

# *THE MACHINE SYMBIONT*



*JACOB DC ROSS*

## *INTRODUCTION*

This supplement is hopefully the first in a series of new gameplay options compatible with the Stars Without Number RPG. The book is a work of my own, and it's not an official part of the universe that Kevin Crawford so masterfully created. It does not, therefore, come with a lore section about where the Machine Symbionts went and so on.

I really hope you enjoy playing with this archetype. It might have the potential for some interesting story complications; the ability for a player to become a warship or any other piece of powerful technology tends to do that, especially if they can teleport themselves wherever they please. If it becomes an issue, you can always introduce a bigger machine, use telepaths to hit the symbiont where they're weak and so on.

These characters have the fantastic opportunity to explore what it means to forsake their original body for something more. Is it everything they wanted? What does the character miss most? What do they enjoy.

I plan to put out more content in the future. Stay tuned. You can find me at +Jacob Ross on Google+ or [www.facebook.com/thundereggproductions](http://www.facebook.com/thundereggproductions). I hope to hear from you soon!

Many thanks,  
Jacob DC Ross

All text © Jacob DC Ross, 2015

Images courtesy of Anthony Cournoyer

Many thanks to Kevin Crawford for making such a fun sandbox for everyone to enjoy.

## **MACHINE SYMBIONT**

The Machine Symbiont psychic discipline is not a cyborg, but a psychic who uses their innate talent with magnetism, pattern recognition and other forces to repair, control, create and even merge with machines.

### **Interface Level 1**

The psychic can remotely access computers within a distance of their Wisdom modifier x 10 meters. They can use their full computer skill, plus gain a +1 bonus while interfacing with this unit. While they have to be close enough to a computer to initiate the power, if it's networked they can then begin to use or attempt to use other connected computers. This power lasts for 5 minutes per activation.

### **Tinker Level 2**

The psychic gains the ability to piece together a broken machine of TL 3 or lower. This can affect a machine of one ton or less. A machine can be repaired this way no more than once per week.

### **Power Source Level 3**

The psychic can channel her reserves to power a machine. This provides 5 minutes of power for a device per activation, or one magazine's worth of shots for a weapon that runs on energy. If the device in question merely needs power to start, and is then capable of running on its own (such as a car), then the psychic only needs to use this power once. If it runs on chemical fuel and the reserves are empty, this power won't do much but turn on various systems.

### **Fabrication Level 4**

The psychic's ability to repair machines, from the Tinker ability, now allows for repairing TL 4 devices. It may affect a machine of two tons or less. Each machine can now be repaired in this manner once every three days.

### **Overload Level 5**

The psychic may remotely manipulate a machine within her Wisdom modifier in meters x 10 into suffering catastrophic failure. Its user or users suffer 6D6 damage. Exceptionally well-made machines may simply break down without hurting the users.

### **Artisan's Touch Level 6**

The psychic's ability to repair machines now affects items of 3 tons or smaller. It can rebuild TL 5+ items a single time, and lower-TL items once per day.

### **Electronic Intuition Level 7**

The psychic may activate this power to reroll a Computer roll. This power can be activated no more than twice per day.

### **Ultimate Maker Level 8**

Any device that you, the player, can conceive of, and which does not to grievously stretch the constraints of the story (GM's discretion), is within your capabilities to create. You can build it from lower-tech components, such as upgrading a 21<sup>st</sup>-century computer to TL4. This item takes only ¼ the time it would take a sufficiently-equipped workshop to manufacture the item.

### Bio-Mechanical Synthesis Level 9

The psychic may permanently merge with a machine. This can be a vehicle, a starship, a mech suit, a building or a something else. This process takes 7 days, during which time the psychic cobbles together a self-sufficient life support system and begins the process of integration. Sensors allow the psychic to see, hear and feel anything within her new form and within the normal human limits outside. The psychic can now repair this machine completely, once per day, regardless of size and TL. She gains a +1 bonus to any rolls to pilot the machine or to attack using internal defense systems. She must have mastered this power to begin the process. She retains full use of her powers, though she no longer has a Strength or Constitution score. Her brute power depends on whether the machine has physical manipulators, and she can take the same amount of damage that the regular machine could endure. Her Charisma is halved unless dealing with people who are comfortable with her new form. Dexterity remains the same for tasks such as piloting, although she needs fine manipulators for some actions. Intelligence and Wisdom are unaffected.

The psychic now only requires fuel for her machine; the machine powers her life support. She may continue to modify the machine form using her Level 8 power. Robot armatures aren't ideal host machines. They're already filled with parts, and installing a human body inside (or at least most of one), can get fairly crowded.

The psychic's body is more or less destroyed. She can be removed from the current machine and placed into a new one, which takes two weeks to do, and should occur rarely, if ever. The original bonding is an almost sacred

experience, and removal can create traumatic stress.

