

TITAN EFFECT

THE ROLE-PLAYING GAME

A sci-fi laboratory scene with bio-augmented creatures in stasis pods. A man in a white lab coat is looking at a tablet, while a woman looks on. The pods contain various creatures, including a large, muscular, red-skinned creature with a glowing eye and a smaller, brown, furry creature. The scene is lit with green and red lights, creating a dramatic atmosphere.

BIO-AUGMENTED SOLDIER RULES



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BIO-AUGMENTED SOLDIER RULES (BETA VERSION)

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BAS CREATION RULES



While *Titan Effect RPG* focuses mainly on psychics, you may want to play a bio-augmented soldier (BAS) working for the SPEAR—like Letho (page 118 of *Titan Effect RPG*), one of the Tactical division's special operatives. This chapter is here to guide you in the creation of a bio-augmented soldier character. Be sure to check with your Game Master if she is OK with it and if it is compatible with her campaign.

The SPEAR recruits mostly psychics, but the organization has, on a very few occasions, sheltered BAS who escaped their former creators. Some of these BAS operatives seek revenge or try to redeem themselves for what they have done, while others stay because they have nowhere else to go. Due to their physical appearances, most BAS cannot operate the same way as other operatives and are usually deployed on stealth operations and in isolated areas to avoid inconvenient witnesses.

ARES and the Olympians have built a series of procedures to ensure the obedience of their bio-augmented soldiers and make sure they cannot fall into the hands of their rivals or enemies. However, the SPEAR has found ways to get rid of these limitations or at least lessen some of them. ARES and the Olympians have created a lot of BAS prototypes, and some of them escaped before they be implanted with these security procedures. All this can explain why BAS characters are built differently than other BAS usually encountered by the operatives.

CREATING A BAS

Bio-augmented soldiers are created the same way as psychics (see **How to Play Psychics**, page 54 of *Titan Effect RPG*), but with a different set of available powers. They all begin with the Arcane Background (Super Powers) for free and 10 Power

Points and may take the Power Points Edge to gain additional points—they can't have more than 30 points. BAS can take any Hindrance or Edge, but Hindrances like Enemy (ARES, the Olympians...) or Vow (taking revenge on their former creators) might be recommended.

**Super Powers Companion*

Note: only two different types of BAS are playable: chimera soldiers and neo-therianthropes. However, you can also come up with your own type of BAS if it fits the GM's campaign.

CHIMERA

Chimeras are individuals who have been enhanced with animal DNA to become more efficient soldiers. They had a life before they were abducted by ARES, the Olympians or TYPHON and went through a painful accelerated gene therapy. Most of them have been brainwashed to be obedient soldiers, but some of them have managed to regain memories of their previous life, making it possible for a chimera to choose any **Background**.

- **Adaptable:** Bio-augmented soldiers start with a free Novice Edge of their choosing (meeting its Requirements as usual).
- **Bio-augmented:** Bio-augmented soldiers are immune to drugs or devices that only affect psychics.
- **Distinctive Appearance:** Chimeras have a human morphology, but with animal traits (eyes, fur, scales, fangs and claws, etc.). To hide their true nature, they need to wear full clothing, with gloves and a balaclava.

Depending on their genes, chimeras have access to the following powers: *aquatic* (gills), *armor* (reinforced skin), *attack, melee* (fangs, claws, spines), *awareness* (echolocation, sonar), *chameleon*

(octopus DNA), *damage field* (electric field, poisonous skin), *danger sense*, *extra actions* (berserker rage, fast reflexes), *extra limbs* (prehensile tail), *heightened senses* (low-light or infravision, enhanced senses), *immune to poison/disease* (boosted immune system), *invisibility* (chameleon or cuttlefish DNA), *leaping* (powerful legs, enhanced strength), *paralysis* (venomous skin), *poison*, *regeneration*, *speed* (powerful legs), *stun* (electric field, poison), *super attribute* (enhanced strength or agility), *super edge*, *super skill*, *toughness* (reinforced bones), *uncanny reflexes* (enhanced reflexes), *wall walker* (suction hands and feet).

DIFFERENCE BETWEEN BAS AND BK

At first glance, the main difference between a bio-augmented soldier and a biokinetic can seem mainly cosmetic as they both can have similar powers. However, BAS are not affected by drugs and devices that limit or neutralize psychic powers, while biokinetics don't necessarily have to hide their true nature. You may also want to play a BAS for roleplay reasons, as it can represent a challenge.

Most chimeras have the DNA of one or several animals of the same species group, like felidae or reptilia, according to their roles (combat, reconnaissance, stealth operations, etc.). Chimeras from the same type or series share common powers, but they can also have specific powers (ex.: a gorgon can breathe underwater, while another one can have poisonous skin). ARES and TYPHON have recently started to create new chimeras with the combined DNA of different species groups, creating more powerful soldiers.

Power limitation & modification:

- **Chameleon:** Must take Minor Limitation (doesn't affect clothes or gear) modifier.
- **Invisibility:** Must take Personal modifier.
- **Speed:** Up to Level 3 maximum.
- **Super Attribute:** Limited to physical attributes.
- **Super Skill:** Limited to physical skills.

CHIMERA TEMPLATES

The player can directly use any of the following templates or use them as guidelines to create their own chimera. These templates are non-exhaustive, as ARES and other factions have been using the genetic material of a lot of other species.

GENERIC CHIMERA TEMPLATE

Background: Soldier

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Death Wish, Enemy (Major—ARES), Quirk (growls when frustrated)

Edges: Arcane Background (Super Powers), Brawny, Fleet-Footed

Super Powers (Chimera):

- **Attack, Melee (2):** Str+d6. (Claws).
- **Danger Sense (2):** Animal senses.
- **Heightened Senses (1):** Low Light Vision.
- **Super Attributes (4):** Agility +1, Strength +1
- **Toughness +1 (1):** Enhanced body.

AKHEILOS TEMPLATE

This series of chimera soldiers has been enhanced with shark DNA for maritime and underwater operations.

Hindrances: Dependency (water)

Super Powers (Chimera):

- **Aquatic (2):** Gills.
- **Attack, Melee (2):** Str+d6. (Bite).
- **Heightened Senses (1):** Low Light Vision.
- **Super Attributes (4):** Strength +2. (Enhanced strength).
- **Toughness +1 (1):** Dense muscles and reinforced placoid scales.

CERCOPEES TEMPLATE

Chimera soldiers enhanced with ape DNA. Strong and agile, they are suitable for any kind of role.

Super Powers (Chimera):

- **Attack, Melee (2):** Str+d6. (Bite).
- **Extra Limb (3):** Prehensile feet.
- **Leaping (1):** Can leap 2" vertically and 4" horizontally. (Powerful legs).
- **Super Attributes (2):** Strength +1. (Enhanced strength).
- **Toughness +2 (2):** Strong body.

MANTICORE TEMPLATE

Enhanced with felidae DNA, these chimeras have been designed for recon and stealth operations. They also make very good fighters.

Super Powers (Chimera):

- **Attack, Melee (2):** Str+d6. (Fangs and claws).
- **Leaping (2):** Can leap 2" vertically and 4" horizontally. (Powerful legs).
- **Heightened Senses (2):** Low Light Vision, tracking (smell).
- **Speed (2):** Pace 12. (Powerful legs).
- **Super Attributes (2):** Agility +1.

GORGON TEMPLATE

These chimeras are enhanced with reptilian DNA. They are usually used for combat and stealth operations.

Hindrances: Weakness (Minor—ice and cold)

Super Powers (Chimera):

- **Armor +3 (3):** Reinforced scales.
- **Heightened Senses (1):** Infravision.
- **Super Attributes (6):** Strength +2, Vigor +1.

STRYGA TEMPLATE

These chimeras have been enhanced with bat DNA. Most of them are marksmen or reconnaissance specialists.

Hindrances: Weakness (Minor—sound)

Super Powers (Chimera):

- **Attack, Melee (2):** Str+d6. (Bite).
- **Awareness (3):** Echolocation.
- **Heightened Senses (1):** Super Hearing.
- **Super Attributes (4):** Agility +2.

MEDUSA TEMPLATE

Medusa are prototype variants of gorgons. They are enhanced with amphibian and reptilian DNA. Most of them were designed to be assassins.

Hindrances: Weakness (Minor—ice and cold)

Super Powers (Chimera):

- **Invisibility (6):** Level 2, -4 to hit. Personal. (Chameleon genes).
- **Regeneration (2):** Level 1 (every day). (Fast-healing metabolism).
- **Immune to Poison (1).**
- **Wall Walker (1):** Suction hands and feet.

NEO-THERIANthropES

Neo-therianthropes are individuals who can transform into an animal-human hybrid. Unlike chimeras, neo-therianthropes have been genetically bred and can take their hybrid form anytime they want. They have been initially designed for infiltration and combat missions and can only take the Soldier Background. In their human form they look like anybody else, but some of them can have excessively hairy or larger, depending on their animal genes. They also keep their intelligence and personality at all times, even if they tend to be more aggressive or go berserk in their animal-human hybrid shape.

- **Adaptable:** Bio-augmented soldiers start with a free Novice Edge of their choosing (meeting its Requirements as usual).
- **Bio-augmented:** Bio-augmented soldiers are immune to drugs or devices that only affect psychics.
- **Hybrid Form:** Neo-therianthropes need one full round to transform into their hybrid form—making them unable to use their powers in human form. If they are knocked unconscious or killed they revert to her human form. While in hybrid form, they can't speak and have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.



SMART CLOTHES

Neo-therianthropes become bulkier in their hybrid form, and tear their clothes when they transform—which can lead to embarrassing situations afterwards. To remedy this situation, the SPEAR has started to develop smart clothes and stealth suits that can stretch and revert to their initial shape. A neo-therianthrope character can get a set of smart clothes for 1 Equipment Point or a smart stealth suit for 3 EP. Any other clothes or armor are destroyed.

Neo-therianthropes have access to the following powers: *animal control* (animal empathy), *armor* (thick fur or skin), *attack, melee* (fangs, claws), *danger sense, extra actions* (berserker rage, fast reflexes), *fear, fearless, growth* (hybrid transformation), *heightened senses* (low-light or infravision, enhanced senses), *leaping* (powerful legs, enhanced strength), *regeneration* (accelerated metabolism), *speed* (powerful legs), *super attribute* (enhanced strength or agility), *super edge, super skill, toughness* (reinforced bones), *uncanny reflexes* (enhanced reflexes).

Power limitation & modification:

- **Animal Control:** Must take Minor Limitation (only affect animals of the same species group) modifier. Ex.: a neo-therianthrope wolf can only affect dogs, wolves and other canidae.
- **Growth:** Up to Level 2 maximum.
- **Speed:** Up to Level 3 maximum.
- **Super Attribute:** Limited to physical attributes.
- **Super Skill:** Limited to physical skills.

NEO-THERIANTHROPE TEMPLATES

The player can directly use any of the following templates or use them as guidelines to create their own neo-therianthrope.

GENERIC NEO-THERIANTHROPE TEMPLATE

Background: Soldier

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Death Wish, Enemy (Major—ARES), Loyal

Edges: Arcane Background (Super Powers), Berserk, Brute

Super Powers (Neo-therianthrope):

- **Attack, Melee (2):** Str+d6. (Bite and claws).
- **Growth (3):** Level 1 (+1 Size, Strength, and Toughness). (Hybrid form).
- **Heightened Senses (1):** Low Light Vision.
- **Regeneration (2):** Level 1.
- **Super Attributes (2):** Strength +1.

There are three different types of active neo-therianthropes: leopard, ursine (bears), and wolf. However, there are rumors that TYPHON has recently experimented on neo-therianthropes crocodiles and sharks.

LEOPARD TEMPLATE

Super Powers (Neo-therianthrope):

- **Attack, Melee (2):** Str+d6. (Bite and claws).
- **Growth (3):** Level 1 (+1 Size, Strength, and Toughness). (Hybrid form).
- **Heightened Senses (1):** Low Light Vision.
- **Speed (2):** Pace12.
- **Super Attributes (2):** Strength +1.
- **Wall Walker (1):** Suction hands and feet.

URSINE TEMPLATE

Super Powers (Neo-therianthrope):

- **Armor +1 (1):** Thick fur.
- **Attack, Melee (2):** Str+d6. (Bite and claws).
- **Growth (3):** Level 1 (+1 Size, Strength, and Toughness). (Hybrid form).
- **Super Attributes (4):** Strength +2.

WOLF TEMPLATE

Super Powers (Neo-therianthrope):

- **Attack, Melee (2):** Str+d6. (Bite and claws).
- **Growth (3):** Level 1 (+1 Size, Strength, and Toughness). (Hybrid form).
- **Heightened Senses (1):** Low Light Vision.
- **Super Attributes (4):** Strength +1, Vigor +1.