

ANDROID SETTING
COMPATIBLE

MORE THAN HUMAN



SCIENCE FICTION RULES SUPPLEMENT



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[CHAPTER 1]

NEW ARCHETYPES

In the brave new world of scientific advancement, humanity is no longer shackled by the limits and restrictions of their bodies. With two crucial breakthroughs, precision genetic engineering and brain-digitization, the possibilities for diverse bodies have become endless. From perfectly designed physiques, over animal traits to additional limbs – a human mind can inhabit nearly any shell now.

This section presents two new Archetypes for player characters to be created with, as well as an optional rule for changing archetypes during the course of a game. These archetypes can be used along with those found in *SHADOW OF THE BEASTALK* though you may want to con-

sider replacing the existing Cyborg archetype with the ones presented here. Note the options presented in this book may conflict with the lore and canonical technologies of the Android setting. Should you wish to avoid these conflicts, you may simply elect not to use those archetypes.

The archetypes of **MORE THAN HUMAN** can otherwise be used for many other science fiction or space-opera settings, expanding the horizons and allowing for diverse, transhumanist options for players to create their characters with.

PARTIAL CYBORG

A reasonably common sight on the city streets, people of many different backgrounds are found with partially cyberized bodies, often identified by metal limbs or cybernetic eyes. While many of the first partial cyborgs were given limb replacements for medical reasons, compensating for lost or crippled pieces of their body, cybernetic upgrades have become much more of a voluntary choice these days.

With cybernetic limbs providing them more physical strength and speed, cybereyes enhancing their vision to superhuman levels, and brain augmentation making them faster at processing information and scanning the net, nearly any business profits from the advantages of hiring cyborgs for specialized roles.

WHY PLAY A PARTIAL CYBORG?

Partial Cyborgs are not only a physically strong archetype, they are incredibly variable from the start. While their experience is lower than that of other archetypes, they are able to start with multiple different cybernetics (within a price range) which can afford some very powerful equipment from the get go.

Their unique ability also allows them to shrug off Critical Injuries that could otherwise be lethal. While they may damage some of their prized components in the process, they live to see another day in New Angeles.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 10+Brawn
- **Starting Strain Threshold:** 10+Willpower
- **Starting Experience:** 85
- **Starting Skills:** A partial cyborg starts with one rank in Mechanics or Athletics. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Partial Cybernetics:** Your character begins play with any number of cybernetics that cost a total of 1,000 credits or less. They do not need to make a check to install these cybernetics, and they do not decrease their strain threshold because of these cybernetics (but will decrease their strain threshold as normal if they get any future cybernetics).
- **Replaceable Parts:** Once per session as an out-of-turn incidental when suffering a Critical Injury, you may spend a Story Point and have one of your character's cybernetics take major damage. If you do, your character does not suffer the Critical Injury. The cybernetic must be one that could reasonably suffer the damage as a result of the injury and will no longer convey its benefits until it is repaired.

FULL-BODY CYBORG

Full-body cyborgs have had the majority of their body replaced with cybernetics, with only some vital organs remaining in their metal and composite shells. In the most extreme cases, they are only a brain and spine in a body that is otherwise completely artificial.

Most of the people that underwent such drastic modifications are military or orgcrime, having chosen to move to an entirely artificial body to be stronger, more resistant and more adaptable to their dangerous line of work. While studies present conflicting results, some full-body cyborgs speak of an increasing emotional disconnect from the people around them, as well as exclusion and prejudice from those that view them no different than bioroids or combat drones.

WHY PLAY A FULL-BODY CYBORG?

Full-body cyborgs are unique in the kind of start they provide a character. They start with a high wound threshold and a higher brawn value. What they lack in social characteristics, they make up for by being heavily kitted out. With their unique ability, they start with equipment worth more currency than any other character, even after taking favors. They are also uniquely geared to keep upgrading themselves, at no cost to their strain threshold.

While their abilities make them appear very similar to a Bioroid from *SHADOW OF THE BEANSTALK*, they are still at their core human. The emotional disconnect, the implications of a fully artificial body, but a brain that still experiences human emotion are powerful hooks for interesting roleplay and character interaction.

ARCHETYPE ABILITIES



- **Starting Wound Threshold:** 12+Brawn
- **Starting Strain Threshold:** 9+Willpower
- **Starting Experience:** 85
- **Starting Skills:** A partial cyborg starts with one rank in Resilience as well as one rank in either Athletics or Computers (Sysops). They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Artificial Shell:** Your character does not gain the benefits of healing wounds with slap patches

(painkillers) or a Medicine check. They may however use emergency repair patches (see page 102 of *SHADOW OF THE BEANSTALK*) in the same that bioroids can. Your character can heal wounds and strain naturally by resting, as their systems attempt self-repairs. They can also be “healed” by using the Mechanics skill instead of the Medicine skill, but otherwise following the rules in the **Medical Care** section on page 116 of the *GENESYS Core Rulebook*. Your character can not benefit from g-mods, but never reduces their strain threshold due to installing cybernetics.

- **Full Cyberisation:** Your character's body is nearly entirely mechanical. They begin play with any number of cybernetics that cost a total of 2,000 credits or less. They do not need to make checks to install these cybernetics.

BECOMING FULLY CYBERIZED

While full-body cyborgs are an interesting choice at the start of the campaign, there may come a point during a game where a character may want or need to leave their organic body behind. While adding plenty of cybernetics to their body may come close, it does not have the same gravitas as replacing the entire body with an artificial shell.

The full-body cyberization procedure is complex and dangerous, with even Haas-Bioroid considering experimental and only performing it on rare occasions, behind closed doors. For a character to gain access to the technology and expertise involved, it'd likely take inside contacts or cashing in multiple large favors. While even a street doc can theoretically perform the transfer of the brain, provided their lab is sufficiently equipped, the GM should highlight the danger of this process to the players and their characters.

Mechanically, when a character chooses to become a full-body cyborg, they gain the Artificial Shell feature from that archetype. If they had a special ability that was activated by spending Story Point (such as Replaceable Parts from the Partial Cyborg), they lose this ability. They also lose any biological enhancements they previously

had, such as g-mods or the effects of drugs. Their characteristics remain the unchanged, assuming that their new body is built in a way to mimic their old one. Any cybernetic enhancements they previously had are transferred to the new body, however the reduction of their strain threshold from those cybernetics is not reverted.

The process of acclimating the organic brain to the entirely synthetic body is arduous, the character may need to re-learn walking and will likely struggle with fine motor control for the first weeks or even months. While this is an entirely narrative feature, both players and GMs are encouraged to make use of ■ in situations where it feels appropriate.

The process of full cyberization is not reversible. Once the brain has been transferred to the new shell, it can no longer be placed back in the original body. Unless the character somehow gains access to some highly experimental brainscan and cloning technology, they will not be able to return to a biological body.



[CHAPTER 2]

NEW BODY MODIFICATIONS

This section presents a selection of new ways to customize the bodies of individuals in **SHADOW OF THE BEANSTALK**. With these advanced cybernetics and g-mods, your characters will be set apart from normal, unmodified humans. Whether this is for the better or worse is a question to discover during the game.

NEW CYBERNETICS

The following is a selection of new cybernetics to replace the inferior fleshy forms of your characters' bodies. These serve as an extension of the cybernetics already presented in **SHADOW OF THE BEANSTALK** and follow all the same rules and limitations.

Note that several of the cybernetics in **MORE THAN HUMAN** are specifically oriented for combat. If you think these cybernetics to be unfit for the setting or the story you want to tell, you can of course just leave them out, and keep cybernetics restricted to the purposes of enhancing people without building an arsenal into their bodies.

CYBERNETIC CAVITY

Spies, thieves and dealers have always gone to great lengths to conceal contraband items and storing them within their own body is no exception. The advancements in technology have made this simpler than ever before. By creating hollow cavities in certain parts of the body, such as the rib cage, arms or legs, various small items can be easily contained within, keeping them safe from prying eyes and superficial scans.

A cybernetic cavity allows your character to spend a maneuver to store or retrieve an item of encumbrance 1 or lower within it. Discovering such a cavity requires a **Daunting** (◆◆◆◆) **Perception check**. At the GM's discretion, certain scanners designed to discover contraband may automatically succeed. A character may have multiple cavities installed in their body. For each cybernetic cavity your character has, they decrease their strain threshold by 1.

DRONE HAND

This cybernetic replaces the user's hand and wrist with a rather unique prosthesis, which can detach, move around and perform simple tasks. It uses the fingers as legs to scuttle along, and is equipped with simple manipulators and visual sensors. The drone also features a limited AI for navigation and basic command execution. The control terminal is commonly installed in the arm or wrist stump of the user, though some prefer holographic controls and complete HUD displays instead.

As an action, your character may detach the hand from the wrist and have it operate as a small drone using the profile below. The drone acts immediately after its owner and can be given simple commands with a maneuver (such as "climb in that vent" or "press that button"). If your character has a drone hand, they decrease their strain threshold by 1.

HAND DRONE (RIVAL)



Skills: Coordination 2 (●●), Skulduggery 2 (●◆)

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Silhouette 0.**
- **Spiderlike:** May move across vertical surfaces, ropes, wires and otherwise impassable structures as if they were normal terrain.
- **Telepresence:** Can operate independently, or can be controlled directly by an operator via wireless link; if being controlled, the drone counts as having ranks in any skill equal to the controller's ranks in that skill.

Equipment:

- **Tiny Manipulators:** Counts as the right tools for the job for the purposes of picking locks and manipulating electronics.

TABLE 2-1: BODY MODIFICATIONS

ITEM	ENCUM	PRICE	RARITY
Cybernetics			
Cybernetic Cavity	-	350	4
Drone Hand	-	450	6
Emplacement Legs	-	1,200	6
Hidden Weapon	-	1,500 (R)	7
Mem-run Recorder	-	1,300	6
Thought Comm	-	150	4
Vehicle Uplink	-	500	5
G-Mods			
Crimson Dust Baptism	-	-	10
Enhanced Thermoregulation	-	400	5
Gecko Palms	-	700	6
Gills	-	500	5
Prehensile Tail	-	1,200	7
Venom Spit	-	400	6

EMPLACEMENT LEGS

By using magnetic adhesion plates and barbed pistons that can drive themselves into concrete, these cybernetic legs allow a user to root themselves in place, perfectly stationary.

As a maneuver, your character may activate the legs, anchoring themselves to their current location. While anchored, they reduce the Cumbersome rating of any ranged weapon they wield by 2. Additionally they can not be moved against their will, can not be knocked prone and they may not perform any maneuvers to move. The legs can be deactivated with another maneuver. If your character has emplacement legs, they decrease their strain threshold by 1.

HIDDEN WEAPON

By stripping down a weapon to its basic components and simplifying its systems, it becomes viable to store it within a cyberlimb. This modification saw only little use in the war, where hidden weaponry provided only rare strategic advantage. Since then however, it has become far more popular within the criminal underworld, though it remains illegal for civilian usage or ownership.

When acquiring this cybernetic, chose one ranged or melee weapon in your character's possession and chose one limb to store it in. The weapon must be encumbrance 3 or lower, may not have any attachments and

must not possess the Cumbersome quality. The weapon is stored within the cyberlimb and loses all its hard-points, but it may be drawn or holstered as an incidental.

At the GM's discretion, certain weapons may still require the use of the other hand to stabilize them during usage. A character may have multiple weapons installed in their body. For each hidden weapon your character has, they decrease their strain threshold by 1.

MEM-RUN RECORDER

Falling into the category of complex intranervous cybernetics, mem-run recorders are tiny embedded computers designed to identify and record sensory impulses and emotional reaction. They work in similar ways to a braintaping device, but by being hardwired into a human brain, they record absolutely everything that person experiences.

The resulting recording can then be transferred, usually through a wired port in the skull, and later be used in a mem-run. This allows someone else to not only experience the same sensory inputs as the originator of the run, but all their associated emotional reactions too. With the far higher detail rate than that of a brainscan, these recordings are often favorites in illegal entertainment, with recordings of sex, murder or criminal activities fetching high prices on the black market. If your character has a mem-run recorder, they decrease their strain threshold by 1.

THOUGHT COMM

The thought comm is a cybernetic nervous implant, based on early technology of the 21st century used to translate thought into synthesized voice. Instead of sending an audio signal, the message is sent via an encrypted frequency, allowing discrete and instant communication between similarly augmented users. This made the implant popular with special forces outfits during the war, as well as with org-crime hit squads.

This implant works similar to a personal comlink (see page 97 of *SHADOW OF THE BEANSTALK*). A character can link their thought comm up with anyone else they encounter who has a similar implant. The messages are virtually impossible to intercept and are not transferred via the net, but jamming signals may still prevent communication. If your character has a thought comm, they decrease their strain threshold by 1.

VEHICLE UPLINK

This rather specialized cybernetic combines reaction enhancement and minor co-processors with a BMI-adjacent control interface. Originally designed for military pilots, the vehicle uplink was quickly adopted into professional racing, as well as operation of heavy machinery, spaceflight and a few drone-control systems. Nowadays, the software interfaces are readily available and adjustable, allowing even the most basic hopper or ground-car to benefit from a pilot with a vehicle uplink.

A vehicle uplink increases your character's ranks in Driving, Operating and Piloting by 1, while they are in a vehicle that uses this control skill and features some way for the user to connect their uplink to the vehicle. If your character has a vehicle uplink, they decrease their strain threshold by 1.

NEW G-MODS

Following is a list of new g-mods to use when playing with the *SHADOW OF THE BEANSTALK* setting. Inspired by various animal abilities that humans could benefit from, these are more curious, unique and outlandish approaches to body modification than the metallic features presented before.

CRIMSON DUST BAPTISM

A unique g-mod only in use by the Crimson Dust sect on Mars, which allows its users to survive without a sealed hardsuit in the harsh atmosphere of the planet. It remains unclear on how the group obtained the formula and scientific capabilities for this modification, though rumors on the net talk of Jinteki involvement - either voluntarily or through an elaborate dataheist. Vasanti Smith, the leader of Crimson Dust urges its members to undergo this modification to more closely align with their beliefs that humanity originated on the red planet.

If your character has undertaken the Crimson Dust baptism, they may suffer 1 strain before making a Resilience check to withstand cold environments or radiation exposure to add ☼☼ to the results. Additionally, they are able to breathe normally in low-pressure atmospheres such as that of Mars.

This g-mod is not available for sale and is can only be acquired by inducted members of Crimson Dust. At your GM's discretion, if you chose the g-mod archetype, you may select this modification as the free g-mod to start the game with.

ENHANCED THERMOREGULATION

This g-mod affords the user a far more advanced autonomic response to thermal conditions. Not only does it increase their resistance to adverse environments, it also adjusts the temperature of their skin to their surroundings.

If your character has enhanced thermoregulation, they may suffer 1 strain to add ☼ to all Resilience checks made to withstand hot or cold environments for the rest of the encounter. Your character also adds ■■ to all checks to detect them with thermal imaging.

GECKO PALMS

An advanced version of the follicle control g-mod, the gecko palms are inspired directly by the fascinating small lizards. Their unique ability to climb up almost any surface stems from a coating of extremely fine bristles on their feet, known as setae. These bristles contact the surface so closely that the inter-molecular van der Waals force causes them to adhere strongly enough to support the entire animal. By modifying a human's palms to be able to extend and retract these structures on a whim, the user gains similar abilities.

If your character has gecko palms, they may suffer 1 strain to extend the setae, allowing them to climb sheer surfaces, both coarse and smooth, without issue until the end of the encounter.

GILLS

This g-mod grows a set of gills along the user's neck and upper chest. While the user is able to breathe air, the gills are inactive, but once submerged, they can consciously change their body to instead absorb oxygen from the water.

If your character has gills, they may suffer 1 strain to switch between using their lungs and their gills. While using their gills, they can breathe underwater, but will suffocate when exposed to air.

PREHENSILE TAIL

This rather advanced g-mod allows a user to grow an additional limb that evolution had long since deemed unnecessary in humans: a prehensile tail. It allows limited manipulation of the surrounding environment, but it requires some training to get used to. Due to its very distinct animalistic appearance, this g-mod previously only held popularity with certain groups of wylders, but recently, roughnecks and runners have come to realize the benefit of another limb as well.

If your character has a prehensile tail, they may suffer 1 strain to take a second maneuver on their turn. This maneuver may only be spent to interact with the environment, or to draw or stow items.

VENOM SPIT

By replicating the genetic code that affords the spitting cobra its unique attack mechanisms, this g-mod allows a user to grow a similar set of glands. Within the reservoir the user collects a polypeptide venom, which they can eject in a small stream forward. While it is not highly lethal, it is effective at blinding the opponent, in some cases even permanently.

If your character has venom spit, they may suffer 1 strain to make a combat check with the following profile: (Ranged (Light); Damage 3; Critical 4; Ranged [Short]; Disorient 3). You may spend ☹☹ from this check to cause the target to suffer the Blinded Critical Injury. At the GMs discretion, this attack may not be used against targets which do not rely on eyesight, or whose eyes are covered or protected.