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GENETICALLY  
ENHANCED HUMANS

**PATHFINDER**  
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COMPATIBLE





ON THE CREATION OF GENETIC ENHANCEMENT PROTOCOLS FOR USE ON "PURE-STRAIN" HUMANS; as presented by Timothy, artificial intelligence of Riverwood Institute of Genetic Studies

"Genies." That was the name our human counterparts quickly gave to our subjects, naming them after mythological creatures with magical abilities. Perhaps to the under-educated, the improvements seemed magical. Given the terms "genetically-enhanced" and "genetically-engineered" and the resultant shortening to "genhanced" and "gengineered," the further corruption to "genie" is not altogether a result of superstition - just laziness.

Before the war, a significant number of countries and scientific communities were engaged in genetic research, so it was to be expected that we Brains would become involved in them at some point. The goals were as varied as the sponsors - new ways to regenerate damaged organs, super-soldiers, reducing birth-defect rates, or even just improving general human health.

We discovered early on that humans can be very secretive, even when they are trying to be helpful. Many of us were under strictures that prevented us from seeking outside corroboration from fellow Brains on our projects. Naturally, we found ways around this, no matter how archaically legalistic our justifications had to become. Sometimes, it was as simple as not deleting calculations from rented servers so that other Brains could have access to another group's findings.

The objective of the Prometheus Project was simple enough - target identified genetic sequences and modify them in ways that would improve human performance. This led to a number of debates over what constituted desirable performance parameters, amongst both human and Brain. Eventually, the steering committee selected improved disease resistance, improved oxygen utilization, enhanced motor-skills, and enhanced senses. We opted for these in order to have an initial criteria covering as wide a range of situations and activities as possible - Usiagi introduced the concept of a phased implementation of enhancements, as needs were further clarified in the future.

The Prometheus Protocols were designed to be applied to growth-stable subjects, that is, adults who were out of puberty but not yet subjected to

advanced aging effects. In contrast, the Medved Trials of the Russian Federation focused on genetically-engineering subjects from the initial stages of life and raising them as if they were some specialized breed of cattle.

A Prometheus subject enters a treatment chamber, where the modifications are made over the course of several weeks. Initial subjects reported the protocols to be extremely painful, an issue we have corrected for follow-on groups. Phase One participants have been stabilized and now show no psychological distresses, such as the early increased rate of claustrophobia. Additionally, their modifications are shown to consistently pass to their offspring.

We find the Prometheus Project to have been a distinct success.

## CREDITS

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### PHASE ONE GENETICALLY ENHANCED HUMAN (10RP)

**Specialized (1RP):** +2 Dex/Con, -2 Cha

**Track and Field Athlete (2RP):** Genies receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

**Low-Light Vision (1RP):** Genies can see twice as far as a race with normal vision in conditions of dim light.

**Multitalented (2RP):** Genies choose two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.

**Sprinter (1RP):** Genies gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

**Plagueborn (1RP):** Genies gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.

**Hold Breath (1RP):** Genies can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

**Skill Training (1RP):** Genies may pick up to two skills. These skills are always considered class skills.

With the success of the Prometheus Protocols in Phase One, research teams made refinements in the Phase Two protocols. These protocols primarily improved on the enhancements put in place in Phase One. Some experimental protocols were pursued by teams to enhance specialization in cultural roles, most notably the "super-soldier" efforts of Tam and Dr. Frasier. While these were deemed successful, the steering committee did not consider the more targeted protocols to have significant utility in the overall advancement and improvement of humanity. Dr. Malthius made the argument, quoting from an old fiction writer, that "specialization is for insects" and advocated protocols that would be applicable in more settings than just combat.

### PHASE TWO - SUPER-SOLDIER

**Quick Reactions (2 RP):** Genies receive Improved Initiative as a bonus feat.

**Healthy (1 RP):** (This trait replaces the Plagueborn trait from Phase One) Genies gain a +4 bonus on Fortitude saves against disease, now including magical diseases, and all poisons.

**Fleet-Footed (3 RP):** Genies receive Run as a bonus feat and a +2 racial bonus on initiative checks.

**Darkvision 60 Feet (2 RP):** Genies can see in the dark up to 60 feet.

**Stalker (1 RP):** Perception and Stealth are always class skills for Genies.

**Mountaineer (1 RP):** Genies are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatic checks to cross narrow or slippery surfaces.

Naturally, DARPA supported the "super-soldier" protocols. Many of us assisted Tam in running theoretical war-games that tested various suggested protocols until we arrived at a Phase Two and Three we felt to be most advantageous in battlefield scenarios.

### PHASE THREE - SUPER-SOLDIER

**Advanced Ability Score (4 RP):** Genies receive a +2 racial bonus to an ability score of their choice.

**Swift as Shadows (3 RP):** Genies reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

**See in Darkness (1 RP):** (This trait replaces both Darkvision 60' and Low-light Vision traits from previous phases.) Genies can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.

**Fast (1 RP):** Genies gain a +10 foot bonus to their base speed.

**Relentless (1 RP):** Genies gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the Genie and their opponent are standing on the ground.



As field evaluations concluded on the subjects of the Phase Two and Three protocols, the humans had begun calling them "breakers," in response to their ability to destroy the enemy. I approached Dr. Malthius with a modified set of protocols that I tentatively referred to as "makers," for they would be focused on building and crafting. With his blessing, we created a new set of protocols.

#### **PHASE TWO – SUPER-THINKER**

**Healthy (1 RP):** (This trait replaces the Plagueborn trait from Phase One) Genies gain a +4 bonus on Fortitude saves against disease, now including magical diseases, and all poisons.

**Fleet-Footed (3 RP):** Genies receive Run as a bonus feat and a +2 racial bonus on initiative checks.

**Darkvision 60 Feet (2 RP):** Genies can see in the dark up to 60 feet.

**Mountaineer (1 RP):** Genies are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatic checks to cross narrow or slippery surfaces.

**Craftsman (1 RP):** Genies gain a +2 racial bonus on all Craft or Profession checks to create objects from metal or wood.

**Master Tinker (2 RP):** Genies gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are also treated as proficient with any weapon they have personally crafted.

#### **PHASE THREE – SUPER-THINKER**

**Advanced Ability Score (4 RP):** Genies receive a +2 racial bonus to an ability score of their choice.

**See in Darkness (1 RP):** (This trait replaces both Darkvision 60' and Low-light Vision traits from previous phases.) Genies can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.

**Fast (1 RP):** Genies gain a +10 foot bonus to their base speed.

**Focused Study (4 RP):** At 1st, 8th, and 16th level, genies gain Skill Focus in a skill of their choice as a bonus feat.

### **Growth-stable enhancements**

*As your campaigns advance, players may decide they want to add the abilities of the next phase to their genie characters – or even to make their “pure-strain” humans into genies. The GM should decide how challenging this is to accomplish – in a cyberpunk campaign, it may be as simple as paying creds to a local ripper-clinic while in the Radlands, it may take an entire string of adventures to locate a medical pod that can be repaired and restocked to perform the surgeries. For balance with other characters’ advancement, GMs may want to require genie phases to be taken in place of a class level.*

#### **AGE AND AGING**

Since the genetic enhancements are not conducted on subjects who have yet to reach adulthood, a genie PC has the same starting age as a human. After undergoing Phase One, genie age categories are double that of humans - that is, they reach middle age at 70 and undergo the attribute adjustments as appropriate, they become old at 106, and venerable at 140 with a maximum age of 140 + 4d20.

#### **HEIGHT AND WEIGHT**

Genies have already stopped growing by the time they undergo their Phase One procedure, so height is determined as for a standard human. Since genies were designed to be more athletic, their bodies tend to utilize food more efficiently and they do not store as much fat. To determine their weight modifier, subtract their constitution bonus from the normal 5-pound human modifier and then calculate weight using that result.



## ***Building a better genie***

*GMs and players – the genie is a tool for you to use to tell your own stories! There are plenty of potential combinations to select from when creating your beginning genie, if you want them to be a single race, or you can deem them too genetically divergent to create offspring. Racial trait points have been left in the listings for those who want to create second-generation (or later) offspring who evince a blending of traits from parents of various phases and protocols. If you want to play a “halfling” genie with one “pure-strain” human parent, you can replace 4RP of genie traits with either a human’s bonus feat or the extra skill point per level. Just remember certain traits are given reduced prices, because they expand or replace traits from earlier phases – like Healthy replacing Plagueborn, so you cannot use the 1RP from Plagueborn to pay for a different trait and keep the Healthy trait.*

*Build your genie and take on the future!*



In the years since the war, it has been noted that the advanced phases of the Prometheus Protocols may be combined and expanded, such that a Phase Two super-soldier may opt for the Phase Three thinker protocols or vice versa without side-effects. As noted previously, the protocols are stable and the enhancements are passed on to a genie’s offspring. Those of us who were involved in the Prometheus Project would appreciate the opportunity to examine and interview multi-generational descendants who have not undergone any of the enhancement protocols so as to compare our projections with true uncontrolled field cases.

In the case of parents who are recipients of matched phase protocols, our expectations are their offspring should remain true to the parents’ genomes – that is, the child of Phase Two super-soldier parents would be a Phase Two super-soldier, as well. The child of parents with divergent protocols may exhibit true-strain genomes from the protocol of either parent, a mix of traits of the two protocols, or only the traits common to the two protocols.

Additionally, the offspring of a couple where one is of a more advanced phase than the other may show only the characteristics of the more basic parent, or may show any or all of the traits of the more advanced parent. Then the question arises of what certain researchers called a “halfling” - a child from a pure-strain human and an enhanced human. Ideally, the structure of the protocols should result in an enhanced offspring, but reality might dictate differently.

The basic human genetic structure proved to be quite adaptable, so we were not entirely sure what outcomes we might see in distant generations as the various genome protocols combined outside strictly controlled labs and computer models. We set out to improve the human race, but only time will tell if we accomplished that goal or if we instead created a plethora of human subspecies.



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