warrens. Their owners allow them to roam freely. A few live in the Mariposas as pets.

Ecology: Alchemcats are omnivores, usually fed by their owners. Sometimes they catch an elusive Mercurian rat. Over the years, the high amount of Mercurian background radiation has caused a favorable mutation in some alchemcats. These cats have a rudimentary and limited telepathic power that allows silent communication with other alchemcats. These telepathic animals gain a +2 bonus to their Intelligence. A few alchemcats are trained as ferocious fighters, gaining a +2 to attack and damage rolls.

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: −5
Paralysis/Stun/Fall: −3	Toxic/Gas/Poison: +3
Suffocation: —	Radiation: +4
Extreme Heat: +5	Extreme Cold: −5

The alchemcat first appeared in the XXVc™ accessory INNER WORLDS.

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Bloat

CONCEIVED PURPOSE:	Food animal gennie
CLIMATE/TERRAIN:	Jupiter, high in the methane atmosphere
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Atmovore
INTELLIGENCE:	Non- (0)
NO. APPEARING:	2d20
ARMOR CLASS:	8
MOVEMENT:	120
HIT DICE:	7 (d6)
THAC0:	16
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Bloats were created at the same time as the stormrider gennie to be used as cattle. Starting with hereford cattle genes, genetic scientists invented a food animal suitable to live in the harsh Jovian environment. The bloat breathes through its mouth, where baleen removes airborne particulates from Jupiter's atmosphere. Gills near the creature's neck exhale the air the mouth brings in. The creature's head is nothing more than an amorphous blob without a supporting skull. Its tiny brain sits so near the surface of the top of the head, it is visible through the thick skin. The bloat is a carrier of several species of bacteria and algae. These tiny plants create pure hydrogen and heat, allowing the creature to float about the Jovian atmosphere. The hydrogen within a bloat's body creates the inflated look which gives the creature its name.

Physical/Cultural:

Physical Size: 10 to 25 feet long, 5 to 10 feet tall, 400-900 lbs.

External Covering: A hairless, thick hide, ranging from a mild red to light gray

Eyes: None

Ears: Small pinholes set in the head; hearing is very acute

Mouth: Toothless, the mouth is always open, receiving the methane and airborne particles that makes up its diet

Nose: None; gills flush the air taken in by the mouth

Cultural: Bloats float through Jupiter's atmosphere in herds as large as 10,000, but when found outside stormrider ranches, their numbers are much smaller. Though the creatures do not have eyes, they are not at a disadvantage. Their hearing is so acute, they can hear the breathing of another of their kind from as far away as seven miles. This hearing range is partially due to the thickness of Jupiter's air, which allows sound to travel farther.

Advantages/Disadvantages: Bloats have long, skinny legs which are useless remnants of a pregenetically altered life. They now serve as buoys, helping the bloat remain upright, even in the fiercest of Jovian storms. Since bloats do not have any method of propulsion, they must go where the winds take them. This is one reason the stormriders have adopted a nomadic lifestyle. They must move constantly to stay with their bloat herds.

Bloats have no concerns except breathing, eating, and breeding. They have an incredible susceptibility to plasma weapons, electrical damage, and all types of explosions. If they receive any of these types of damage, they literally explode if they fail their saving throw.

Combat: These creatures are completely incapable of combat. Their mouths lack teeth, jaws, and even tongues. Their inability to move on their own power makes them easy targets for those without similar constraints.

Habitat/Terrain: Bloats can be found in nearly every level of the Jovian atmosphere, though they are more commonly found in the central section. They float on the wind currents, oblivious to everything around them.

Ecology: Being strictly a food-producing animal, bloats lack the ability to fend for themselves. They are required to rely upon their stormrider herdsmen for protection. Since the creatures lack eyes, they cannot associate sounds with danger. The only sound they pay attention to is the sound of female bloats calling for mates. The first bloat to contact a ready female is the one who mates with her. All others lose the directional beacon when she stops calling out. When the stormriders "harvest" part of their herd for food, they approach the animal and strike at its small brain with a fist, instantly killing the creature. The herders take the dead bloat to the cities where it is processed, sold, and eaten much like Terran beef.

Saving Throw Modifiers

Explosion/Plasma: −10	Electrical Shock: −5
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: −2
Suffocation: −3	Radiation: +3
Extreme Heat: −3	Extreme Cold: +3

Chimbot

XXVcR6

CONCEIVED PURPOSE:	Ringer gennie prototype, companion to the ringer genotype
CLIMATE/TERRAIN:	Rings of Jupiter, Saturn, Uranus, and Neptune
FREQUENCY:	Very Rare around Jupiter; Common around Saturn; Rare around Uranus; Very rare around Neptune
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	360
HIT DICE:	5 (d10)
THAC0:	18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Rending
SPECIAL DEFENSES:	Nil

Genotype: Created from chimpanzee and ape stock, these creatures serve as the prototype model for the ringer gennies. When the design was perfected, RAM created the ringers. Not only are the chimbots genetically altered, they also have received several bioelectrical modifications, granting them more strength and faster movement. They are cyborged into special suits which they wear all the time.

Physical/Cultural:

Physical Size: 3 to 7 feet tall, 75-150 lbs.
External Covering: Simian normal
Eyes: Simian normal; improved to see better in dim light
Ears: Simian normal
Mouth: Simian normal
Nose: Simian normal
Cultural: The original chimbot design failed. Instead of mining the rings of Saturn, the creatures played and sat around staring at the ringed planet for hours on end. When RAM created the ringer, a human genotype, they used the same genetic alterations used to create the chimbot.

RAM, thinking the chimbot would die out, did not bother exterminating them. They placed their new ringer genotype in the same environment, and set them to work as miners. The chimbots soon came to rely upon the ringers for nourishment, and the ringers to rely on the chimbot for protection and companionship. Over time, chimbots learned to aid the ringers in their work.

Advantages/Disadvantages: Chimbots are not very bright and are easily distracted, which is why they failed in their original purpose. As biomechanized creations, chimbots have great speed, Dexterity, and Strength. Chimbots die if forced to abandon their suits under any circumstances.

Combat: When chimbots engage in combat, they seem to gain a focus otherwise absent in their normal activities. This focus, or berserk state, gives them a +1 bonus to hit, and a +1 penalty to their armor class. They attack using either two fists or two raking nail attacks. Chimbots also use rocks and boulders, throwing them for 1d8 points of damage.

If a chimbot successfully hits with both attacks, it tries to maintain a grip on its opponent. A successful Strength check means it has locked its hands on its foe. The following round, the chimbot attempts to rend its target apart—physically trying to tear the arms, legs, or head of its foe from its body. This attack form gains a +4 bonus to hit, and causes 3d4 points of damage. The opponent continues to take 3d4 points of damage each round until it makes a successful Strength check at a −3 penalty.

Habitat/Terrain: Most of the chimbots in existence live on or around the rings of Saturn. They have been spotted circling Jupiter, Neptune, and Uranus, but with less frequency than elsewhere in the Jovian system.

Ecology: Chimbots live in families led by a ringer gennie. They loyally follow the ringer wherever he goes, helping him perform his daily tasks. Chimbots jealously guard their ringer leader from other ringers and other human genotypes. Living exclusively in their suits, chimbots do not breed. Instead, their ringer leader takes genetic material from the chimbots he likes best to create test-tube babies. These are grown on Atlas, the innermost moon of Saturn.

Attribute Modifiers

Strength: +4	Dexterity: +4	Intelligence: —
Wisdom: —	Constitution: +2	Charisma: −4
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: −1	Electrical Shock: −2
Paralysis/Stun/Fall: +2	Toxic/Gas/Poison: +8
Suffocation: +10	Radiation: +4
Extreme Heat: +2	Extreme Cold: +4

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Coyodorg

CLIMATE/TERRAIN:	Desert, sprawls
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day and night
DIET:	Carrion, meat, garbage
INTELLIGENCE:	Semi- (2-4)
NO. APPEARING:	4d6
ARMOR CLASS:	8
MOVEMENT:	600 to 900
HIT DICE:	2 (d6)
THAC0:	20
NO. OF ATTACKS:	1 per three coyodorgs
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Encirclement
SPECIAL DEFENSES:	Nil

Genotype: In a world of genetic alterations, the coyodorg evolved naturally. It traces its roots to anything and everything canine. Primary among its ancestors is the coyote genotype, but this is a common thread that runs through a very diverse species of creature. There are three basic types found within a pack, all linked by the commonality of their coyote bloodlines. These three coyodorg facets are the fangs, the sprinters, and the moles.

Fangs are the descendants of Doberman pinschers, German shepherds, wolfhounds, Alaskan malamutes, Saint Bernards, huskies, and all the largest of the domestic dogs. These creatures are as large as the northern wolves, but meaner, more aggressive, and stockier with thicker legs.

Sprinters hail from greyhounds, retrievers, hounds, setters, spaniels, standard poodles, and the entire spectrum of fast, medium-sized canines. Sprinters are adept at tracking, and can generally run roughly 45 mph for as long as five minutes at a time.

Moles, descended from chihuahuas, dachshunds, and other tiny canines, are usually the smartest, and invariably the loudest, members of a pack of coyodorgs. Their small size enables them to enter places the rest of the pack cannot reach. Their sense of smell is not nearly as keen as the sprinters, but in the confines of small areas, their noses can detect the scent of prey as old as one week.

Physical/Cultural:

Physical Size: Varies according to type (see above), from ½ to 6 feet long, and from 5 to 200+ lbs.

External Covering: Hair/fur of varying lengths and encompassing the whole spectrum of natural fur colors, according to the animal's strongest genotype

Eyes: Canine normal

Ears: Canine normal

Mouth: Canine normal

Nose: Canine normal

Cultural: Coyodorgs developed the natural pack instincts of the canine to a highly advanced degree. Various coyodorgs within a pack perform specialized roles based on their size, strength, speed, and natural tendencies. The genotype section above describes the function of each general type of coyodorg. Unlike in a wolf pack, there can be as many as three "alphas" in one coyodorg pack—one for each type of coyodorg.

Combat: Coyodorgs attack as a pack, with only one-third of their total number going on the offensive at one time. The others hang back, blocking the victim's escape routes and standing ready to step in if any animals in the front line are injured or killed.

This tactic of encirclement prevents a victim from simply running away. (In fact, most human-based characters would find it nearly impossible to outrun a pack of coyodorgs anyway, due to many of the pack members' incredible running speeds.) If a victim attempts to flee an attacking pack, he loses any attempts to defend himself and the number of coyodorgs joining the fray increases to one-half of the full complement. All of the animals receive a +2 bonus to their attack rolls in these situations, and all attacks are aimed at the victim's back, flanks, and legs (or hind legs if the victim is quadrupedal).

Habitat/Terrain: Coyodorgs make their lairs in caves, ruined buildings, and other places of relative seclusion that can be easily protected by the fangs. All types of coyodorgs can coexist in a pack, as fighting among the different types is typically minimal.

It is not uncommon for a pack to be made exclusively of fangs, but a group of sprinters or moles (or a mixed group of the two) will never be found. At least one-tenth of a pack's membership consists of fangs, who serve as bodyguards for the weaker members.

Ecology: All coyodorgs are scavengers by nature. They prefer meat, especially fresh meat, but they can and will eat anything to survive. Because they have adapted to the barrenness of their environment, they do not need to eat very often. This allows them to inhabit areas of utter desolation where other types of animals would find it extremely difficult to survive. Each coyodorg is required to eat at least one meal a week to survive.

The coyodorg first appeared in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

Crocospider

CONCEIVED PURPOSE:	Pest control animal gennie
CLIMATE/TERRAIN:	Mars, Boreal and Southern Seas
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pairs
ACTIVITY CYCLE:	Dusk and darkness
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	180, 600 swim
HIT DICE:	4 (d10)
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 + bleeding
SPECIAL ATTACKS:	Drowning attack
SPECIAL DEFENSES:	Nil

Genotype: The crocospider, developed for use in and around the agricultural farms bordering the Boreal and the Southern Sea, controls parasites that eat or otherwise damage crops. Because of its eight legs, this creature can move much more quickly on land or in water than a normal crocodile. The original genetic design created a creature about two feet long. Since its release into the wild, a version developed which grows to about three times the original size (the type shown here) and is a threat to humans who encounter it.

The crocospider was originally developed by the GennieTek Corporation on Galilaei, Mars, but this group officially refuses to take credit for the creature's existence. It is believed GennieTek has lost several genotype-construction bids due to the crocospider's horrid appearance. Even with the advances made in the Jovian Ray and the Desert Runner genotype, the company cannot seem to convince people that the crocospider, and not these human genotypes, was the exception.

Physical/Cultural:

Physical Size: 6 feet long (including tail), 150 lbs.

External Covering: Scales

Eyes: Small and insensitive, on either side of the head; unable to handle light brighter than the Martian summer sun, the creature prefers to hunt during the night

Ears: Small holes in the skull; cannot be harmed by sonic attacks as long as the creature is on the Martian surface

Mouth: Wide, long, and lined with sharp teeth

Nose: Nostrils at tip of snout can be closed off while underwater; the olfactory sensory organs are almost completely useless due to the thinness of the Martian atmosphere

Cultural: The crocospider prowls alone or in mated pairs, seeking to consume anything that is not plant life. It has no other desires or functions. If a crocospider enter the roughly circular territory of another, the two fight until either the trespasser leaves the area or one is killed. Each crocospider's territory is approximately 1,000 meters in diameter, with the largest of them having territories spanning a mile.

Advantages/Disadvantages: Nothing of note, besides the characteristics described elsewhere.

Combat: The crocospider's bite is dangerous, and it moves so silently that it is often upon its intended victim before he is aware of it. An Impossible Notice skill check alerts a character to the approach of a crocospider. When the crocospider bites, the victim receives one additional point of damage per bite every round until the wounds are properly sealed by a Medic or the character ingests a blood coagulant.

A favorite tactic of the crocospider is to pull an opponent underwater and continually roll it. This tactic confuses the prey and expedites the drowning process. The crocospider's prey must roll a saving throw versus Suffocation every round it spends underwater in the crocospider's grip. (A Strength check with a −3 penalty breaks the crocospider's grip, allowing the prey to surface.) If the prey manages to escape, the crocospider attacks again, gaining a +4 to hit every round the prey remains in the water.

Habitat/Terrain: Crocospiders prefer to skim the surface of the water, but do not have reservations about moving onto land or diving underwater. A crocospider can move, fight, eat, and sleep underwater for as long as four hours before having to come up for air. If a crocospider is forced to remain underwater for longer than four hours, it must make a saving throw versus Suffocation every turn, at a progressive −1 penalty. If this save ever fails, the creature drowns.

Ecology: In its habitat, the crocospider lacks natural enemies and breeds unchecked. This has resulted in an ever-increasing number of attacks against humans, causing Martians to actively hunt the creatures down. Crocospider flesh is edible, and its scaly exterior makes a passable substitute for light body armor in a pinch. This armor can withstand only 75 points of damage before being destroyed.

The crocospider first appeared in the XXVc™ accessory MARS IN THE 25TH CENTURY.

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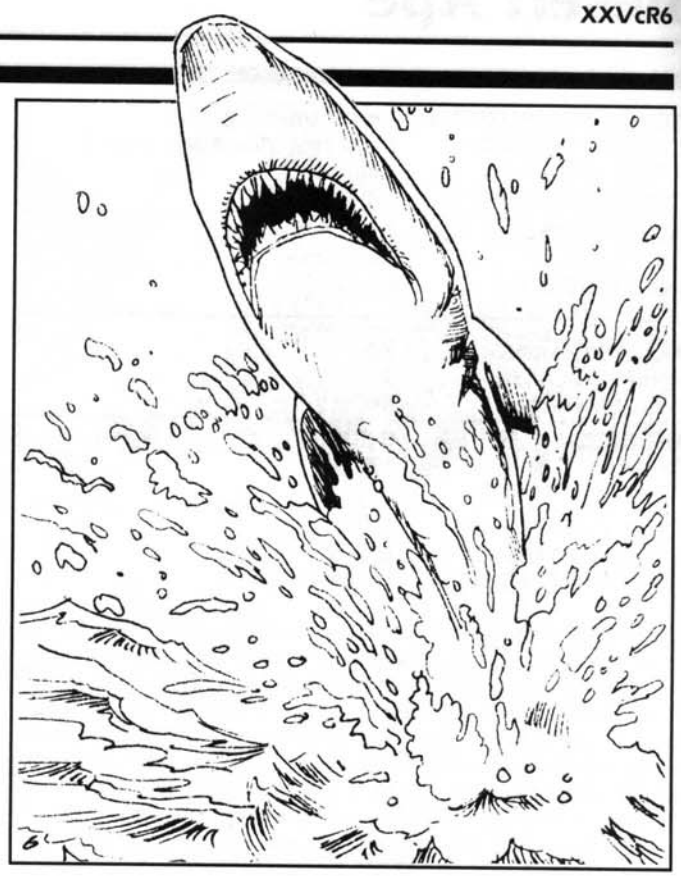
Deathfin

CONCEIVED PURPOSE:	Food animal gennie
CLIMATE/TERRAIN:	Venus, Seas of Rhea, Hathor, and Alphane
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	700
HIT DICE:	10 (d8)
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d10 (bite)
SPECIAL ATTACKS:	Sonic stun for 1d4 rounds
SPECIAL DEFENSES:	Nil



Genotype: The deathfin is the result of a failed experiment by Micro-Surgery, Inc. of Aphrodite, Venus. The company wanted to create a large, edible fish, designed to survive in the three largest acidic oceans of Venus. What they got was a large, edible fish with a very bad attitude.

The deathfin was created by combining the genes of sharks and various Terran sea mammals, including the porpoise. The shark genes were used to create a tenacious animal, able to survive by only the strength of its will if need be. Unfortunately, the predatorial nature of the shark genes overpowered the docile natures of the other genes.

Physical/Cultural:

Physical Size: 25 to 40 feet long, 400-650 lbs.

External Covering: Smooth, rubbery skin

Eyes: None; MSI was unable to create an eye which could survive the corrosive qualities of the Venusian oceans

Ears: Membranes set inside its mouth and along the side of its skull

Mouth: Huge, with many rows of sharp teeth

Nose: Two narrow slits on the snout.

Cultural: These huge predators are solitary creatures that attack anything that comes in contact with its sonar, including each other. During the mating season, two can be found together in a somewhat peaceful state. But this peace is usually very brief, as the female tries to eat the male immediately after the mating process ends.

Advantages/Disadvantages: Because of the high acid content of their environment, deathfins have no eyes. Instead, they have the ability to "see" using a natural form of sonar (the same used by whales). They can employ their sonar screams as a means of protection, using it as a sonic stunning weapon which affects every submerged creature within a radius of 20 feet. Creatures affected are stunned for 1d4 rounds.

They are extremely resistant to heat, acid, and poison. Being mammals, they cannot breathe underwater. They must surface every 15 minutes to get another breath of fresh air. If they are unable to reach air within the 15-minute period, they thrash around in panic. Five minutes later, the creature drowns.

Combat: These predators are known for their fearsome bite. Their large, pointed teeth can tear through metal and hardened plastic like tinfoil. Their sonic stunning ability also makes them very dangerous. If an opponent is attacked with this sonic ability, a saving throw versus Stun is required. If the save fails, the opponent is rendered helpless and immobile for 1d4 rounds. If the victim is air-breathing and is not contained in an environmental suit of some kind, it drowns immediately. Even if contained in such a suit, it usually does not protect the victim for long. The deathfin attacks immediately after using its stun, ripping through the toughest suits to get at the flesh beneath. The sonic attack form is used when the deathfin is exceptionally hungry.

Habitat/Terrain: Deathfins are found hunting in the shallow waters of the Venusian oceans, or just below the surface of deeper areas. They are also encountered on the ocean's surface, basking in the sun.

Ecology: Deathfins are the most dangerous predators in the Venusian seas, but this does not stop humans and Lowlanders from hunting them. Their flesh, considered a delicacy around the solar system, goes for a high price. Their ivory teeth sell as collector's items.

Several Lowlander tribes consider hunting, capturing, and killing a deathfin as a rite to adulthood for both male and female youths. A young Lowlander either returns with a deathfin and becomes an adult, or he or she does not return at all.

Saving Throw Modifiers

Explosion/Plasma: −1	Electrical Shock: −2
Paralysis/Stun/Fall: +5	Toxic/Gas/Poison: +3
Suffocation: —	Radiation: —
Extreme Heat: +4	Extreme Cold: −4

The deathfin first appeared in the XXVc™ accessory INNER WORLDS.

Desert Ape

CONCEIVED PURPOSE:	Herder animal gennie
CLIMATE/TERRAIN:	Mars, high plains and deserts
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	2-8
ARMOR CLASS:	1
MOVEMENT:	840
HIT DICE:	8 (d10)
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below

Genotype: Desert apes are the result of an ambitious RAM genetics program to create a laborer race to tend the vast herds of food animals on the high plains of Mars. Closely related to the Worker genotype, desert apes are based on the genetic pattern of a gorilla, with enhanced size and intelligence, probably gained from either a human or chimpanzee genotype. RAM-Gene of Coprates, Mars, has been very tight-lipped regarding the complete structure of this particular genotype.

Introduced into the Martian ecosystem early in its terraforming and colonization, RAM lost interest in the desert apes some 150 years ago when more efficient means of doing the work developed. RAM-Gene either developed the genostrain further, or completely redesigned the project by adding different gene patterns to create the highly intelligent desert runners. RAM did not bother to exterminate the desert apes, due to the incredible expense involved. RAM simply abandoned them, hoping they would die off. To RAM-Gene's dismay, the desert ape has survived and even flourished in most areas.

Physical/Cultural:

Physical Size: 10 feet tall, 300-400 lbs.

External Covering: Furred hide

Eyes: Simian normal, with a transparent membrane to protect the eyes from sand storms

Ears: Simian normal

Mouth: Simian normal

Nose: Simian normal, enlarged for better efficiency in the thin Martian atmosphere.

Cultural: Desert apes congregate in loose clans or tribes, using each other's skills to help the group survive. Without this cooperation, the genotype would have died off long ago.

Advantages/Disadvantages: Desert apes cannot be intimidated, and because of their inbred resistance to heat, they take only one-half damage from heat and plasma weapons. Yet, because of their lower intelligence, they have an inability to work well together in combat. Usually combat is chaotic and untrained, with every desert ape involved attacking aimlessly. Often they direct their attacks at other desert apes who happen to be in the way, accidentally killing many of their number in this fashion.

Combat: Desert apes fight exclusively with their hands, rushing fearlessly into combat and striking their foes down with two hammerlike fists. These hard-hitting hands cause 1d10 points of damage per fist. The use of high-tech weapons is far above their current mental capacity. As a result, desert apes are no match for the well-armed adventurer, even when the apes have superior numbers.

Desert apes are difficult to discourage; in a typical encounter, at least half their number must be slain before the survivors consider running. This tenacity allows the desert ape to bring down the toughest of foes, but it also reduces their already dwindling numbers.

Habitat/Terrain: Desert apes are most comfortable on the high plains and deserts of Mars, though they can sometimes be found in underground RAM installations, performing simple guard duties.

Ecology: After RAM abandoned them over a century ago, the desert apes continued their nomadic herding, hunting, and gathering. They quickly developed a tribal social structure, and today over 40 different tribes exist. There is little animosity between the tribes, since the stories of their common domination by RAM form many of their legends. Cooperation between the tribes has been lessening over the years, however, and active hostilities may occur in the future. RAM affiliates occasionally capture and domesticate desert apes for use as installation guards, menial laborers, and experiment subjects.

Attribute Modifiers

Strength: +5	Dexterity: +2	Intelligence: —
Wisdom: −1	Constitution: +3	Charisma: −5
Tech: —		

Saving Throw Modifiers

Explosion/Plasma: +3	Electrical Shock: −3
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: −3
Suffocation: +2	Radiation: −2
Extreme Heat: +1	Extreme Cold: +2

Desert apes first appeared in the XXVc™ comic module BUCK ROGERS #6.

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Dinosaur, Venusian

CLIMATE/TERRAIN:	Lowlands of Venus
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary hunters or mated pairs
ACTIVITY CYCLE:	Nocturnal
DIET:	Any
INTELLIGENCE:	Animal
NO. APPEARING:	1-2
ARMOR CLASS:	5
MOVEMENT:	50
HIT DICE:	10 (d10)
THAC0:	11
NO. OF ATTACKS:	2 (bite/tail or trample/tail)
DAMAGE/ATTACK:	4d10 (bite), 1d12 (tail swipe), 7d10 (trample)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The Venusian dinosaur was created at the whim of a wealthy Venusian. He hired a rogue bioengineer, a former employee of powerful Micro-Surgery, Inc. of Aphrodite, to create some type of dinosaurlike creature he could hunt for big game in his spare time. Using several different lizard genes, the bioengineer created a male and female pair and released them into the Venusian Lowlands in direct violation of seventeen separate statutes in three Venusian cultures. The mated pair killed the rich Venusian and the bioengineer during their first hunting expedition.

Physical/Cultural:

Physical Size: Up to 40 feet long, 15 feet tall, from 2,400-5,600 lbs.

External Covering: Hard scales

Eyes: Dark, hollow-looking pupils set close together on the head

Ears: Small and cuplike, on the side of the skull (female); nonexistent on the male

Mouth: Huge jaw with several rows of sharp teeth; the jaw can slip out of joint to swallow large prey whole

Nose: Two nostril slits placed above the upper lip

Cultural: These huge beasts are rarely encountered on Venus. Sometimes a mated pair is encountered with a small baby. They have no culture.

Advantages/Disadvantages: These huge creatures are killing machines with incredibly tough natural armor. Their small brains make their reaction time very slow. They are always the last to react in any combat situation. They are highly resistant to acids, poisons, and heat.

Combat: In combat, the Venusian dinosaur usually bites with its huge mouth full of sharp teeth. If attacked from behind, it sweeps its tail around, trying to hit its tormentor. Their tail attack is always at a −4 penalty. If angered, panicked, or badly hurt, the Venusian dinosaur stampedes, crushing everything in its path. Characters in the way must roll successful Dexterity checks to avoid trample damage. The trample causes 7d10 points of damage.

Habitat/Terrain: The Venusian dinosaur is found only in the swampy lowlands of Venus. Primarily, the beast lives in the Guinevere and Sedna Lowlands, but a few have been spotted in the Niobe Lowlands located north of the Aphrodite Terra.

Dinosaur numbers have been estimated at less than 700, making them eligible for the SSA Endangered Species Protection Act, but no one has bothered to file for their entrance into the program.

Ecology: The Venusian dinosaur is a menace to anyone visiting or living in the Venusian Lowlands. The Lowlanders are extremely wary of the beasts, who have destroyed several Lowlander villages in the past decade. To the Lowlanders' dismay, dinosaurs find Lowlander flesh delectable.

The Lowlanders, in turn, highly prize dinosaur meat. They commonly send out hunting parties if one is sighted nearby. The Lowlanders occasionally sell the meat to the Ishtarians, who peddle it across the solar system as a culinary delicacy. The ESPA conveniently ignores the trade.

Lowlanders sell the scales of the beasts to the Ishtarians as well, who resell them to collectors or as makeshift armor. (Venusian dinosaur hide armor gives an armor class bonus of −2). The bones of the beasts, when sharpened, can be used as primitive weapons by the Lowlanders. These bone daggers, spears, and swords cause damage equal to standard weapon versions.

Saving Throw Modifiers

Explosion/Plasma: −2	Electrical Shock: +1
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +4
Suffocation: −4	Radiation: +3
Extreme Heat: +5	Extreme Cold: −5

The Venusian dinosaur first appeared in the XXVc™ accessory INNER WORLDS.

Drywheat

CONCEIVED PURPOSE:	Extermination plant gennie
CLIMATE/TERRAIN:	Earth, any temperate locale
FREQUENCY:	Uncommon
ORGANIZATION:	Field
ACTIVITY CYCLE:	Day
DIET:	Minerals
INTELLIGENCE:	Non- (0)
NO. APPEARING:	10,000 +
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	1/8 (1 hp)
THAC0:	N/A
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Starvation
SPECIAL DEFENSES:	Nil

Genotype: Drywheat is a genetically altered wheat strain created by a RAM scientist team (under the direct supervision of the Pacificus En-We-To facility) for distribution on Earth. RAM can produce strains of rye, oat, barley, and rice with the same characteristics, but drywheat is the most common of the dry grains. The plant appears identical to normal wheat in every way. The greatest selling point of the plant is that it needs very little water, an important development in agriculture for the more arid regions of Earth.

The plant was designed to absorb and utilize an extraordinarily high concentration of vitamins and minerals. If used as a supplement to a normal diet, the user would receive all the necessary vitamins and minerals needed for a complete diet. But there is a dark side to this plant.

RAM purposely created the plant to lack nutritional value. When this plant is eaten in any form, the digestive system of the eater attempts to process the plant into usable materials for the body. The body receives the vitamins and minerals from the plant, but nothing more. The remainder of the plant, 99% of the ingested material, passes through the body as useless fibrous material. Drywheat also contains new enzymes that prevent the body from using any fats, sugars, or carbohydrates that mix with the drywheat in the stomach.

When RAM designed the drywheat plant, they purposely encoded the plant to absorb and metabolize vitamins and minerals to hide the weight loss aspect of the plant. This ensures the plant's success in Earth's marketplace.

Physical/Cultural:
Physical Size: Up to 7 feet tall
External Covering: As standard wheat plant
Eyes: None
Ears: None
Mouth: None
Nose: None
Cultural: Not applicable.

Advantages/Disadvantages: Drywheat yields a good crop with only 25% of the water needed to grow a regular wheat crop. A big clue to the danger this plant poses is the vast numbers of dead birds, rats, squirrels, and insects that cover the ground around a large field of drywheat.

Combat: Not Applicable.

Habitat/Terrain: This plant grows well in all nonarctic environments on Earth, as well as on Mars and other Earthlike regions with at least one-fifth Earth's gravity. Drywheat can even be grown in deserts or other arid areas if proper irrigation is supplied.

Ecology: The person eating drywheat loses weight in accordance with the amount he eats, no matter what form it takes before ingestion—pasta, cookies, bread, or cake. If a character eats one pound of drywheat-based food, he loses one pound of weight.

The effects of drywheat seem exponential. When people find themselves losing weight, they tend to consume more leavened or starchy products to regain the lost weight. When drywheat is used in the weight gain attempt, they lose more weight quickly.

In cultures where these products are the main dietary staple, like rice in the Orient, there has been many mysterious starvation deaths. When examined, coroners find the body in a state of starvation, yet they also find a textbook amount of vitamins and minerals, indicating that the person did not fast to death. (The enzyme used to curtail the body's ability to absorb nutrients breaks down within one hour of consumption, explaining why coroners have never been able to find evidence of it.)

If used strictly as a dietary supplement, a character does not suffer the drastic weight loss effects experienced by those who rely on it as their major food source. In fact, a character can benefit from controlled drywheat consumption. The benefits come in the form of the vitamin and minerals the plant provides. Also, the weight loss aspect, if watched, helps a character maintain a desired weight. In this case, the referee should allow the player to determine his character's constant weight, if this aspect of the game is desired.

Drywheat first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

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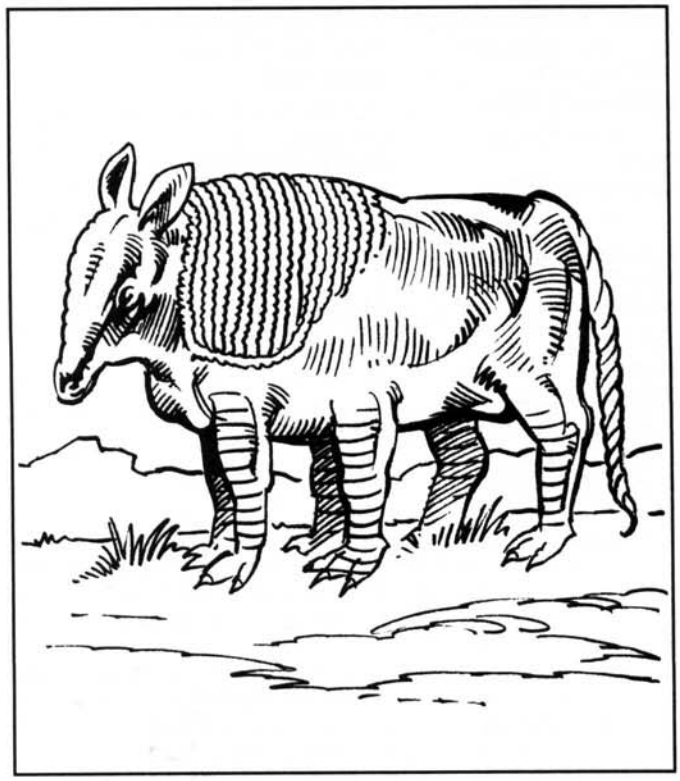
Hexadillo

CONCEIVED PURPOSE:	Herd food animal gennie
CLIMATE/TERRAIN:	Mars, high plains and deserts
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	2d6
ARMOR CLASS:	1
MOVEMENT:	300
HIT DICE:	6 (d8)
THAC0:	18
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below



Genotype: RAM developed the hexadillo to thrive on the high plains of Mars. A herd animal, it provided meat and leather for the fast-growing population of early Martian colonists. The hexadillo was one of the first attempts at creating a genetically engineered animal species for another planet, and it still serves as an example of success for the science.

Based primarily on the Terran armadillo, many genetic characteristics of the hexadillo were borrowed from common beef cattle stock, including size, meat and hide quality, and docility. A third pair of legs was added by duplicating the genetic code of the first pair. The hexadillo is a gentle creature, content to be herded to abundant prairie vegetation. It does not have the intelligence to change its ultimate destination (the slaughterhouse), let alone realize what its ultimate fate is going to be—which is just the way RAM likes its gennies.

Physical/Cultural:

Physical Size: 8 to 10 feet long, 5 feet tall, 800-1,000 lbs.

External Covering: Short hair covering tough hide, usually brown in color

Eyes: Armadillo normal

Ears: Armadillo normal

Mouth: Armadillo normal

Nose: Armadillo normal, with large nostrils to compensate for the thin Martian air

Cultural: These animals travel in herds as large as their keepers care to maintain. Herds of more than 100,000 animals are not uncommon, while herds of 10,000 are standard. If left to fend for themselves, hexadillos form groups of 12 or more.

Advantages/Disadvantages: The hexadillo takes only one-half damage from all heat and plasma weapons.

Combat: Hexadillos, not easily provoked into combat, tend to run from the few things their dim brains perceive as threats. The only real danger these lumbering steak factories pose takes the form of trampling damage as they flee. A hexadillo stampede, fortunately, is a rare sight. Once it begins, however, nothing short of a small nuclear explosion can turn a hexadillo stampede. When a stampede occurs, herders simply get out of the way, wait for the herd to tire, and then round them up. The animals usually tire after running at full speed for one hour. An unfortunate adventurer run down by a stampeding hexadillo suffers six separate attack, one from each leg, as the beast charges over him. Fortunately, each single attack does not do a great deal of damage. The problem arises when a group of adventurers (or herders) face a 10,000-head hexadillo stampede. A jet pack or handy vehicle usually are the only hopes of survival.

Habitat/Terrain: Hexadillos thrive on the grass- and thistle-covered high plains of Mars, but can live practically anywhere on the planet (including the forests of the Coprates Chasm and the high desert). No hexadillo herds live in the polar regions, though. They do not require a great deal of water to survive, usually drawing all the moisture they need from the living vegetation they eat.

Ecology: Nearly 99% of the hexadillos on Mars belong to RAM. They are kept in vast herds tended by desert runners and, occasionally, unimportant Martians. The few remaining beasts roam wild in the more remote and less-hospitable regions of the planet, where desert apes and rogue desert runners hunt them for food. Hexadillo hide is very similar to Terran cowhide, and provides ample protection from the cold temperatures of the Martian night. Their meat is unremarkable, but cheap and plentiful. Desert runners particularly enjoy hexadillo stew, a specialty of their race. Although this stew tastes so bad it is nearly inedible to the other races of the solar system, desert runners insist upon serving it at all important occasions.

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: −2
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: −4
Suffocation: +3	Radiation: −2
Extreme Heat: +1	Extreme Cold: +3

The hexadillo made its first appearance in the XXVc™ comic-module BUCK ROGERS #7.

Jonah

CONCEIVED PURPOSE:	Transport animal gennie
CLIMATE/TERRAIN:	Earth, Pacific Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Constant
DIET:	Kelp and plankton
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1d12
ARMOR CLASS:	5
MOVEMENT:	540 swim
HIT DICE:	16 (d10)
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The jonah is a genetic adaptation of the humpback whale. It is similar in appearance to its progenitor, except the hump is significantly more pronounced. It has a powerful tail fin and a pair of smaller fins nearer the creature's head for guidance and buoyancy.

The jonah has two flaps of skin midway through the hump on its back that seal at will to lock out water. They can be opened separately like hatches to reveal passageways about six feet in diameter. Each passageway leads into a separate area deep within the whale's hump. Each of these compartments is about 12 feet long, 8 feet wide, and 5 feet high. There is room for eight passengers to sit comfortably, or for an equivalent volume of cargo to be carried. These compartments hold enough air for eight people to breathe for two hours (or one person for 16 hours).

A soft patch of tissue grows in one of the hump compartments. The soft tissue can pick up vocal vibrations, allowing the whale to effectively "hear" what is going on in the compartment. The membrane also senses pressure and can be used by passengers to control the whale's movements, much the way a bit and bridle direct a horse.

When a jonah is not carrying anything in its compartments, it can fill them with water to facilitate deeper diving. It can also partially collapse these compartments, forcing out the water to aid in resurfacing. Being an air breather, a jonah must surface in order to breathe. A jonah needs to surface once every two hours, otherwise it drowns.

Physical/Cultural:

Physical Size: 100 feet long, weighing 50 to 60 tons or more

External Covering: Thick skin with a heavy layer of blubber underneath to protect from cold and most attack forms

Eyes: Large with closeable membranes to protect against floating debris

Ears: Holes set back in the skull

Mouth: A large, wide maw, lined with baleen; a hard, sharp edge has been developed around the maw to provide some capacity for combat

Nose: None, though it has a blow spout that it can breathe through when surfaced

Cultural: The jonah is a beast of burden. It accepts simple commands and carries them out to the best of its ability. It is a social creature, living a peaceful life in herds as large as several dozen.

While not truly sentient, jonahs can learn to associate places with sounds. For example, a trained jonah knows that the sound "En-We-To" means its passenger wants it to go to that atoll in the Pacific Ocean. Jonahs also respond to commands such as "attack" and "flee," and new commands can be easily taught and learned. (The jonah, because of its docile nature, prefers to interpret "attack" as "flee" unless no escape route exists.)

Jonahs show great perseverance when following commands. If a jonah cannot complete a command due to circumstances beyond its control, it remembers it and attempts to fulfill it later. They respond to affection with great loyalty. If abused, jonahs will challenge their abusers, but despite their great size, they easily cow to the infliction of pain.

Advantages/Disadvantages: Nothing of note, except the characteristics described elsewhere.

Combat: The hard ridge of bone around a jonah's mouth inflicts 2d12 points of damage on a character or creature caught within the maw. Yet, because of its huge and unwieldy size, the jonah cannot attack effectively and has a low THAC0.

Habitat/Terrain: The jonah is exclusively a marine creature and cannot survive out of water. However, it must surface at least once every hour to take in a supply of fresh air.

Ecology: The jonah is noncarnivorous and nonbelligerent. It is usually left alone by the predators of the sea because of its huge size and its ability to inflict heavy damage to an attacker.

The jonah first appeared in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

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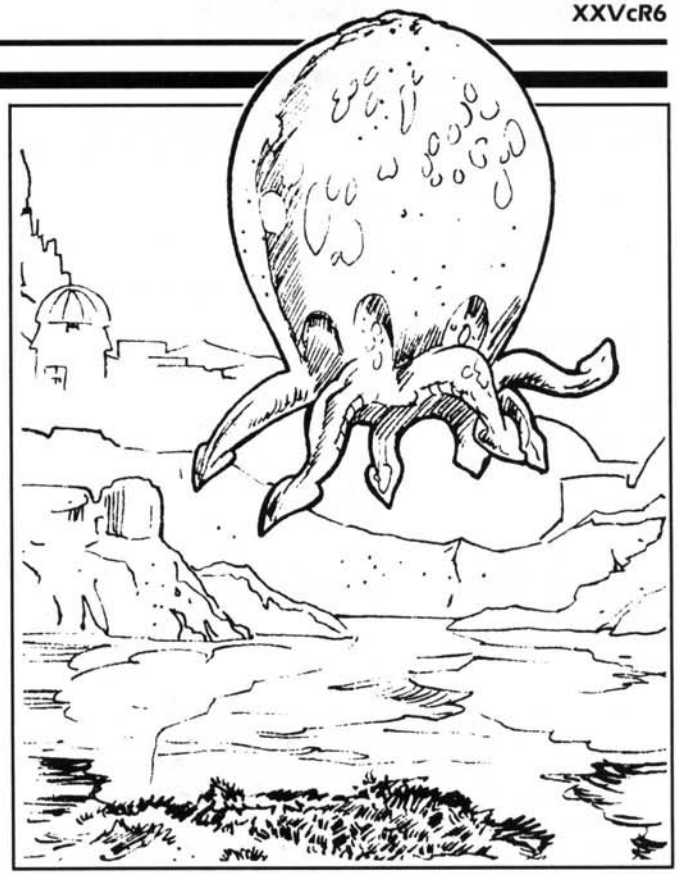
Kraken

XXVcR6

CLIMATE/TERRAIN:	Venus, upper atmosphere
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	15 Terran hours
DIET:	Floating algae
INTELLIGENCE:	Animal (1)
NO. APPEARING:	10-100
ARMOR CLASS:	7
MOVEMENT:	Independent 10, otherwise speed of air currents
HIT DICE:	6 (d8)
THAC0:	18
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Squeeze with two tentacles for 1d20 damage per round
SPECIAL DEFENSES:	Blinding gas



Genotype: The kraken was developed to fill a special niche in the partially terraformed ecosystem of Venus. First, it served as a source of fresh meat for the first Venusian colonists (but now the Aerostates possess nearly every one in existence). Second, it eats the floating algae that helps terraform the planet. This prevents the rapidly multiplying algae from becoming thick enough to create a greenhouse effect.

The kraken was created using the genes of certain Terran aquatic animals—mostly squids and octopi. A few twists in the DNA structure make it possible for a kraken to separate large amounts of helium and hydrogen from the air. It then deposits these gases in small sacs located under its back, enabling it to float. It can jet these gases out through special vents in its tentacles to control its floating movement. The kraken resembles a large Terran octopus with six tentacles. Its small eyes have lids and tear ducts, protecting the eye from airborne particles.

The kraken floats in midair with its six tentacles hanging down. By moving its tentacles, it can maneuver itself slowly to enter weak jet streams to feed. A kraken herd tends to congregate in these air streams, forming a single line miles long.

Physical/Cultural:

Physical Size: 20 feet long with 10-foot–long tentacles, 60-100 lbs.

External Covering: Smooth, rubbery skin

Eyes: The midsection has a row of small eyes that ring the body, giving it 360° vision; its eyes have lids, but lack eyelashes to efficiently protect them

Ears: None; it is believed the kraken can feel sound vibrations through its body, allowing males to hear the mating bleat from receptive females

Mouth: Wide, gaping maw on its underside; small, callous baleen filter out the algae

Nose: Two nostril slits at the upper tip of its body, used to breathe and to collect hydrogen and helium

Cultural: Kraken do not have an organized structure within the herd. They simply float along in large groups, paying little attention to other kraken except during mating season. The males do not fight for mating rites. The one who arrives first is the one who procreates.

Advantages/Disadvantages: Nothing of note, besides the characteristics described elsewhere.

Combat: A kraken never engages in combat unless badly hurt or if its young are threatened. It strikes out with its tentacles, slapping at its attacker and causing 1d8 points of damage per strike. Every two tentacles that hit wrap around the opponent. The tentacles squeeze automatically every round, causing 1d20 points of damage per round. This damage continues until the opponent breaks loose with a successful Strength check. The tentacles are destroyed after taking 10 points of damage. If a kraken becomes injured, it releases a blinding cloud of yellowish gas from its mouth, jetting away from the scene of combat at top speed for 1d4+2 rounds. (Not limited to linear thinking, the kraken can escape in all directions, including straight up or straight down.) The gas cloud lasts six rounds.

Habitat/Terrain: Krakens can be found only in the upper atmosphere of Venus, just below the upper stratospheric cloud level. The Aerostates constantly survey the area around kraken herds, protecting them from poachers and predators.

If poachers are found, the Aerostates send 1d4 skimmers armed with two weapons equivalent to laser rifles each. If half of the skimmers are lost, the others retreat to gather reinforcements.

Ecology: The Kraken is a source of fresh meat. It also serves to ensure that the floating algae population does not get out of hand.

Saving Throw Modifiers

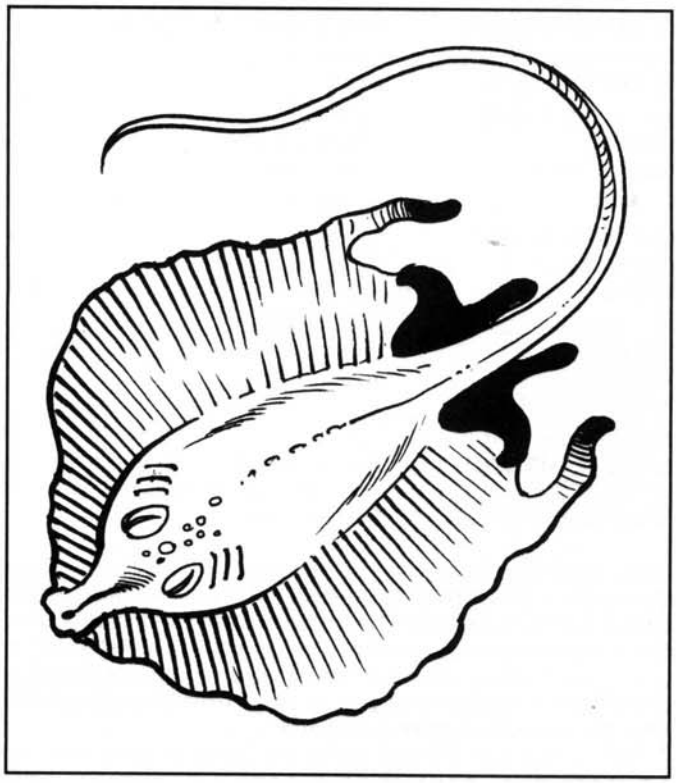
Explosion/Plasma: −5	Electrical Shock: −2
Paralysis/Stun/Fall: −6	Toxic/Gas/Poison: +5
Suffocation: −2	Radiation: +2
Extreme Heat: +3	Extreme Cold: −4

The kraken first appeared in the XXVc™ accessory INNER WORLDS.

Manta, Venusian

XXVcR6

CONCEIVED PURPOSE:	Terraforming animal gennie
CLIMATE/TERRAIN:	Venus, low-lying sulfuric cloud cover
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Sulfuric acids and airborne silicon compounds
INTELLIGENCE:	Animal (1)
NO. APPEARING:	1 or 2
ARMOR CLASS:	4
MOVEMENT:	300, 1200 dive
HIT DICE:	12 (d10)
THAC0:	9
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Not applicable
SPECIAL ATTACKS:	Wing buffet (6d10)
SPECIAL DEFENSES:	Diving for safety at movement rate of 1,200



Genotype: The Venusian manta is the only manmade life form in existence. Using the manta ray as a model, Ishtarian scientist Rahij Duhein created a series of DNA molecules using the silicon atom as the main building block, instead of the carbon atom. After several dozen attempts, he finally created six working prototypes; three males and three females. He was motivated to create these creatures after the Lowlanders rebelled and refused to continue their terraforming duties. Giving the Venusian manta a standard animal intelligence, he produced a creature incapable of rebellion. The creature performs its functions as its instincts dictate, terraforming while removing the sulfuric qualities in the Venusian atmosphere it needs to eat and breathe. Breeding, another basic instinct, speeds up the terraforming process by increasing the mantas' numbers.

Physical/Cultural:

Physical Size: 40- to 80-foot wingspan; 10 to 20 feet long with a long, balancing tail; 200-500 lbs.

External Covering: A semisolid skin that feels callous and grainy; skin colors range from black to dark bluish-gray

Eyes: Manta ray normal, covered with a transparent chitinous material; can see in the ultraviolet range at the expense of lower light frequencies

Ears: Holes set back on the skull with no external membranes

Mouth: Large scooplike mouth, with baleen to filter the atmosphere for vital nutrients

Nose: Blow hole on back of skull

Cultural: The Venusian manta is a solitary beast, preferring to glide alone through the Venusian skies in search of thermal updrafts while ingesting airborne silicon and sulfuric molecules. The manta rarely flies with others of its kind, except during mating season. The creatures never fight each other for territorial rights. They merely veer away upon meeting, both heading in relatively opposite directions. During mating season, males do not quarrel over females. They mate only if a male and female encounter each other while gliding the Venusian thermals.

Advantages/Disadvantages: Constructed from the heavier elements, the Venusian manta has a tough hide, giving it a natural armor class of 4. However, because of its incredible size, the creature is very slow. The manta often collides with Venusian aircraft because it cannot get out of the way fast enough.

Combat: If attacked, the Venusian manta does not strike back. It lacks the capacity for combat, preferring instead to dive, quickly speeding to a movement rate of 1200 to escape. If an enemy gets too close to the creature as it tries to escape, it risks the creature's beating wings. These wings cause an incredible 6d10 points of damage on a successful to-hit die roll. The Venusian manta receives one-half the rolled damage itself. (If this happens while the enemy is in a flying craft, the pilot must make an Impossible pilot rocket check to avoid crashing.)

Habitat/Terrain: The Venusian manta lives in the lower clouds of the Venusian atmosphere. As they breathe and eat, they remove sulfur from the atmosphere, helping to make the air more breathable for standard humans. (While helping the humans, this process poisons the air for the Lowlanders in the Venusian plains.) Mating season occurs every eight months, corresponding to the Venusian spring. Birth occurs while flying, and Venusian mantas only produce one or two offspring per mating. The manta infant can fly immediately at birth, leaving the mother and striking out on its own.

Ecology: The flight of the Venusian manta is a beautiful sight to behold, but their numbers are dwindling. The Lowlanders, angered by the terraforming qualities of the Venusian manta's bodily processes, see them as a threat to their very existence, and rightly so. Whenever Lowlanders spot the flying Mantas, they actively pursue and kill them. The Venusian manta's only saving grace is its incredible dive movement rate.

Saving Throw Modifiers

Explosion/Plasma: +1	Electric Shock: −2
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +2
Suffocation: −2	Radiation: +3
Extreme Heat: +4	Extreme Cold: −2

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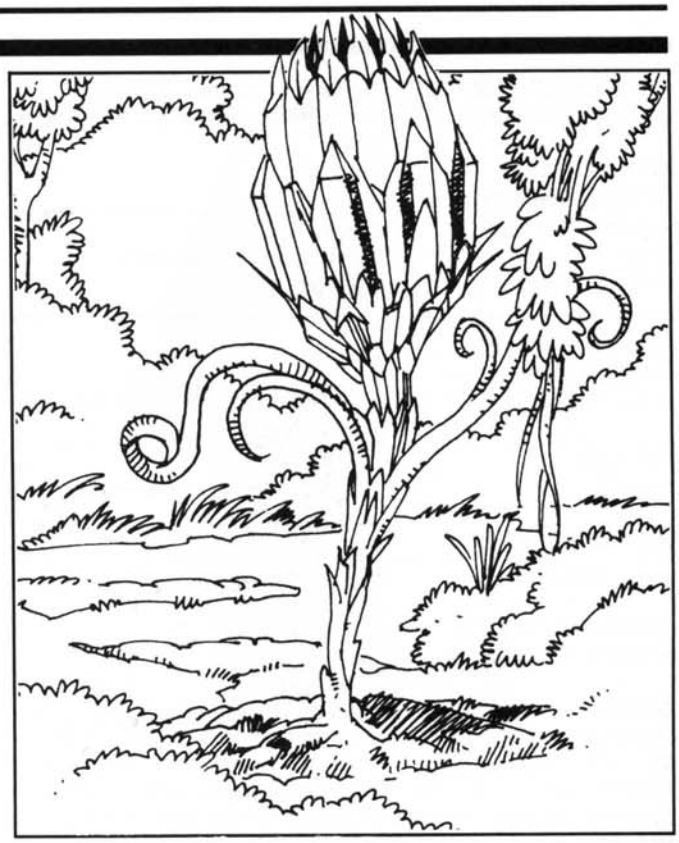
Mantrap, Venusian

CLIMATE/TERRAIN:	Venus, lowlands and plains
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	0
HIT DICE:	3 (d8) (flower), 4 (d8) (mouths)
THAC0:	19
NO. OF ATTACKS:	1d8 (only one per target)
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Like most of the bioengineered plants on Venus, the Venusian mantrap is a combination of plant life and crystalline constructs. Created as a guard for the original Venusian colonists, the mantraps were planted at the edge of the fields and towns to kill small vermin, dangerous animals, thieves, and pirates.

When the colonists decided they could never live in the lowlands, at least within the foreseeable future, the experiment was dropped. Unfortunately, before they destroyed the prototypes, the mantraps pollinated. The lethal plants are now occasionally encountered on Venus's plains and in the lowlands.

The central part of the plant is a beautiful, huge, crystalline flower. The roots grow underneath the ground and within ten feet of the central flower. These roots end in mouthlike appendages, similar to Earth's Venus flytraps. When the mouths close, they appear to be rock formations.

The Venusian mantrap is not wholly a carnivorous plant. Even if the plant never ingests animal flesh, it can grow and pollinate with only the nutrients it draws from the ground surrounding its root systems. The intake of animal prey only supplements their diet, causing them to grow and reproduce quicker.

Physical/Cultural:

Physical Size: 5-foot–tall flower, 10-foot–diameter mouths, 10-300 lbs.

External Covering: Crystalline

Eyes: None

Ears: None

Mouth: Large with rows of sharp bristles

Nose: None

Cultural: Venusian mantraps are solitary, mindless plants. They can be found in clusters of over 50 plants in areas as small as one square mile, but usually the strong Venusian winds spread their pollen across vast areas, allowing them to infest greater regions.

Advantages/Disadvantages: Like most creatures of Venus, the Venusian mantrap is extremely resistant to heat, acid, and poisons. Because of their crystalline structure, they are immune to lasers and other light-producing weapons. Sonic stunners cause normal damage to their crystalline structure with each successful hit.

Combat: Venusian mantraps are not active predators. They must wait for prey to step upon their mouthlike appendages. When these appendages feel the pressure of a footfall, they open to reveal sharp, teethlike, cellulosic bristles that quickly close on the prey. When the mouth catches a creature, it causes an immediate 1d10 points of damage as the sharp bristles cut into the target's skin. (If a Dexterity check at a −4 penalty fails, the Venusian mantrap is successful in its attack.) The blood from these wounds activates a digestive process that begins after one additional round. The digestive juices cause 1d8 points of damage per round. When the prey dies, it fully digests 1d4 turns later. After that, the mouth waits for another meal to happen by.

While in the Venusian mantrap, the target can make Strength checks at a progressive −2 penalty to escape. If during these attempts the penalties become greater than the character's chance at escape, additional attempts are fruitless. The character is so weakened by the digestive juices that all hope is lost without outside help. The victim's Charisma is reduced by one point per round due to scarring caused by the digestive juices.

Habitat/Terrain: These plants are found only on the plains and lowlands of Venus, especially in the Atalanta Lowlands where the Venusian mantrap is a common plant.

Ecology: The Venusian mantrap serves as an unwanted predator on Venus. The plant's bloom of crystalline flowers, however, are sold to high-bidding collectors for high profits. Unfortunately, these blooms have a tendency to grow new mouths if they are placed in an acidic environment.

Saving Throw Modifiers

Explosion/Plasma: −5	Electrical Shock: —
Paralysis/Stun/Fall: −2	Toxic/Gas/Poison: +4
Suffocation: +4	Radiation: +5
Extreme Heat: +6	Extreme Cold: −6

The Venus mantrap first appeared in the XXVc™ accessory INNER WORLDS.

Proto

CONCEIVED PURPOSE:	Purification animal gennies
CLIMATE/TERRAIN:	Mars, wilderness areas with vegetation
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Organic matter, omnivore
INTELLIGENCE:	Non- (0)
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	60 (6 HD Proto), 51 (7 HD Proto), 42 (8 HD Proto)
HIT DICE:	6 to 8 (d6)
THAC0:	18 (6 HD Proto), 17 (7 HD Proto), 16 (8 HD Proto)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 (6 HD Proto), 1d8 (7 HD Proto), 1d10 (8 HD Proto)
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	Nil

Genotype: The proto is nothing more than an enormous one-celled organism, a laboratory adaptation of the simple amoeba. An enterprising geneticist with the RAM-Gene Corporation of Coprates, Mars, designed the creature to clean up spills, leftover food, and simple refuse, thus leaving him free to pursue more important endeavors. Being absent-minded and careless, the geneticist neglected to build any restrictions on the creature's ability to reproduce into its DNA code. As is often the case, a few of the protos escaped from the controlled environment of the laboratory. Presently, untold hundreds (perhaps thousands) of these creatures roam the Martian wilderness. (On a personal note, the scientist was fired for producing this unauthorized genotype. After RAM discovered that some of the creatures had escaped, the scientist mysteriously disappeared and has not been heard from since.)

Physical/Cultural:

Physical Size: Roughly 3 feet in diameter; can change shape to match terrain, even manipulating its form in order to slip under tightly fitting doors and windows

External Covering: Porous but tough cellular wall that is partially resistant to edged weapons

Eyes: None

Ears: None

Mouth: None

Nose: None

Cultural: The proto is a mindless creature that does nothing more than move, eat, and reproduce mitotically (by cellular division).

Advantages/Disadvantages: Nothing of note, besides the characteristics described elsewhere.

Combat: Whenever it comes in contact with organic matter (vegetation, human flesh, animals, carrion, etc.), the proto exudes digestive enzymes. The enzymes break down the matter (proto food) so it can be assimilated through the tough cell wall. These enzymes, if they successfully hit their target, cause 1d6 points of damage per round of contact. If the proto covers the upper body of a human or other creature, the victim must make a saving throw versus Suffocation every round to maintain consciousness.

Because the proto has a tough cellular shell, it is partially resistant to edged and bludgeoning weapons. This immunity gives the proto a −4 bonus to its armor class when knives, swords, clubs, and clublike weapons are used against it. Monoknives and energy weapons cause normal damage to the proto.

Habitat/Terrain: The proto is never found on barren land such as desert, since the terrain contains nothing for the creature to feed upon. These creatures are often spotted close to hexadillo ranches and desert runner or desert ape enclaves. Desert runners are known to actively hunt these menacing predators down. Many of their weapons, however, cause little harm to the protos, and the hunts often result in nothing more than the deaths of more desert runners.

Ecology: Protos are not edible or useful in any way. Once every few months (1d6 + 3), a proto gains one Hit Die. Once it has eaten enough to grow to 8 HD in size, it reproduces by mitosis, dividing into two creatures of 6 HD each.

A living proto's cellular wall makes it completely immune to the digestive enzymes of another proto. This means that one proto cannot kill (digest) another proto. These creatures only die by starvation or by being hunted and killed by another creature. Desert runners engage in purposeful hunts to trim the proto's numbers, and many people from Coprates Chasm hunt the genotype for sport. (Often the Managers and the Elite Martians buy tickets on safari tours just for the prestige of killing these beasts.) Poisons have proven ineffective on most protos.

If a proto does not eat in a month's time, it loses one hit die. Once the proto's hit dice total falls below six, the creature dies. It takes almost one full Martian year for a dead proto to decompose.

The proto first appeared in the XXVc™ accessory MARS IN THE 25TH CENTURY.

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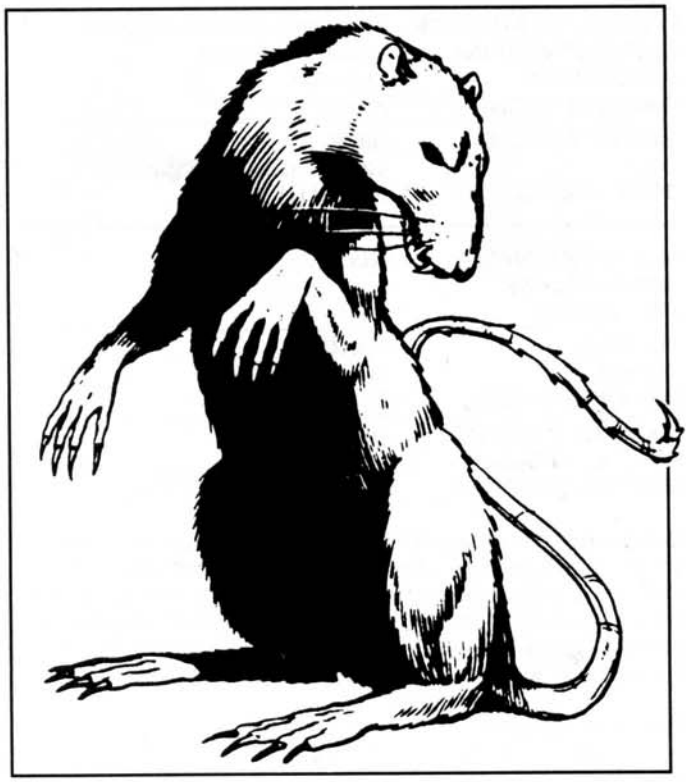
Rat, Pandora's

CLIMATE/TERRAIN:	Mercury, warrens
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore, with carnivorous tendencies
INTELLIGENCE:	Semi- (2-4)
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	220
HIT DICE:	3 (d8)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Lock jaw
SPECIAL DEFENSES:	Camouflage



Genotype: Pandora's rats are the descendants of a small rat horde accidentally bought to Mercury many years ago. The Martian freighter *RMS Pandora* came to Mercury carrying foodstuffs from Earth. The captain, Jon Anderson, bribed both Earth and Mercurian officials so he could avoid the usual lengthy custom checks and quarantine procedures to deliver his cargo quickly.

Unknown to everyone, rodents had infested the whole foodstuff shipment. These rats escaped after the freight was unloaded, scattering throughout the Mercurian warrens. For many years, the rats were seen occasionally, but then they disappeared completely.

Most people believed the rats died out. In fact, they almost had, but mutations caused by intense background radiation produced a larger, deadlier breed of rat. The few sightings by miners of this new breed have been dismissed as drunken nonsense. Mercurian alchemcats have recently learned of the Pandora's rats, and have begun a planet-wide hunt for them.

Physical/Cultural:

Physical Size: 5 feet long, 100 lbs.

External Covering: Hairless, rough skin in various shades of dark brown; the tail is very long and bony, with a prehensile quality which allows it to grasp things

Eyes: Large eyes with red pupils; they have excellent night vision

Ears: Rodent normal

Mouth: Long snout with hinged jaws that can open very wide, filled with many sharp teeth

Nose: Rodent normal

Cultural: Pandora's rats roam in small packs of one to four members. Each pack has its own distinct territory, which it marks with identifying odors. Recently, groups of neighboring packs have started working together. They coordinate attacks on lone Mercurian miners and alchemcats (the rats' only predator) in dark and isolated parts of the warrens.

Advantages/Disadvantages: Pandora's rats are much larger than their original ancestors and, consequently, more vicious. With the increase in their size came a slight increase in their mental capacity. The members of a pack work together in a deadly cooperation that helps bring down their prey. They have night vision far superior to an alchemcat, but are also very sensitive to bright light. Bright light leaves them blinded for 1d6 rounds. While blinded, rats suffer a −2 penalty to their attack die rolls.

Their skin is shaded in various earth tones, enabling the rats to blend with the mine's walls. This gives them an armor class bonus of −4 when trying to hide. In the mines, the rats gain surprise on a roll of 1-3 on 1d6.

Combat: A Pandora's rat possesses a terrible set of sharp teeth. With these teeth, a rat can inflict deadly damage (1d10 points per bite). Its powerfully hinged jaws and sharp teeth can gnaw through tough plastic in a matter of minutes. Once a rat sinks its teeth into its prey, it holds on, causing 1d10 points of automatic damage each round as it grinds down for a progressively better hold. Once held, a rat refuses to let go of its prey until either it or its prey is dead. Pandora's rats know no fear.

Habitat/Terrain: The rats have chewed out an intricate network of small tunnels throughout the mines and warrens. They roam the darker recesses of the warrens, scavenging for food. This food sometimes turns out to be solitary alchemcats or drunken miners.

Ecology: The rats are rapidly changing from scavengers to dangerous predatorial carnivores. If they continue to multiply, they could one day become the undisputed rulers of the warrens as they drive the miners away.

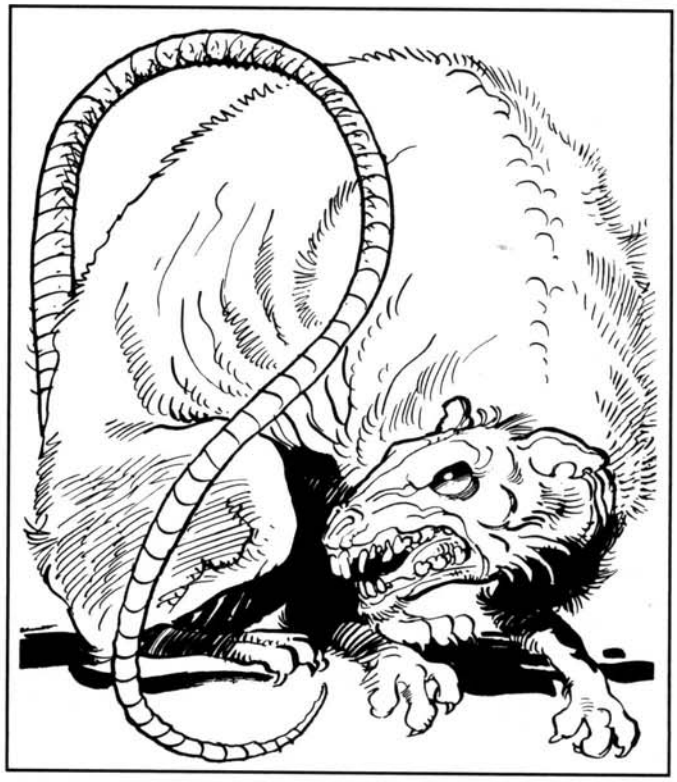
Saving Throw Modifiers

Explosion/Plasma: −2	Electrical Shock: −2
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +1
Suffocation: −3	Radiation: +1
Extreme Heat: +3	Extreme Cold: −3

Pandora's rat first appeared in the XXVc™ accessory INNER WORLDS.

Ratwurst

CONCEIVED PURPOSE:	Extermination animal gennie
CLIMATE/TERRAIN:	Sprawls of Earth
FREQUENCY:	Common
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Carrion, carnivore, garbage
INTELLIGENCE:	Animal (1)
NO. APPEARING:	1d6+2
ARMOR CLASS:	6
MOVEMENT:	360
HIT DICE:	4 (d10)
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d10/1d4
SPECIAL ATTACKS:	Tail lash, stench
SPECIAL DEFENSES:	Nil



Genotype: The ratwurst traces its ancestry to a nasty vermin of an earlier century—the common rat. However, whether through crossbreeding with larger animals or through the genetic experimentation of some unknown mad scientist, the ratwurst bears little resemblance to its progenitor. It is a large, sly predator with an endless appetite.

Physical/Cultural:

Physical Size: 5 to 7 feet long from snout to tail, 100 to 175 lbs.

External Covering: Fine hair of varying colors, often matted with grease and garbage; the tail is long and hairless and can be used as a weapon

Eyes: Large and dark, no pupils; can see in almost complete darkness, giving them a to-hit modifier of +2 in dim lighting

Ears: Small, humanlike, covered with hair and set close to the head

Mouth: A long snout filled with extremely sharp teeth

Nose: Black, extended from face; long whiskers help olfactory abilities by slightly fanning the air around the nostrils

Cultural: Despite their somewhat high intelligence and great size, ratwursts have not advanced beyond the simple culture and ecological niche of their common rat ancestors. They operate independently for the most part, scavenging for food, viciously attacking only those creatures they are certain they can defeat.

Advantages/Disadvantages: Though ratwursts have a great combat advantage because of their sharp teeth, they are cowardly by nature and thus easily frightened away by a show of force. If a group of would-be victims of greater size or number than the ratwurst attackers takes offensive action, there is a 50% chance each round for each ratwurst that they will turn and run. Whenever half of the group runs away, the others immediately follow suit, scurrying frantically for cover unless cornered.

Combat: A ratwurst's hairless tail is a supple weapon that can be used as a lash, inflicting 1d4 points of damage. If the tail hits and the damage roll is 4, the target loses its footing and falls down. Until the victim regains his feet (a process requiring one full round), all subsequent attacks against him are made with a +4 bonus to the attack roll.

A ratwurst's long, sharp teeth are its primary weapon, inflicting 1d10 points of damage per successful strike. When a ratwurst makes a successful bite attack, the victim must roll a save versus Suffocation or be rendered helpless for one round due to the ratwurst's horrid stench.

The creature can attack two targets in a single melee round, making different initiative rolls for each attack. However, the rat cannot bite and use its tail against the same opponent in a single round.

Habitat/Terrain: Ratwursts are creatures of their environment. Though the specific experiments that brought the creature into being have not been documented, obviously the creature was designed to exist in urban environments. It appears to be extremely adaptable to other locations as well.

Most commonly found in cities and the areas surrounding the arcologies, ratwursts have been spotted in more desolate areas. It is believed that ratwursts can survive anywhere coyodorgs can, making them a very tenacious opponent.

Ecology: The ratwurst is always ravenous and always on the prowl for food. It has no compunction about making humans an occasional part of its diet, or even its only source of food. When a ratwurst is discovered around a warren or urban sprawl, the controlling gangs spare no effort to find and kill the creature and its compatriots—however, the gangs are rarely fast enough to eliminate the threat before several children or infirm adults have been snatched by the foul creatures. Because of their lack of fear, many believe the ratwurst was created by RAM to depopulate the sprawls. (In some areas around Earth, the threat of RAM has been overshadowed by the infestation of these lethal predators.)

Saving Throw Modifiers

Explosion/Plasma: −2	Electrical Shock: +1
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: −2
Suffocation: −1	Radiation: —
Extreme Heat: −4	Extreme Cold: −1

The ratwurst first appeared in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

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Ray, Jovian

XXVcR6

CONCEIVED PURPOSE:	Worker animal gennie
CLIMATE/TERRAIN:	Jupiter, atmosphere
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Atmovore
INTELLIGENCE:	Non- (0)
NO. APPEARING:	1-2
ARMOR CLASS:	0
MOVEMENT:	3360
HIT DICE:	200+ (d10)
THAC0:	N/A
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: These gargantuan, genetically manipulated creatures appear to be completely alien to other life forms. Though the genotype is based upon genetic material taken from manta rays, they bear little resemblance to the original stock. Science has also given rays an extended life span. A typical ray can live for several hundred years.

A highly publicized media push accompanied the creation of the ray. Through a series of false starts, dead ends, and spectacular breakthroughs, GennieTek of Galilaei, Mars, invented almost all of the creature's genetic structure, but the process took the better part of a decade to complete. Because of problems and delays, the project was almost abandoned several times. RAM, however, continued to pour money into the project in spite of shareholder complaints.

Physical/Cultural:

Physical Size: 1,500 to 3,500 feet long, 25 to 100 feet thick, over 1,000 tons

External Covering: Hard, white and black, chitinous shell

Eyes: Large and bulging, set on top of the head

Ears: Holes set on the side of the massive head

Mouth: Large, with baleen to capture airborne particles, unlucky bloats, and other prey

Nose: None; gills set far back on "neck"

Cultural: The Jovian rays do not have a culture. Instinct dictates every aspect of their lives.

Advantages/Disadvantages: The ray's incredible size makes it an easy target, but its hard shell protects it from most damage. Though the ray has shown no ability to exit the gravitational pull of Jupiter, the stormriders theorize it is able to live in the vacuum of deep space for years at a time.

Combat: The Jovian ray does not engage in combat. It ignores all attacks until one causes damage. Once it feels pain, the ray uses its "scram-jet" movement capabilities to escape. Its incredible movement rate leaves most enemies far behind, often destroying the stormrider cities on their backs in the process. Stormriders often come to the aid of embattled rays, fighting to defend them before they feel compelled to flee. Stormrider defenders ride well-trained miniature versions of the ray and use weapons mounted on them. These miniature versions cannot fly as fast as the rays, but their method of propulsion is otherwise identical.

Habitat/Terrain: Jovian rays live in the atmosphere of Jupiter. They are found nowhere else. During the breeding season, two can often be found flying together. In recent years, Jovian skimmerships have found the rays much higher in the atmosphere. This is unusual considering the genotype was not originally designed to sustain such heights.

Ecology: Rays, designed to be large and flat, carry stormrider cities upon their great backs. As many as 10,000 stormriders can call a single ray "home." Whenever two Jovian rays are found together, they can be assumed to be a mated pair. They fly together for a single Jovian month, called the "breeding season." During this period, the stormrider cities they carry experience devastating "earthquakes" which cause millions of credits' worth of damage.

Once the breeding period ends, rays go back to their lives of solitude. One Jovian year after mating, females give birth to one or two rays. (Rays give birth to twins 15% of the time.) These young rays fly immediately at birth, but stay close to their mother for three Jovian years. After this period of learning and growing (called adolescence), the young rays fly away to start their lives of solitude.

Miniature Rays The miniature ray is a subspecies of the Jovian ray. This small creature is only large enough to carry one stormrider on its back. Stormriders often mount weapons on the miniray's hard, shell-like carapace. They ride these weapon platforms in defense of their homes and livestock. Miniature rays grow to 10d10 hit dice in size. Not as fast as their larger cousins, minirays can gain speeds of 840. The Jovian ray's saving throw modifiers apply to the miniature ray as well.

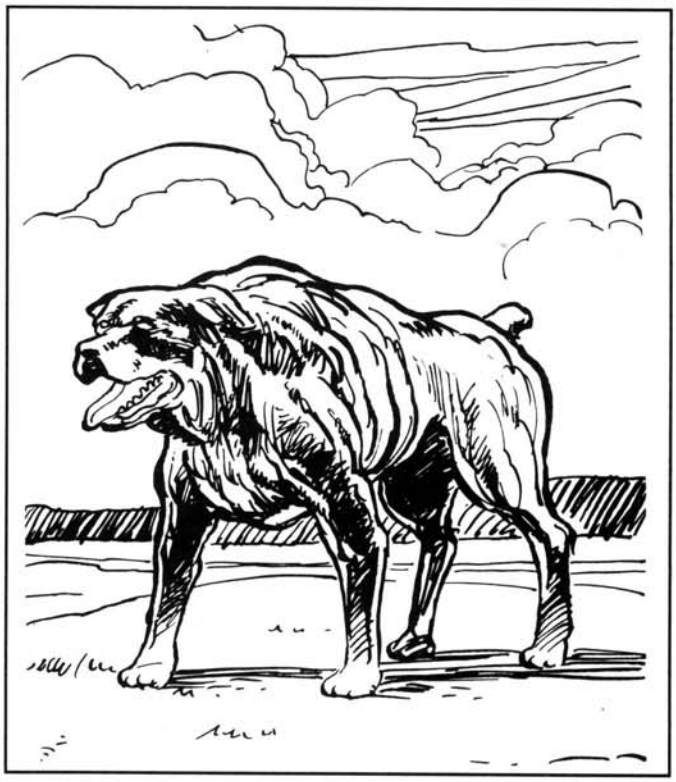
Minirays grow to 50 feet. The gestation period is one-fourth of a Jovian year, producing 2d4 young.

Saving Throw Modifiers

Explosion/Plasma: —	Electrical Shock: +3
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: +1
Suffocation: +1	Radiation: +2
Extreme Heat: −3	Extreme Cold: +3

Rotguard

CONCEIVED PURPOSE:	Guard animal gennie
CLIMATE/TERRAIN:	Earth, any nonarctic or nondesert
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1-6
ARMOR CLASS:	6 (full-grown), 8 (young)
MOVEMENT:	250
HIT DICE:	4+3 (d10) (adult), 2+2 to 3+3 (d10) (adolescent), 1+1 (d10) (pup)
THAC0:	17 (adult), 18 (adolescent), 20 (pup)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 (adult), 1d10 (adolescent), 1d4 (pup)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil



Genotype: The rotguard is a genetically altered canine instilled with a higher intelligence than its progenitor. A greater ferocity and loyalty is also exhibited by this RAM-tailored genotype. The rotguard follows training more closely than its standard-canine counterpart, and also picks up new and altered commands more easily. This genotype was first bred in the Newyorg arcology by a now-annulled special division of BioScience from Pavonis-Mars, under the direct supervision of RAM authorities.

Rotguards are used for protection and, on Earth, for "urban sprawl depopulation." Rotguards are large canines with genetic patterns taken from the Rottweiler breed. They have the tracking abilities of the lesser hounds and intelligence of a level somewhat below average human intelligence. This combination makes them very formidable opponents. (Even with this level of intelligence, rotguards cannot speak.)

Physical/Cultural:

Physical Size: 6 feet long (including tail), 130 lbs.; some grow to 7 feet and weigh 160 lbs.

External Covering: Furred hide, usually jet black with traces of dark red or deep brown

Eyes: Canine normal

Ears: Canine normal, positioned on the side of the head

Mouth: Canine-based, with stronger jaws and tougher tooth enamel structure

Nose: Canine normal; can smell tracks three days old (one day old if in damp environments)

Cultural: These animals roam in packs of two to six. Sometimes they travel in packs of up to 30, but this is very rare and only when commanded to do so by their masters.

Advantages/Disadvantages: Rotguards are trained from birth to follow the commands of a single master. A rotguard will never allow a person other than its master to control it. This breeding makes the altered canines valuable to their owners, but requires that they be exterminated should they outlive their masters.

Combat: A rotguard attacks with its powerful teeth and jaws, inflicting 2d6 points of damage per bite. Often it locks its jaws on an opponent, continuing to apply pressure and expanding the wound, causing an additional 1d10 points of damage per round. Each round a rotguard holds an opponent, the attacked character must roll a Constitution check at a progressive −2 penalty. If the check fails, the rotguard bites through the flesh, permanently disfiguring or disabling its opponent.

Due to its intelligence, the rotguard never fights to the death. It runs from fights it cannot hope to win, but it does not give up. It tracks its opponent, waiting for a better opportunity to attack. Rotguards never fight while enraged, and they always attack intelligently.

Habitat/Terrain: Rotguards can survive in any nonarctic, nondesert terrain. A few packs have been spotted in devastated areas such as the American Desert, but it is believed that they were there with their masters.

RAM plans to transport several of these dogs to their headquarters on Coprates, Mars, to serve as silent, deadly security teams which cannot be tampered with via computer or bribed. Meanwhile, RAM places these animals in the Earth arcologies under its control to improve security.

Ecology: Many of these canines run away once their masters die to escape the impending doom those deaths signal. These runaways fend for themselves very well, until they run into others of their kind. When this happens, rotguards fight among themselves. These battles are tests of strength, cunning, and fighting tactics. The winner of one of these battles becomes the leader of the pack. There are a small number of wild packs roaming the eastern coast and the midwest of North America, each containing no more than 12 rotguards. Pups are not included in this census.

Saving Throw Modifiers

Explosion/Plasma: −1	Electrical Shock: +2
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: −1
Suffocation: −1	Radiation: +3
Extreme Heat: −2	Extreme Cold: +2

Rotguards first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

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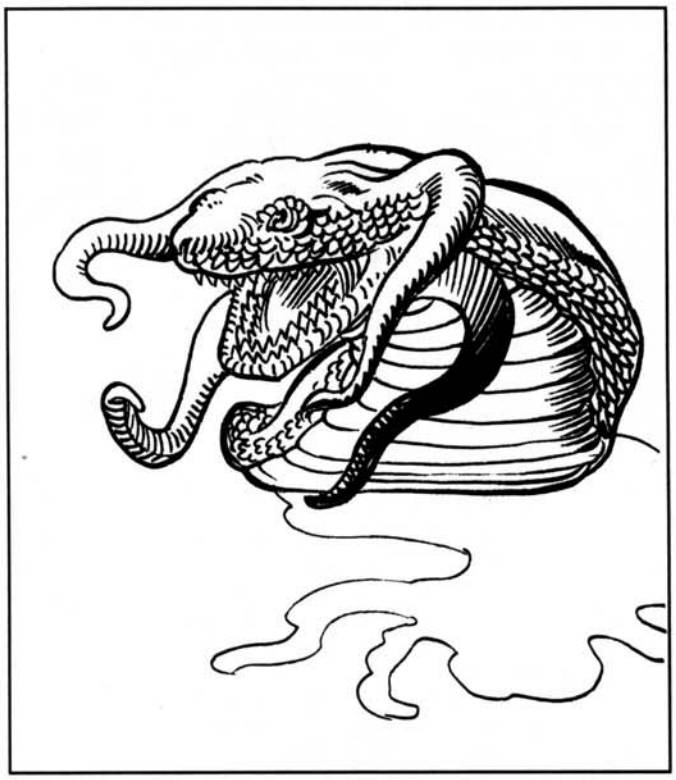
Sand Squid

CONCEIVED PURPOSE:	Scavenger, ecological balancing animal gennie
CLIMATE/TERRAIN:	Mars, high plains and deserts
FREQUENCY:	Very Rare in plains, Rare in deserts
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	900
HIT DICE:	6 (d10)
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Poison (see below)
SPECIAL DEFENSES:	See below



Genotype: The sand squid is a RAM genetic experiment gone awry. Originally designed as a scavenger for the Martian deserts, the sand squid quickly evolved upon its release. It became a dangerous predator that now hunts the high plains and deserts. The animal mostly resembles a huge slug or shell-less snail, with four mucus-laden appendages surrounding its mouth. The appendages, though genetically based on the stinging tentacles of a sea anemone, resemble a squid's tentacles, giving the creature its name.

Physical/Cultural:

Physical Size: 10 feet long, 6-foot–long tentacles, 400 lbs.
External Covering: Snakelike skin
Eyes: Primitive, snail-like, with an extra transparent eyelid to protect the eyes
Ears: Snail-like
Mouth: Snail-like, with several rings of sharp teeth
Nose: Snail-like
Cultural: Sand squids are solitary hunters. They pair up for a few Martian weeks each year to engage in elaborate courtship and mating rituals which include increased hunting activity.

Advantages/Disadvantages: The sand squid's tentacles carry a weakened form of the anemone's deadly poison. Anyone struck by a tentacle must immediately make a saving throw versus poison at a +4 bonus. Those who fail immediately lapse into a coma, dying within 10 turns unless a medic can successfully treat the poison before the time elapses. If the saving throw succeeds, the victim takes 1d2 points of damage from the poison. Sand squids take one-half damage from all fire and plasma attacks.

Combat: Sand squids hide beneath the surface of the Martian sands, waiting for prey to pass by. They can determine the type and number of creatures in the area by "listening" to the vibrations in the sand. Sand squids do not jump out and attack vehicles, for example, though they take on nearly anything else if hungry enough. When a sand squid emerges from beneath the surface, there is a 50% chance they surprise their intended prey, gaining first attack. The beasts attack twice per round, once with a tentacle and once with a bite. Sand squids can attack two separate targets if they like, but they usually (80% chance) make both attacks against the same target. Once they kill their prey, squids attempt to retreat into the sands to digest their prey at their leisure. It takes a sand squid three rounds to burrow deep enough into the sand to be unreachable. If not slain within three rounds, a squid disappears with its unfortunate victim.

Habitat/Terrain: Sand squids live underground in small caverns. These can be either natural or ones of their making. There is a chance that some valuable piece of equipment may be found in these caverns (the remnants of previous meals), but it is likely that time and exposure to the sand squid's mouth have rendered such equipment useless.

Ecology: The sand squid was designed to be a desert scavenger, created to reduce the threat of disease by feeding on dead plants and animals. While they fulfill this function admirably, the creatures learned to supplement their diet with live meat—hexadillos, desert apes, RAM troopers, etc. Sand squids have a very long natural life span, and are continually expanding their territory. The creatures inhabit 27% of the Martian surface at present. Scientists estimate this number will increase to 39% by the year 2500, and unless contained or exterminated, sand squids will be prevalent over the entire planet by the early 27th Century.

Saving Throw Modifiers

Explosion/Plasma: +1	Electrical Shock: −4
Paralysis/Stun/Fall: —	Toxic/Gas/Poison: −3
Suffocation: +6	Radiation: −2
Extreme Heat: +2	Extreme Cold: +3

The sand squid first appeared in the XXVc™ comic-module BUCK ROGERS #7.

Sandhound

CONCEIVED PURPOSE:	Guard animal gennie
CLIMATE/TERRAIN:	Mars, deserts and cities
FREQUENCY:	Common
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Day or night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	1-2 or 2d6
ARMOR CLASS:	6
MOVEMENT:	840
HIT DICE:	3 (d8)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The sandhound is a unique combination of canine and reptile genes. Based on wolf DNA, it was enhanced with many lizard characteristics. Its huge, elongated jaw makes it a great threat in combat situations, and the claws on the ends of its flattened feet enable it to move rapidly across the sands of the Martian wilderness.

The creatures, specifically designed as guard animals, are more likely to encounter player characters from the end of a Corporate Security trooper's leash.

Physical/Cultural:

Physical Size: 4 feet long (including tail), 75 lbs.

External Covering: Tough, scaly hide that feels very rough to the touch

Eyes: Canine normal

Ears: Canine normal, sensitive to ultra-high frequencies

Mouth: Elongated canine jaw with many sharp teeth

Nose: Canine normal, particularly sensitive

Cultural: Sandhounds were created to be companions and protectors of RAM security forces, particularly the Corporate Security troopers who patrol the Martian urban areas. Sandhounds can be trained to obey simple commands, such as "stay," "attack," and "guard." Their whole lives revolve around the trooper they are assigned to serve.

A few of the creatures—those proving unusually difficult to train or considered deficient for one reason or another—have been released into the wild. A few others have managed to escape from their keepers. These "renegades" have adapted well to the wilderness and can be encountered in family-oriented packs of as many as 12 individuals. Occasionally, packs as large as 30 have been seen, but these rare packs live only in areas capable of supporting the appetites of such a large number of predators.

Recently, the idea of not releasing untrainable sandhounds into the wild was proposed, and a new entertainment was born. Instead of being set free to fend for themselves, untrainable sandhounds find themselves transported to pens at the Coprates duelpits. They are used to make the weekly gladiatorial contests more interesting, or to punish uncooperative prisoners or Worker gennies. Slain Workers are used as an example to keep other Workers in line. During times of Worker unrest, the gladiatorial contests can run as often as two or three times a day.

Advantages/Disadvantages: A sandhound's acute sense of smell enables it to pick up the scent of its quarry from a location after as many as four hours have passed. Its reptilian hide protects it from weapons and the abrasive sand storms of the rugged Martian wilderness.

Offsetting these benefits is the sandhound's sensitive hearing. The creature is especially vulnerable to the effects of sonic stunners and other sound attacks. Against such attacks, the creature needs to make an 18 or better on a save versus stun to remain unaffected.

Combat: The sandhound's bite is dangerous, but its claws are too small to be of any use in battle. It also does not have enough control over its tail to use it efficiently as a weapon. A trained sandhound is more easily distracted or discouraged from attacking than a wild one; when a sandhound accompanied by a security trooper is reduced to five hit points or fewer, it attempts to flee. Wild sandhounds usually fight to the death when aroused or hungry. The wild creatures do not care who or what they eat, whether it be a wild beast, desert runner, or Martian security trooper.

Habitat/Terrain: The sandhound is equally at home on city streets and in the desert. A sandhound used to one environment can quickly adapt to the other if it is moved. In the city, sandhounds are always encountered with their masters.

In the wilderness, sandhounds can be found in any area not covered in water or ice. Sandhounds are usually found in packs, following the slow migration of hexadillos, desert apes, or desert runner enclaves as they hunt for food.

Ecology: Sandhounds are carnivores and natural predators. Whether in captivity or in the wild, they need to eat at least five pounds of fresh meat per day to be content. A trained sandhound turns on its keepers if forced to go without food for longer than one day.

The Coprates duelpits and sandhounds first appeared in the XXVc™ accessory MARS IN THE 25TH CENTURY.

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Shrike, Desert

CONCEIVED PURPOSE:	Extermination animal gennie
CLIMATE/TERRAIN:	Surface of Mercury
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
NO. APPEARING:	2d10
ARMOR CLASS:	4
MOVEMENT:	840 (cannot fly)
HIT DICE:	4-7 (d6)
THAC0:	18 (4-6 HD), 16 (7 HD)
NO. OF ATTACKS:	1 (4-6 HD), 2 (7 HD)
DAMAGE/ATTACK:	1d4 (4 HD), 1d6 (5 HD), 2d4 (6 HD), 2d6 (7 HD)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: Taking its original genetic pattern from the shrike, a carnivorous bird, the desert shrike is a nasty predator.

Physical/Cultural:

Physical Size: 7 to 9 feet tall, 140-170 lbs.

External Covering: Hard, chitinous feathers over a leathery skin; coloring provides camouflage in the Mercurian environment

Eyes: Very small with tiny pupils; the desert shrike can see well in the excruciating brightness of Mercury's day

Ears: Small holes on the side of the head; functionless in the vacuum of Mercury; work normally in atmosphere

Mouth: Sharp, pointed beak

Nose: Small holes on the side of the beak; useless until the shrike enters an aerated environment

Cultural: The desert shrike is a solitary hunter, though it does not appear so when they hunt. Since food on Mercury is rare, up to 20 desert shrikes normally hunt the same area. These birds often sit on the exterior of the tracked cities or the warrens' space ports, waiting for prey (Mercurians) to come out into the open.

Advantages/Disadvantages: The desert shrike is practically immune to the effects of extreme heat, radiation, suffocation, explosions, and plasma weapons. The harshness of its environment assures it these bonuses. Paralysis, stun weapons, and the effects of extreme cold are very damaging to the shrike, as it has an inbred susceptibility to these effects.

Combat: Desert shrikes must engage in combat to secure food. The shrike's favorite tactic is to grab prey in its hooked beak, then bound away at top speed. The desert shrike's Strength is 18 in regard to its carrying capacity. When the shrike picks up a human in a space suit, there is a 15% chance of the beak puncturing the suit, releasing precious air into the vacuum of Mercury.

The desert shrike takes 100-foot bounds, using the built-up force to smash its prey against sharp rock formations or the spiked protrusions on the tracked cities and warren space ports. Once the prey is dead, the shrike carries it away to eat in peace. Should another shrike approach with the intention of stealing the food, the desert shrike puts down its meal and prepares to defend it. The two fight until the weaker shrike moves off, leaving the stronger to claim the food. (Only one shrike ever attacks a single target.)

Habitat/Terrain: Living exclusively on Mercury's surface, the desert shrike has survived in an environment devoid of other creatures. It hunts across the girders of the tracked cities, looking for prey. Often, the shrike sits on the tracked cities, waiting for the inhabitants to venture forth to repair solar collectors. Many engineers say the desert shrikes cause most of the damage to the collectors, hoping to coax the Mercurians into the open. In recent years, the creature has been spotted in the warrens. The warren police quickly kill any shrikes they find before harm can be done.

Ecology: RAM unleashed the large bird on Mercury during the early stages of Mercurian colonization. Designed to prey upon the land-dwelling Mercurians, RAM hoped to seize control of Mercurian holdings. The officials in charge of RAM at the time thought that Mercury would beg for the company's help in ridding the planet of the predators, but this never happened. RAM did not take into account the tenacity of the Mercurian spirit.

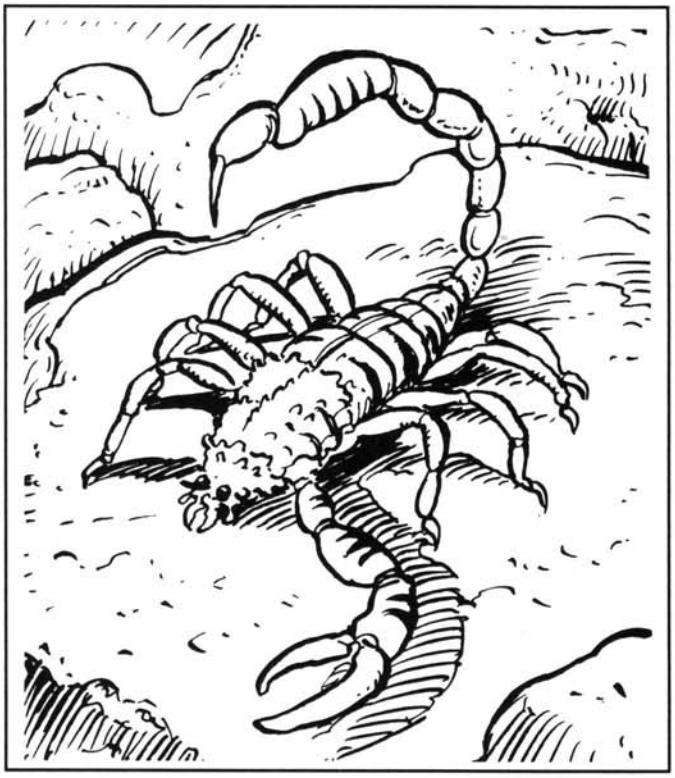
Desert shrikes mate once every three Mercurian years. Nesting in the shade of craters, the female lays two to eight eggs. On the average, 75% of the eggs hatch, producing young shrikes who are fully dependent upon their parents. If food is very scarce, shrike parents are known to eat their young.

Saving Throw Modifiers

Explosion/Plasma: +3	Electrical Shock: +3
Paralysis/Stun/Fall: −3	Toxic/Gas/Poison: +4
Suffocation: +5	Radiation: +5
Extreme Heat: +6	Extreme Cold: −3

Skorpion

CONCEIVED PURPOSE:	Extermination animal gennie
CLIMATE/TERRAIN:	Earth, desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
NO. APPEARING:	1d12
ARMOR CLASS:	7
MOVEMENT:	60
HIT DICE:	1 + 1 (d6)
THAC0:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1/1
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Nil



Genotype: The skorpion is a genetically altered version of the Southern Texas scorpion. The skorpion has been altered to have a greatly reduced gestation period and a heightened growth pattern. Consequently, these creatures grow nearly 50% larger by the time they reach adulthood.

The skorpion produces a number of different poisons, depending upon the random occurrences of certain genes. To accomplish this and make room for the altered poison factories, RAM scientists had to sacrifice one of the creature's front claws. Male skorpions have no right claws, female skorpions have no left claws. The random poisons were added to the gene mix to make poison antidotes nearly impossible to concoct without capturing the specific skorpion.

Physical/Cultural:

Physical Size: 8 inches long

External Covering: Hard exoskeletal shell; easily identified by its lack of one front claw

Eyes: Scorpion normal

Ears: Scorpion normal

Mouth: Scorpion normal

Nose: Scorpion normal

Cultural: Primarily a solitary creature, skorpions hunt together only in times of drought or famine. When in groups, skorpions number up to 12. These altered creatures are known to breed as many as eight times in a year. Each time they breed, 5d6 skorpions are conceived. These eggs hatch in six weeks, reaching full size in two months.

Advantages/Disadvantages: The skorpion only has one front claw, but this is offset by a random determination of poison types. It should be noted that skorpions are not immune to other skorpion-based poisons. However, other types of poisons, chiefly alkali-based toxins, are completely useless against them.

Combat: The skorpion is able to attack a single opponent twice in a melee round. It attacks first with its claw, followed by a swipe of its tail. The tail, being very sharp and quick, gains a +2 bonus to hit. If the tail hits, the opponent must roll a saving throw versus poison or die in a number of turns equal to one-half his Constitution score (rounded up). The correct poison antidote administered within that time saves the character's life. The poison, if countered with serum, induces severe sickness for 1d20 days.

Skorpion poison may vary. Females tend to have a slower-acting poison that is very painful but not fatal. Other strains of poison can paralyze opponents or even act as a truth serum (this poison is used by RAM interrogators). The type of poison and its effects should be determined by the referee at the time of injection.

Habitat/Terrain: A rogue geneticist, funded completely by RAM, designed this pseudospecies with the full intent of unleashing the creature upon the inhabitants of the urban sprawls in the high-density areas of the southern North American continent. In the forty years since its first placement, called Operation Sting, the skorpion has found a niche in the environment and has multiplied greatly.

Wherever vast numbers of humans, cattle, rodents, and insects are found, a large number of skorpions can be found as well. In the more desolate areas where food tends to be rarer, skorpions are rarer as well.

Ecology: The diet of the skorpion incorporates the complete food chain. They prefer to eat insects and larger spiders. They can eat small rodents, rabbits, and other skorpions. Since their arrival in North America, the skorpion has been responsible for nearly 3,000 deaths within the sprawls of both major and minor arcologies in the North American Regency.

Many hours and vast amounts of money have been expended to eliminate the skorpion menace, but these tough and persistent creatures continue to thrive. They seem to ignore poisoned food left for them to scavenge, so the arcologies and sprawls must actively seek out their lairs in order to exterminate them.

The skorpion first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

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Skrool

CONCEIVED PURPOSE:	Guard animal gennie
CLIMATE/TERRAIN:	Earth, Pacific Ocean
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Constant
DIET:	Carnivore (fish and other meats)
INTELLIGENCE:	Animal (1)
NO. APPEARING:	5d20+100
ARMOR CLASS:	8
MOVEMENT:	90, 600 swim
HIT DICE:	1 (d6) per member
THAC0:	16
NO. OF ATTACKS:	1d10 per victim
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Swarm
SPECIAL DEFENSES:	Nil

Genotype: The skrool combines the size, speed, and ferocity of the barracuda with the innate community attack of the piranha. Originally developed as guardians of Pacificus (a genetics laboratory on the island of En-We-To) against external seaborne threats, the skrool are now a major force in the open seas around these Pacific islands. Because of their vast numbers, they can emerge victorious in combat even against a group of sharcs.

The skrool do not sleep. This, combined with their voracious appetite, makes them one of the most dangerous predators in the open seas. Luckily, the skrool seem to congregate only around the small islands and atolls surrounding En-We-To, making their menace very localized. As of yet, no one, including the delphs, have attempted to eradicate the threat.

Physical/Cultural:

Physical Size: 3 to 4 feet long, 20 lbs.; a school is a rough sphere 50 to 100 feet in diameter, depending upon the numbers of individuals

External Covering: Scales

Eyes: Black and bulging, on either side of the head; skrool can see clearly to a depth of one mile

Ears: None; skrool sense motion in the water

Mouth: Wide and lined with razor-sharp teeth; capable of snapping shut with great force

Nose: None; can "smell" water as it passes through the gills on either side of its body

Cultural: Skrool operate in large schools, seeking victims to surround and attack for food.

Advantages/Disadvantages: Skrool are ferocious sea predators which always operate as a group. They use the dimensions of their watery environment to full advantage, attacking prey from above, below, and the sides. Restricted to animal intelligence, they mindlessly attack even opposition of overwhelming power. They know no fear, but schools can be obliterated by very powerful, thinking foes. Skrool "hear" by sensing water vibrations. With this ability, they can hear the sounds of a swimming human or the flailing of an injured fish. (The sound of humans swimming mimics the thrashing of wounded fish, attracting a school of skrool.)

Combat: Skrool seek to swarm around their enemies, attacking from all directions at once. A school of skrool can attack up to four individuals with its full number of attacks; if more targets than this are present, roll 4d10 to determine the number of total attacks made, and divide these as evenly as possible among the targets.

Every point of damage inflicted on a school of skrool kills or incapacitates one individual fish. Skrool persist in their attacks even in the face of horrendous losses. Often in these losses, skrool will attack and eat their wounded compatriots in their blood frenzy.

Skrool have a limited ability to move over land. Their THAC0 reduces to 19 on land, however, and only 1d4 skrool can attack an individual victim. On land, skrool attempt to drag prey into the water where their attacks are greatly improved.

Habitat/Terrain: Skrool prefer the depths of the ocean, at least 100 feet below the surface. When searching for prey, however, they travel toward the surface and deeper into the ocean. They have no lair as such, but may congregate near an underwater outcropping when not actively hunting. The fish have the ability to see in the very dim lighting of the deep ocean, but the incredible pressures experienced there makes them slower and less effective as predators.

Ecology: In the ecosystem of the Pacific ocean, skrool serve as both predator and prey. Schools are occasionally decimated, or even utterly destroyed, by other attackers who swim through the community at high speed, ingesting and devouring as many skrool as they can without slowing down and subjecting themselves to a return attack. Their greatest threat comes from the sharc genotype, and occasionally the delph communities.

Saving Throw Modifiers

Explosion/Plasma: −3	Electrical Shock: +4
Paralysis/Stun/Fall: −1	Toxic/Gas/Poison: +2
Suffocation: +4	Radiation: —
Extreme Heat: −2	Extremem Cold: +1

The skrool, the En-We-To atoll, and Pacificus first appeared in the XXVc™ module BUCK ROGERS IN THE 25TH CENTURY.

Swamp Hornet

CONCEIVED PURPOSE:	Scavenger gennie animal
CLIMATE/TERRAIN:	Venus, lowland jungles and swamps
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Any
DIET:	Scavenger
INTELLIGENCE:	Animal (1)
NO. APPEARING:	6d6
ARMOR CLASS:	6
MOVEMENT:	450
HIT DICE:	3 (d6)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Mild venom (see below)
SPECIAL DEFENSES:	See below

Genotype: The swamp hornet was engineered to fill a scavenger niche in the early Venusian ecosystem. They collect dead plants for food and nesting material, clearing the land for further plant growth. They also feed upon dead animals, helping slow the spread of disease. Being very territorial, swamp hornets attack living creatures—including adventurers—if the intruder comes too close to their hive.

Genetically based upon the Terran hornet genotype, swamp hornets have been modified to thrive in Venus's acidic environment. Swamp hornets have one interesting feature as an unplanned side effect. They never stop growing. Most swamp hornets die before their size exceeds ten inches long, but specimens larger than three-and-a-half feet exist in the wild (or so rumors and campsite horror stories claim).

Physical/Cultural:

Physical Size: 6 to 12 inches long, some larger; generally less than 5 lbs.

External Covering: Exoskeleton; wings are a clear, pearlescent color, rendering them invisible when in motion

Eyes: Hornet normal

Ears: Hornet normal

Mouth: Hornet normal, strengthened, allowing them to lift twice their weight

Nose: Hornet normal

Cultural: These insects live in massive hives made from dead plant material, cemented with their secretions. Thousands of swamp hornets live in a single hive.

Advantages/Disadvantages: Swamp hornets have heightened immunity to the effects of gas grenades.

Combat: Swamp hornets attack only when threatened, but make a formidable foe because of their great numbers. The hornets use stingers to attack. Not only does this stinger do considerable damage to its target, it also carries venom. The venom causes a painful burning sensation (−1 to THAC0 and −5% to all skill checks for the duration of the combat, whether stung by one hornet or many), but does not cause permanent damage. There are no saving throws versus the poison. Desert runners, though, are completely immune to the hornet's venom.

If an opponent falls unconscious or dies while fighting swamp hornets, several insects attempt to carry the victim back to their hive while the remainder continue to fight. Anyone approaching a hive too closely (to rescue an unconscious compatriot, for instance) has to face an apparently limitless supply of angry swamp hornets. In such a combat situation, do not even bother with the character's attacks, even with heavy weapons. (Allow them to roll their attacks and calculate their damage. This gives them the illusion they are doing something.)

No matter how many hornets they kill, there are always more. Simply roll the hornets' attacks—six can attack a single character during a combat round—until the characters retreat or are killed.

Swamp hornets attack anyone coming within 100 feet of their hive. They continue to attack until the intruders have retreated at least 500 feet.

Habitat/Terrain: These insects thrive anywhere in the Venusian lowlands, and as far as 20,000 feet up the sides of the rugged mountains of the planet. They prefer to build their hives in swampy terrain, but this is not a hard, fast rule. Their hives, though well hidden and camouflaged, are not difficult to locate.

Ecology: Swamp hornets operate entirely by instinct. They fulfill an important niche in the Venusian ecosystem, and are held in check by acid frogs who dine on them almost exclusively. Swamp hornets communicate via dances and wing movement patterns, much like Terran honey bees. They use these dances to tell others where food can be found and to warn of approaching intruders.

Saving Throw Modifiers

Explosion/Plasma: −2	Electrical Shock: −3
Paralysis/Stun/Fall: +1	Toxic/Gas/Poison: +6
Suffocation: +3	Radiation: +1
Extreme Heat: +4	Extreme Cold: −4

Swamp hornets first appeared in the XXVc™ comic-module BUCK ROGERS #7.

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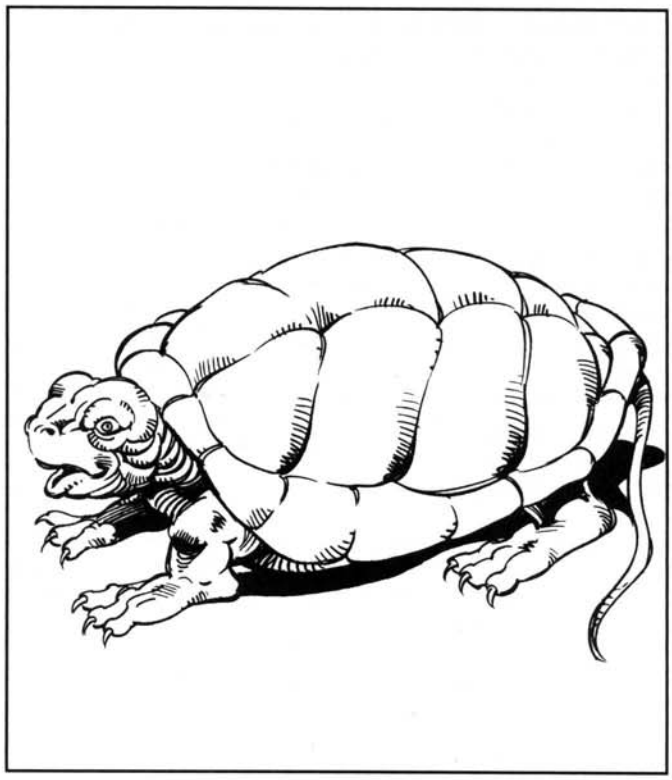
Turtle, Venusian Mud

XXVcR6

CONCEIVED PURPOSE:	Ecosystem-regulating animal genie
CLIMATE/TERRAIN:	Venusian lowlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	2d4
ARMOR CLASS:	−1
MOVEMENT:	120
HIT DICE:	3-20 (d8)
THAC0:	20 (1-4 HD), 19 (5-8 HD), 17 (9-12 HD), 15 (13-16 HD), 13 (17-20 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 (1-4 HD), 2d6 (5-8 HD), 3d4 (9-12 HD), 2d8 (13-16 HD), 4d4 (17-20 HD)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil



Genotype: Designed from genes taken from the Galapagos Island tortoise, the Venusian mud turtle is specifically tailored for the acidic environment of the Venusian lowlands. Its short, fat legs allow it to wander aimlessly across the Venusian landscape in a low, rambling fashion. Its snapping mouth has a sharp burr at the end, which allows the animal to tear leaves and stems from plants and to rip the flesh from its prey easily.

Physical/Cultural:

Physical Size: 6 inches to 6 feet in diameter, 5-1,000 lbs.

External Covering: Tortoise shell specifically tailored to withstand the Venusian terrain; a camouflaging dark green

Eyes: Tortoise normal with a hard protective covering

Ears: Tortoise normal

Mouth: Tortoise normal

Nose: Tortoise normal

Cultural: The Venusian mud turtle, a solitary feeder, is commonly found with many of its kind. The turtles invariably ignore each other except during the yearly mating season, running away even when another is attacked by a predator.

Advantages/Disadvantages: The Venusian mud turtle is a slow-moving animal who carries its armor with it at all times. The shell is immune to most acids, poisons, radiation, cold, and heat. Even the effects of explosions and plasma weapons cannot penetrate the shell except at very high powers.

Combat: The Venusian mud turtle bites opponents with its hard, snapping mouth, causing a variable amount of damage depending upon its size. If the turtle gets a natural 20 on a to-hit roll and causes at least one-half the maximum damage possible, the turtle successfully removes the seized body part—a finger, a foot, or an arm. This causes an additional 1d4 points of damage per round to the opponent until the wound is cared for.

If the turtle successfully strikes, it hangs on its opponent, refusing to let go, much like a snapping turtle. This causes damage equal to the original strike every round until it is forced to let go. This makes the mud turtle a very lethal opponent, one not to be trifled with twice.

Habitat/Terrain: Designed exclusively for the lowlands of Venus, the mud turtle cannot live anywhere else. The vegetation, insects, and the occasional adventurer needed to supplement its diet can only be found here. If moved to another location, the mud turtle dies within 1d4 hours.

A rare creature, it lives mainly in the Lada lowlands. It is very rare in the other Venusian lowlands.

Ecology: The Venusian mud turtle is an omnivorous creature which prefers vegetation and the occasional insect as its chief food sources. It has been spotted eating carrion, but it seems to scavenge as a last resort, preferring the sinewy and sickly sweet-tasting flesh of humans over carrion.

Once a Venusian mud turtle reaches three years of age, it is ready to mate. Only the strongest males can mate. The males fight nonlethal combats, showing up the weaker and impressing the females. Once mated, the females leave, and within two months, they lay their eggs in secluded ravines and mud holes in private. Male mud turtles sometimes eat the eggs before they hatch. Martian managers are willing to pay top-credit for the eggs of Venusian mud turtles, for they consider the eggs a delicacy when poached.

Saving Throw Modifiers

Explosion/Plasma: +2	Electrical Shock: +2
Paralysis/Stun/Fall: −3	Toxic/Gas/Poison: +6
Suffocation: —	Radiation: +3
Extreme Heat: +2	Extreme Cold: +1

Mud turtles first appeared in the XXVc™ novel HAMMER OF MARS.

Virus, GAV

CONCEIVED PURPOSE:	Extermination viral gennie
CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Parasitic
ACTIVITY CYCLE:	Any
DIET:	Gennie DNA
INTELLIGENCE:	Non- (0)
NO. APPEARING:	N/A
ARMOR CLASS:	N/A
MOVEMENT:	N/A
HIT DICE:	N/A
THAC0:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Genetic deformity
SPECIAL DEFENSES:	Nil

Genotype: Theo Jameson, a microbiologist residing in Kiyevorg, created this virus under the financial backing of the New United Nations Firm. (The N.U.N. heard of his successes with the TVS virus, and wanted his expertise on this project.) The fear of altered life and the unknown finally got the best of the firm, and he was hired to create or alter an existing virus that could infect the gennie population of all worlds. Dr. Jameson did not care for their idea, but the money they promised was too great to pass up.

The GAV virus multiplies in the bloodstream, entering every cell in the body. The virus locates sections of the DNA showing signs of splicing, alteration, and nonrandom mutation. The virus then consumes the section of DNA behind the splice, overlaying sections of the spliced gene pattern in its place. This genetic reconstruction does not always alter the gennie, but 75% of the time it causes the gennie's DNA to backtrack along the evolutionary process, making the gennie look, think, and behave more like the animal genotype it was partially designed from.

For instance, if the GAV virus infected a desert runner, a 75% chance exists for the runner to revert farther toward the feline genostrain. This alteration is fully discussed in Chapter 5 beginning on page 44.

Physical/Cultural:

Physical Size: Microscopic

External Covering: General viral shell, disguising itself as a harmless sugar molecule

Eyes: None

Ears: None

Mouth: None

Nose: None

Cultural: None.

Advantages/Disadvantages: The GAV virus only affects gennies (human or animal). It has no effect on standard, nonaltered humans or animals. Radiation easily kills the virus. Jameson, when he created the virus, instilled this radiation susceptibility as a planned weakness. He placed this genetic program in the virus so it could be easily killed in case it got out of hand. If the host gennie, or human, ever enters a situation where he must roll a saving throw versus radiation, the virus instantly dies.

Combat: The virus attacks the actual DNA molecule in the gennie's cells. The GAV virus infiltrates the gennie's body, entering every cell within 4d4 days. After that time, the gennie must roll a Constitution check once a week, or mutate closer to the animal genotype the DNA was spliced or modified from.

A system shock roll at a progressive −1 penalty assures the character's survivability while the alteration takes place. The virus continues to alter the DNA for two months (or nine weeks). Thereafter, the virus becomes inactive, and the gennie becomes a carrier for life, affecting all other gennies it comes in physical contact with.

This virus can be transmitted through blood exchange, simple ingestion, or by touching or kissing an infected creature. Its most powerful mode of transmission is by merely sharing the same air as someone infected.

Habitat/Terrain: GAV viruses can survive in any human's or gennie's biological system. It is a recessive, harmless virus in unaltered life, but can be very virulent to gennies.

Ecology: GAV, or Genetic Altering Virus, is a deadly disease affecting 75% of all genetically altered life forms. It has no effect on nonaltered life, whether human, plant, or animal.

Saving Throw Modifiers

Explosion/Plasma: *	Electrical Shock: *
Paralysis/Stun/Fall: *	Toxic/Gas/Poison: *
Suffocation: *	Radiation: **
Extreme Heat: +2	Extreme Cold: +2

* The GAV virus has complete immunity to the marked damage types. If exposed to such attacks, the virus remains unscathed.

** The GAV Virus has complete susceptibility to radiation. No saving throw is allowed. All of the GAV viruses within a character's body instantly die when exposed to a situation where its host needs to roll a saving throw versus radiation, even if the host's saving throw succeeds.

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Virus, TVS

CONCEIVED PURPOSE:	Extermination viral gennie
CLIMATE/TERRAIN:	Earth, human bodies
FREQUENCY:	Very Rare
ORGANIZATION:	Parasitic
ACTIVITY CYCLE:	Any
DIET:	White blood cells in gennie bloodstreams
INTELLIGENCE:	Non- (0)
NO. APPEARING:	N/A
ARMOR CLASS:	N/A
MOVEMENT:	N/A
HIT DICE:	N/A
THAC0:	N/A
NO. OF ATTACKS:	N/A
DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil

Genotype: Theo Jameson, a microbiologist residing in Kiyevorg and employed by Kiyev Research, Inc., created a virus under the financial backing of the Sixth Reich Firm. He was hired to create or alter an existing virus that would infect only the terrine gennies on Earth. The firm gave him a laboratory, several dozen terrine prisoners, and everything else he required.

Dr. Jameson proceeded with the work, meeting with failure after failure. He noted that the terrine body built antibodies rapidly for every virus entering the bloodstream or lymphatic system. He then devised a plan to use that ability against the terrine.

He created a virus that looked and acted like an antibody. The virus could enter the terrine's body undetected and multiply. Once this breakthrough was accomplished, he altered the virus further. This time, when the virus entered the body, it began devouring the antibodies in the terrine's bloodstream. The virus, using antibodies as food, began to multiply continuously.

This, in itself, created a strange symptom. Dr. Jameson called it the Terrine Viral Syndrome. The virus began to devour white corpuscles, virtually rendering the terrine helpless to viral and bacterial attack.

The terrines used in the extensive experiment eventually died of pneumonia and other diseases we now consider harmless (like the common cold). After coding the virus only to attack the terrine genotype, he unleashed the virus onto other biological life, whether natural or genetically altered. He found the TVS virus never affected nonaltered life forms. The virus does attack 10% of all genetically altered life, killing them the same way as it kills terrines.

As the final stage of the experiment, Jameson infected himself with the virus. He studied dozens of his blood samples, finding the virus present but inactive.

Physical/Cultural:
Physical Size: Microscopic
External Covering: General viral shell
Eyes: None
Ears: None
Mouth: None
Nose: None
Cultural: None.

Advantages/Disadvantages: The TVS virus only affects gennies, but specifically terrines. It has no effect on standard, nonaltered humans. All forms of tetracycline and other antibacterial and antiviral drugs prove useless against this virus. Jameson found that only a total blood transfusion could cure a terrine of the infection, but this was successful only 50% of the time.

Combat: The TVS virus attacks the antibodies and the white blood cells in the terrine—or other gennie life form—rendering the victim susceptible to all other viral and bacterial attacks. The TVS virus seems to conquer the terrine body in 4d12 days.

During the time of infection, a terrine must roll a Constitution check once per week or contract pneumonia. If all saves are made, the gennie succumbs to pneumonia after the predetermined period elapses (4d12 days). Every day thereafter, a system shock roll at a progressive −1 penalty is needed to keep the terrine alive.

This virus can be transmitted through blood exchange, simple ingestion, kissing, or by simply breathing the air of someone infected. The Sixth Reich Firm effectively destroyed the whole terrine population of Budaporg by slipping the virus into the water supply.

Habitat/Terrain: TVS viruses can survive in any human or gennie biological system. It is a recessive, harmless virus in unaltered life, but can be very deadly to gennies, especially the terrine genotype.

Ecology: TVS, or the Terrine Viral Syndrome, is a deadly disease affecting 90% of all terrines and 10% of all other genetically altered life forms. Once any creature or plant becomes infected with the virus, he or she becomes a carrier for life.

The TVS Virus, Kiyevorg, and the Sixth Reich Firm first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

Whitefang

CONCEIVED PURPOSE:	Transport animal gennie
CLIMATE/TERRAIN:	Mars, desert and wildlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	240
HIT DICE:	8 (d10)
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil

Genotype: The whitefang, based upon the elephant genotype, gets its general body size and shape from these rare African animals. The cranium and sensory organs are those of a wolf, however, and the creature has venom sacs similar to those of a poisonous pit viper snake. Originally created as a beast of burden with its own built-in self-defense mechanisms, the use of the whitefang for domestic purposes has all but disappeared because the creature turned out to be very difficult to control.

Physical/Cultural:

Physical Size: 10 to 12 feet long, 6 feet tall at the shoulders, 1,000 lbs or more

External Covering: Very thick, tough hide that is rough and almost scaly to the touch

Eyes: Small, inefficient in dim light or darkness; can only see well during the Martian daytime

Ears: Small holes beneath tufted flaps; the ears make the creature hard of hearing since the thin Martian air does not carry sound efficiently

Mouth: Wolflike, set in powerful jaws; its eyeteeth are poisonous

Nose: Wolflike, but with no special sensitivity

Cultural: Whitefangs are solitary predators, instinctively staying away from areas of human habitation. Although they are intelligent enough to be domesticated, their vicious disposition discourages humans from trying to approach them.

Even with others of their own kind, the whitefang exudes malevolent tendencies. It is surprising that the creatures still exist and successfully procreate, because even during breeding season, they are as fierce to each other as they are to prey and trespassing predators.

Advantages/Disadvantages: Nothing of note, besides the characteristics described elsewhere.

Combat: The whitefang's bite is formidable enough, but adding to it is the threat of poison. The first four times every day the creature strikes with a bite, the fangs in the front of the mouth release a dose of thick, syrupy venom. The bite causes 1d12 points of damage. If the victim fails a saving throw versus poison, the venom causes him to suffer a −4 penalty on attacks and reduces movement to half-speed for the next 1d6 hours. Additional doses absorbed by an already-poisoned victim have no effect.

The venom can be neutralized by any medic who makes an average Treat Poisoning skill check on behalf of the affected character. Typically, a whitefang poisons its prey and then attempts to pursue it, following the victim's tracks with its lumbering but constant pace, hunting and killing it while the victim is in a weakened state.

Habitat/Terrain: Whitefangs encountered in the Caloris Wildlands are somewhat nonaggressive, since they can satisfy their hunger by eating vegetation if no animal prey is available.

In the desert, food is harder to come by. This aspect of the environment forces the whitefang to consider everything it spots as a potential meal, doing everything in its power to capture and bring down that prey.

Ecology: The whitefang is near the top of the food chain in the Martian wilderness, since no other single creature is a match for its size or ferocity. Sandhounds, desert runners, or other creatures working together as a group are often able to bring one of these creatures down. Whitefang meat is edible and nutritious for the desert runners, but is considered unpalatable, greasy, and sinewy to Terrans and Martians.

It is a common practice for the Martians who enjoy braving the wilds to hunt these creatures down. Since RAM makes a great deal of money selling whitefang hunting permits, they do nothing to stop the eradication.

When the whitefang whelps its pups, it gives birth to 2d4 young. Of these, 60% are female. The whitefang mother, usually bothered by the presence of her young, neglects and often refuses to feed them properly. This results in an unusually high mortality rate. Martian biologists, seeing this peculiar tendency, believe the whitefang should be extinct by the end of the 25th Century. (They are baffled by the creature's seemingly expanding numbers, though.)

The whitefang first appeared in the XXVc™ accessory MARS IN THE 25TH CENTURY.

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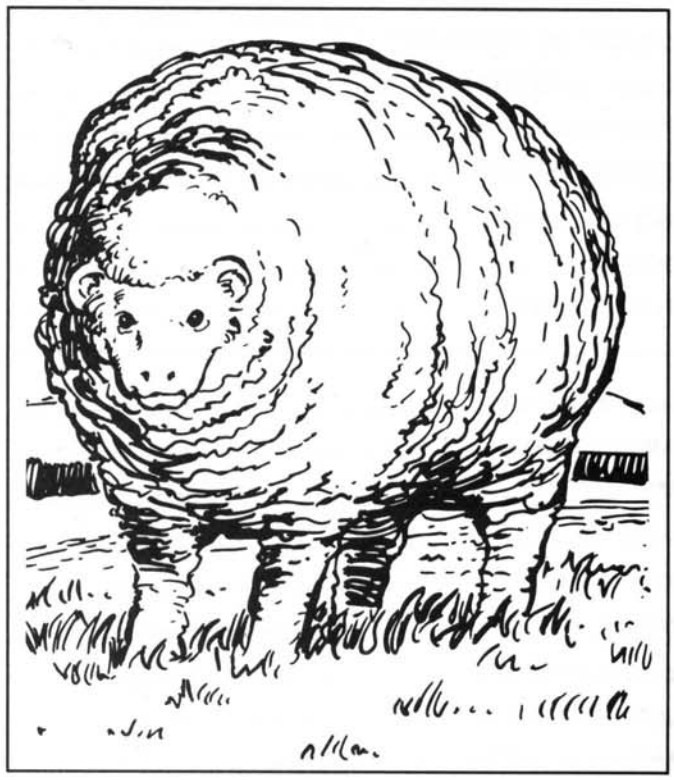
Woolsheep

CONCEIVED PURPOSE:	Food/product animal gennie
CLIMATE/TERRAIN:	Earth, plains and arcologies
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
NO. APPEARING:	2-200
ARMOR CLASS:	6
MOVEMENT:	100
HIT DICE:	3 (d6)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 (bite)
SPECIAL ATTACKS:	Butt (damage 1d4)
SPECIAL DEFENSES:	Nil



Genotype: The woolsheep is a genetically altered Terran sheep. There are no other animal genotypes spliced into its genes. It is only bioengineered for bodily efficiency. Thirty-five percent of the woolsheep's total dietary intake contributes to muscle growth, while 30% of the intake goes directly to the woolsheep's hair follicles for the natural production of wool.

Over 200 years ago, a genetic scientist named Leonard Bronsk, from the Moscorg arcology, designed these sheep as a way to curb the starvation cycle hitting the planet at the time. Bronsk decreased the amount of food normal sheep ate by 8%. This does not seem like a large feat, but the phenomenal results are exponential.

Bronsk increased the woolsheep's ability to grow wool and to grow in musculature, while lessening the amount of waste. He won the Tyrell Memorial Prize for Genetic Excellence in 2238 for his astounding work. Shortly after that, he was reported missing. (See Chapter 2 for more information regarding the rumors of his disappearance.)

Physical/Cultural:

Physical Size: 2 to 3 feet tall at the shoulders, 250 lbs.

External Covering: Thick hair, growing at a much faster rate than their nonaltered brethren

Eyes: Sheep normal

Ears: Sheep normal

Mouth: Sheep normal

Nose: Sheep normal

Cultural: These snowy-white animals are beautiful creatures, but they are truly the stupidest animals. All they want to do is eat, breed, sleep, and run around in a large, disorganized circle when frightened.

Advantages/Disadvantages: Nothing of note, besides those characteristics mentioned elsewhere.

Combat: Woolsheep teeth cause 1d2 points of damage when they successfully strike, but the creature only bites if it has no place to run to when threatened. These animals can also butt for 1d4 points of damage. Woolsheep do not have any maliciousness bred into them. It is their sheer stupidity that often kills them. It is believed that the majority of woolsheep deaths (outside the slaughterhouse, that is) are caused by grave heart failure brought on by something the animals thought was threatening.

Habitat/Terrain: These herd animals live in many of the arcologies around the world which rely greatly on the trade of wool and lamb meat as a major export. Their efficient bodies make them much more reliable and inexpensive to breed and raise than their genetically pure counterparts.

Many arcologies, known as the Purist Colonies, refuse to allow woolsheep meat or wool into their society. They fear that the altered animal's meat and the clothing made from their wool are dangerous to their unaltered metabolisms. They also see genetic manipulation as an advanced form of animal cruelty, and they want no part of its continued spread throughout the solar system.

Ecology: The woolsheep was never bred for intelligence. Thus the intelligence of its very stupid nonaltered cousin remains its greatest weakness. Woolsheep tend to run each other down in their attempt to follow one another whenever they become scared. Eventually the whole herd begins to run in a huge, looping, twisted circle in their attempt to run from perceived danger. This suicidal tendency makes them an easy target for carnivores and poachers. Herders on the open plains place cows, dogs, goats, or any other somewhat intelligent animal with the brainless woolsheep herd. This gives the woolsheep something to follow in case of real danger. This practice has decreased the amount of incidental deaths in many herds across the planet.

It is believed that Mars, Luna, and the Mercurian warrens have imported the woolsheep into their folds. This, unfortunately, decreases the profits of many Terran arcologies, but proves the animal does possess a tenacious nature that is able to withstand the lesser gravities of these worlds without side effects.

Woolsheep first appeared in the XXVc™ accessory EARTH IN THE 25TH CENTURY.

Gennie Work Sheet

XXVcR6

CONCEIVED PURPOSE: _____

CLIMATE/TERRAIN: _____

FREQUENCY: _____

ORGANIZATION: _____

ACTIVITY CYCLE: _____

DIET: _____

INTELLIGENCE: _____

NO. APPEARING: _____

ARMOR CLASS: _____

MOVEMENT: _____

HIT DICE: _____

THAC0: _____

NO. OF ATTACKS: _____

DAMAGE/ATTACK: _____

SPECIAL ATTACKS: _____

SPECIAL DEFENSES: _____

Genotype: _____

Physical/Cultural:

Physical Size: _____

External Covering: _____

Eyes: _____

Ears: _____

Mouth: _____

Nose: _____

Cultural: _____

Advantages/Disadvantages: _____

Combat: _____

Habitat/Terrain: _____

Ecology: _____

Attribute Modifiers

Strength: _____ Dexterity: _____ Intelligence: _____

Wisdom: _____ Constitution: _____ Charisma: _____

Tech: _____

Saving Throw Modifiers

Explosion/Plasma: _____ Electrical Shock: _____

Paralysis/Stun/Fall: _____ Toxic/Gas/Poison: _____

Suffocation: _____ Radiation: _____

Extreme Heat: _____ Extreme Cold: _____

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Gennie Work Sheet

XXVcR6

CONCEIVED PURPOSE: _____

CLIMATE/TERRAIN: _____

FREQUENCY: _____

ORGANIZATION: _____

ACTIVITY CYCLE: _____

DIET: _____

INTELLIGENCE: _____

NO. APPEARING: _____

ARMOR CLASS: _____

MOVEMENT: _____

HIT DICE: _____

THAC0: _____

NO. OF ATTACKS: _____

DAMAGE/ATTACK: _____

SPECIAL ATTACKS: _____

SPECIAL DEFENSES: _____

Genotype: _____

Physical/Cultural:

Physical Size: _____

External Covering: _____

Eyes: _____

Ears: _____

Mouth: _____

Nose: _____

Cultural: _____

Advantages/Disadvantages: _____

Combat: _____

Habitat/Terrain: _____

Ecology: _____

Attribute Modifiers

Strength: _____ Dexterity: _____ Intelligence: _____

Wisdom: _____ Constitution: _____ Charisma: _____

Tech: _____

Saving Throw Modifiers

Explosion/Plasma: _____ Electrical Shock: _____

Paralysis/Stun/Fall: _____ Toxic/Gas/Poison: _____

Suffocation: _____ Radiation: _____

Extreme Heat: _____ Extreme Cold: _____

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XXVc THE 25TH CENTURY™ BOOK

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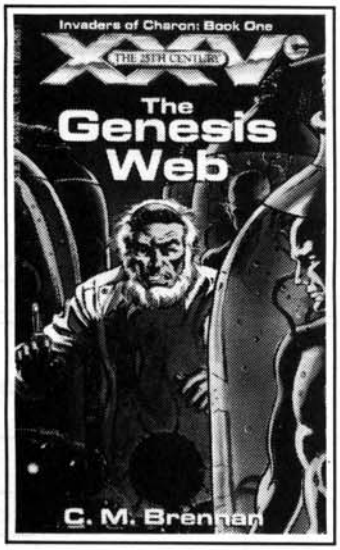
Black Barney Returns!



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No Humans Allowed

By Dale "Slade" Henson

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