

# CYBERMORPHS

The PCs are Cybermorphs, giant bio-mechanical robots, exploring the ruins of a once mighty interstellar empire.

## **CYBERMORPH ACTIVATION**

All cybermorphs start at 1 Hit Die (HD). As cybermorphs defeat enemies, they incorporate parts from their foes into their own bodies, gradually growing larger. In the world of *Cybermorphs*, bigger means stronger, tougher, faster, smarter...in a word, better.

*Armor Class* (AC) is 10 + HD + Armor upgrades.

*Cyber Defense* (CD) is 10 + HD + Hack modules.

*Base movement* (MV) is 6 (60 yards/round).

Cybermorphs have 10 hit points per Hit Die.

Cybermorphs roll 1d6 of damage per Hit Die in close combat.

Each Hit Die grants a cybermorph one 'space' to accommodate optional upgrades.

All cybermorphs can spend NRG to fly at base move rate and travel through space. The cost to fly is 1 NRG/HD per combat round; the cost for interstellar travel is HDx100 NRG (unless using a star gate, hyper accelerator or FTL ship of some sort).

Cybermorphs are also capable of communicating with one another across vast distances.

**NRG:** New cybermorphs start with 100 NRG which may be used to purchase initial upgrades. NRG is a form of power used by cybermorphs as food, to activate certain special abilities and as a form of currency. Sometimes NRG is found in stockpiles, but most of the time it is siphoned from defeated cybermorphs (1d6 NRG per HD).

A cybermorph consumes 1 NRG per HD each day to remain operational.

**Upgrades:** Most upgrades may be purchased multiple times, provided the character has sufficient NRG and space.

*Armor Upgrade:* +1 AC/space; 50 NRG

*Gun Pod:* 1d6 ranged dmg/space; 100 NRG

*Hacking Module:* +1 Hack/space; 150 NRG

*Melee Upgrade:* +1d6 close combat dmg/space; 75 NRG

*Reactor Module:* +1 NRG/space/day; 200 NRG

*Repair Module:* Heal self or others 1d6/space for 1 NRG per d6; 50 NRG

*Rocket Pod:* 1d6 ranged dmg/space; 30 yd radius; 150 NRG

*Size Upgrade:* +1 HD (+10 HP, +1 AC/CD, +1 space); HDx100 NRG

*Speed Upgrade:* +1 Move/space; 200 NRG

## **COMBAT**

**Surprise:** Cybermorphs are only surprised on a d6 roll of 1.

**Initiative:** Roll 1d20 + Move Rate; highest result acts first.

**Attack Roll:** Roll 1d20 + HD  $\geq$  AC to hit. A roll of 1 always misses. A roll of 20 always hits. If the attack hits, roll the appropriate number of dice for damage.

Cybermorphs are able to split their attacks between multiple targets, if desired. Both the hit dice attack bonus and the damage dice are divided between the desired targets (minimum +1 to-hit and 1d6 damage, per target).

**Repair & Death:** Each day spent on repairing damage recovers 1 HP per HD. A cybermorph reduced to 0 HP has had its cyber core destroyed...it dies.

## **HACK ATTACKS**

Cybermorphs with hacking modules may perform hacking attacks. Roll 1d20 + HD + Hacking bonus (from Hacking modules)  $\geq$  target's Cyber Defense.

The cost of any Hacking attack is 1 NRG per HD of the target.

*Freeze Hack:* Target unable to move or attack for 2d6 rounds

*Brain Hack:* Retrieve information from target's memory core

*Ghost Hack:* Modify/alter what the target senses (i.e. illusion)

*Puppet Hack:* Take control of target for 1d6 rounds; target is allowed a d20 + HD save beginning each round to break free

*Zap Hack:* Inflicts 1d6 damage per hacking module

## **DOING STUFF**

**Stunts and Saves:** If a stunt or save involves quickness and agility, roll d20 + Move. If it involves toughness, roll d20 + HD. Target number is 20.

**Cyber Processing:** Larger cybermorphs have bigger processors and more memory, so for 'thinking' or knowledge activities, roll d20 + HD + Hack modules  $\geq$  20.

## **ADVANCEMENT**

Cybermorphs improve themselves by incorporating defeated foes into their bodies (represented by purchasing upgrades with NRG). PCs purchase Size Upgrades, providing more HP, higher AC & CD, better chance of succeeding at actions and attacks, and more space to accommodate other upgrades. Each Size Upgrade costs current HD x 100 NRG. Old upgrades may be swapped out, if desired.

## **FOES**

*Armageddonites (or sometimes Armageddon Knights):*

Powerful cybermorphs that have lived so long they've come to hate all life, including themselves. They seek a means to destroy the entire universe. Minimum 20 HD.

*The Corrupted:* Infected by corrupted source code, they lack a biological essence. Cybermorphs killed by them reboot as a mindless Corrupted morph. Hacking attacks against the Corrupted are very dangerous, as a failed attack will backlash against the aggressor.

*Feral Morphs:* Cybermorphs devolved to a feral, animalistic state. Though they can be extremely cunning, they are not capable of logical, deductive thought, nor communication. They are so primitive that only Zap hacks work on them.

*Mutant Biologicals:* Biological creatures of gigantic proportions, large enough to threaten even a cybermorph. Biologicals are immune to hacks; most inflict melee damage.

"Cybermorphs" written by Ed Green. Inspired by Nicolas Dessaux's original "Searchers of the Unknown"