



LPJ9967



DEVIL'S WORKSHOP

TEMPLATE: MOLMECH

Blood streams teeming with nanites- microscopic machines that repair all wounds, cell by cell. Nervous systems modified to transmit impulses with the speed of a fiber-optics network. Living tissue interwoven with impact resistant polymers, made far stronger and more durable than mere human flesh. These are the characteristics of molmechs; organic beings (usually humans or super-humans) integrated with technology through means both more subtle and more fundamental than crude bionic limb grafts or sensor implants. The term “molmech” stands for molecular-machine, and as the name implies, this man-machine fusion extends all the way down to the molecular level. Sophisticated cybernetic systems control metabolism,, nervous system responses, even the formation of new tissues. Molmechs are also sometimes known as Cy-Breeds, or Techno-Organics.

BECOMING A MOLECULAR-MECHANICAL BEING

Nearly all molecular-mechanical characters are produced through super-science, their bodies reengineered by brilliant (if perhaps unbalanced) cyber-geneticists and bio-technologists. They may have been developed as part of a top-secret project to create super-soldiers. Or perhaps a team of cutting-edge researchers decided to push the limits of cybernetic modification, to prepare humanity for a new age. Maybe a demented super-villain blurred the lines between man and machine on a mad whim. Whatever their origins, all molmechs share certain features. Their bodies are infused with nanites, tiny self-replicating robots that attend to any injury. Their nervous systems are rewired for greater speed. Super-conducting liquids flow through their blood vessels. Microprocessors now regulate formerly automatic biological functions.. The

hardware is so seamlessly integrated with their muscles, nerves, and organs that it is difficult to determine where the biological tissue ends and the technological modifications begin.

This fusion of biology and technology grants the molmech physical abilities far surpassing those of normal humans. The molmech possesses greater strength and reflexes than any Olympic athlete. The molmech's enhanced metabolism allows the character to ignore fatigue. The nanites present in the character's bloodstream rapidly heal all wounds, literally knitting bone and muscle tissue back together. The molmech's immune system eliminates bacteria, viruses, and toxins before serious harm can occur.

At the same time, the character's modifications are now without their drawbacks; the sophisticated cybernetics systems incorporated in the character's body leave the character vulnerable to electrical and magnetic attacks. High-intensity magnetic fields can shut a molmech down completely. Also, the character's biological systems cannot always cope with the demands placed on them by their artificial counterparts, leading to sudden bouts of exhaustion.

Despite their machine-like traits, most molmechs are outwardly human in appearance. In fact, many molmechs are highly attractive, as their physiques resemble (almost literally) precision tuned machines. Some molmech characters do exhibit outward signs of their modifications, resembling humans who have undergone minimal bionic reconstruction. While such traits may make everyday social interactions difficult, they are not so extensive as to impose the Disturbing weakness.



MOLMECH

PL Adjustment: 0;

Feats: Endurance, Immunities (*disease, poison*), Improved Initiative, and choose either Attractive or Durable.

Powers: Amazing Save (*Damage, Reflexes*) +2 [*Source: Super-Science; Cost: 2 pp; Total 2pp*], Boost +3 [*Source: Super-Science; Extras: All physical ability scores, Triggered by taking critical hit or lethal hit; Flaw: 4 uses/day; Cost: 2 pp; Total 6 pp*], Regeneration +5 [*Source: Super-Science; Flaw: Limited-cannot regenerate damage from electrical attacks; Cost: 1pp; Total 5pp*], Super-Strength +1 [*Source: Super-Science; Extra: +1 rank of Super-Dexterity; Cost: 7 pp; Total: 7 pp*].

Weaknesses: Disability (*nervous system overload*), Susceptible (*magnetic fields*), Vulnerable (*electricity*)

WEAKNESSES

Quirk (*malfunctions*): The molmech's cybernetic components occasionally overwhelm the human nerves and organs they are linked to; the molmech must make a malfunction check before taking any actions. On a result of 1-5 on a d20, the character becomes dazed and cannot act that round, but can still defend normally.

Susceptible (*magnetic fields*): The character's cybernetic components are vulnerable to high-intensity magnetic fields. When exposed to a sufficiently potent field, the molecular-mechanical interface mechanisms become confused, sending conflicting signals throughout the character's body. The molmech begins to suffer the effects of the Susceptible weakness; the character must make a To trigger this weakness, the magnetic field must be equivalent to 10+ ranks of the Energy Control: Magnetic power, with at least one level of the area

effect extra and a duration of sustained or better (*i.e., it must be an environmental effect, not an attack.*)

Vulnerable (*electricity*): A nervous system rewired to faster transmit electrical impulses and a circulatory system pulsing with super-conducting fluids do not serve the character well when exposed to electrical attacks. The character receives no bonus to Damage saving throws made against electrical attacks (straight d20 roll only.)

LEAVING THE TEMPLATE

Leaving the template requires some means of undoing the merger between human and machine. This is no small task, as the character's biological functions are interdependent with their cybernetic enhancements. Eliminating the technological components safely involves super-scientific means (*although esoteric mystical techniques might also suffice*) Attempting a cure through super-science requires one or more medical doctors or scientists; at least one of whom must possess a minimum of one rank of Super-Intelligence, and have a total of 15 skill ranks in both Medicine and Science (*biochemistry, genetics, or similar discipline*). The process requires at least two game sessions; one spent examining the character in a lab or hospital, and another attempting the cure. The scientist(s) must then spend one Hero Point and roll two separate skill checks against DC 25. Succeeding on both rolls indicates all foreign elements have been eliminated from the character's body, restoring the character's normal biological processes. The character then loses all advantages and disadvantages associated with the template. (**Optional:** *the GM may secretly roll a DC 20 Constitution check for the character; failure indicates that remnants of the character's cybernetic systems and the stress of the treatment combine to alter the character's attributes/powers in some fashion. The exact effects and the time it takes for them to manifest are up to the GM. See below*)

Another route for a character who wishes to leave the template is to enlist the aid of another super-character, one with at least ten ranks in both the Transformation and Transmutation powers. Such an individual must then spend a full minute (*ten rounds*) in physical contact with the character, attempting to draw out the energy, taking no other actions during this time. The individual attempting the cure must spend two Hero points, one on the first round (*when physical contact is made*) and another at the end of the tenth round. The character making the attempt must then roll a power check against DC 20; Success indicates the molmech has been permanently transformed back into a biological being. Failure often carries unpredictable consequences (*GM's option*) Some possibilities include: the molmech's condition suddenly becoming contagious, the character's psyche assuming mechanical-traits, becoming coldly logical, or the technological elements of the character developing a rudimentary consciousness. The GM might assume that a roll of 1-5 on a d20 results in some strange occurrence.

CUSTOMIZATION

Biology is Not Destiny: This type of molmech is almost always of alien origin. Unless the campaign is set in the far future, even super-science is likely inadequate to so completely transform a living being. All of the character's biological processes involve technological elements, even cell division and reproduction. Either the character has been radically altered through alien technology, or the character is an extraterrestrial, a member of a race that has practiced cybernetic enhancement for so long that machine-like traits have become intrinsic, even inheritable. The children of such a race are born as molmechs, their mechanical characteristics becoming more dominant as they mature. Such total conversion molmechs are stronger, faster, and tougher than their more human brethren. They can shrug off damage that would cripple other living beings. Their minds exhibit machine-like speed and precision, and their thoughts are difficult form humans to compre-

hend. At the same time, their hybrid appearances are repulsive to most normal beings. They also have difficulty in understanding or predicting human behavior.

MOLMECH (TOTAL CONVERSION)

MOLMECH

PL Adjustment: 0

Feats: Durable, Improved Initiative, Immunities (critical hits, disease, exhaustion, poison).

Powers: Amazing Save (*Damage, Reflexes*) +2 [Source: Alien; Cost: 2 pp; Total 2pp], Mental Protection: +2 [Source: Alien; Cost: 2 pp; Total: 4pp], Regeneration +5 [Source : Super-Science; Flaw: Limited-cannot regenerate damage from electrical attacks; Cost: 1pp; Total 5pp], Super-Senses +2 [Source: Alien; Cost: 1 pp Total: 2pp], Super-Speed +2 [Source: Alien; Flaw: Limited-only to reduce time for routine tasks; Cost: 1 pp; Total: 2 pp], Super-Strength +2 [Source: Alien; Extra: +2 ranks of Super-Dexterity; Cost: 7 pp; Total: 14 pp].

Weaknesses: Disability (*inorganic life form*), Disturbing, Naïve, Susceptible (*magnetic fields*), Vulnerable (*electricity*)

WEAKNESS

Disabled (*inorganic life form*): The character's biological and technological systems are so closely intertwined that the character borders on being a construct, not a living being. The molmech is subject to the effects of the Corrosion, Disintegration, and Transmutation powers, just as if the character was composed of non-living matter. If exposed to the Corrosion or Disintegration powers, the Constitution ranks, at the same rate an inanimate object would lose hardness. The character recovers

Constitution ranks lost in this manner at the rate of one per round. The character also cannot benefit from the Healing power.

Disturbing: The character is a radical synthesis of living tissue and advanced alien machinery; as such, the molmech's appearance is horrifying to most humans. Exposed fiber-optic nerves and steel alloy arteries merge and reemerge from living skin and bone. One human-like eye stares out from a socket composed of polymer plastic, while digital computations flash across the other eye's pupil. Only vaguely resembling anything human, the molmech suffers a -5 penalty to all Bluff and Diplomacy skill checks.

Naïve: A total conversion molmech's mind operates in a more orderly, structured manner than that of most organic beings. Unfortunately, this leaves the character poorly equipped to anticipate the actions of emotional creatures such as human beings. The molmech suffers a -5 penalty on Sense Motive checks and on rolls to avoid being surprised in combat.

WEAKNESSES

Mecha-morphic: The molmech has such control over its' skin cells, musculature, and nervous system that it can to alter physical appearance at will. The character gains the Shapeshift +5 [Extra: Elongation; Flaw: Limited-only humanoid; Cost: 2 pp; Total: 10 pp] and Super-Skill (*disguise*) +5 [Cost: 1 pp; Total: 5pp.] powers. No corresponding weakness is acquired, so the character's PL is increased by +1. The character's player must devote all future power points the character earns to "paying off" the additional power level before points can be spent for other purposes. If the character leaves the template, the GM should allow the player to redistribute points spent for this purpose.

We are the Machine: The molmech's condition can be passed on to others. The molmech carries a techno-organic virus that invades living cells and

begins replicating, "infecting" others with the template. A character who suffers damage from any of the molmech's unarmed attacks must succeed on a DC 15 Fortitude saving throw or become infected. Worse, even those subjected to casual physical contact with the molmech risk contracting the virus (*DC 10 to avoid.*) This should be used as a Plot Device by the Gamemaster, not as a power. The molmech character has no control over the contagion effect.

An infected character can resist the effects of the virus for one day per point of Constitution bonus (*minimum one day.*) During this time, the character can be cured through a successful Medicine skill roll against DC 15. After this period, the character has been transformed into a molmech, and can only leave the template through the methods described above.

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