

EXTRAORDINARY SCIENCE

Entropic Heroes: Science Fiction introduces new options for creating Weird Characters that utilize science to create supernatural abilities rather than magic, rituals, divine intervention, etc. Each science base presented herein is a little different from the others, leading to slight changes in its mechanical use. However, science can extend well past these Weird Character Concepts and players are encouraged to use them as templates for something new based on science.

EGS: Science Fiction is all about focusing on the science side of the role-playing game. Just like fantasy magic, science is capable of producing extraordinary effects through the power of technology. **Extraordinary Science** presents different methods of utilizing Talents with technology.

BIOTECHNOLOGY

Biotechnology comes in two different forms: manipulation and acquisition. Manipulation means the character has the ability to manipulate their biological make-up to alter a particular part of their body, thus creating the desired extraordinary effect. Acquisition means the character has a receptacle of some type that allows for the acquiring of a biological device (inserting, installing, connecting, etc.) that can be mentally controlled by the receiver, thus creating the desired extraordinary effect. The resulting effect (the Talent) is the same, but how that effect is created is considerably different.

WEIRD PROPERTIES

When choosing a Biotechnology Weird Character, use the following:

WEIRD POINTS

Because each Talent is manifested as an alteration to the character's body, Weird Points are a representation of Fatigue due to the aforementioned exertion of will. When a character drops to 0 Weird Points, he makes a Vitality + Resist roll; failure results in him gaining one level of Fatigue.

Recovering Weird Points is a representation of the character's energy, allowing him to once again dominate his genetics.

WEIRD ABILITY

Biotechnology can be based on science (using Intelligence), domination over one's genetics (using Psyche), or only for combat purposes (using Dexterity).

BIOTECHNOLOGY SKILLS

Biotechnology Weird Skills should have some type of biological component to them. However, if a weapon is created without using a Talent, use an appropriate non-Science skill, such as Melee or Firearms.

BIOLOGY

Acquisition biotechnology uses Biology as the Weird Skill to acquire a 'module' that replaces the current one for producing a Talent. Acquisition allows the character to have some type of receptacle for receiving grown weapons that connect to the character as if they



were an extension of him. While a single receptacle could be easy to manipulate, multiple receptacles can cause fatigue as the mind has to work hard to control these foreign objects.

GENETICS

Manipulation biotechnology uses Genetics as the Weird Skill to manipulate a character's genes so that their body can create or reproduce a Talent. Manipulation allows the character to change something about their body when creating a Talent. If this manipulation is done on a single body part, then only one Talent may be utilized at a time. If this manipulation is done across multiple body parts, then multiple Talents are available. However, this amount of use is extremely exhausting as it requires the alteration of one's genetic code.

GENOMICS

Genomics is a Weird Skill that can be used for either manipulation or acquisition biotechnology as a measurement of the character's ability to exert their will (or dominance) over their own genetics that is attempting to reject the foreign body (whatever is manifesting the Talent).

BIOTECHNOLOGY TALENTS

The following Talents are feasibly applicable to Biotechnology:

animate, barrier, boost damage, burst, conceal, confuse, darkvision, deflect, diminish, disguise, dominate, enhance, explode, farsight, fly, form, glow, haste, heal, hinder, mend, missile, protect, regenerate, restore, shape change, shell, tongues, topple

ACQUISITION

New Talents and biotechnology weapons are acquired by altering the body to accept another enhancement. In the case of weapons, only one can be utilized at a time with subsequent weapons being swapped out using an arm receptacle. (The character must have an applicable Skill to use that weapon.)

A character can only have a maximum number of Talents and biotechnology weapons equal to their Vitality. However, old Talents and weapons can be replaced by new ones, but the old ones are then no longer usable.

REJECTION

Sometimes a character's genetics cannot be overcome to create the Talent, represented by rolling a Critical Failure on the applicable skill (Weird Skill, Melee, Firearms, etc.). This results in the body rejecting the alteration, causing the character to gain one level of Fatigue.

MANIFESTATION

Biotechnology Talents are a biological manifestation or alteration of the character. Each one would carry some type of biological trapping, and the aforementioned Talents list is what is feasible using this technology in a sci-fi atmosphere. Additional Talents may be added at the GM's discretion.

While players are encouraged to describe how these Talents manifest, here is a list of example Manifestations. This is only a sample list and ultimately not the only possibilities.

Abjure: Temporary gills form on the character's neck, allowing him to breath underwater.

Animate: Tendrils extend from the character's hand, allowing them to control objects around them.

Boost Damage: Spikes grow on the weapon.

Burst: Heated bile spews from the character's mouth, burning the intended victim.

Conceal: The skin pigmentation begins to alter, closer matching that of the surrounding environment.

Diminish: Infection begins to affect the chosen body part.

Fly: Wings sprout from the characters back.

Heal: Blood flows from the character, easing the target's pain and allowing his wound to heal faster.

Shell: The skin becomes harder.

Topple: A biological weapon attaches itself to the target.

BIOTECHNOLOGY WEAPONS

Instead of choosing a spell-like Talent, the character may choose a weapon (such as a rifle or sword) from the equipment list (use best judgment as not all weapons are feasible). Instead of being treated as a regular weapon with ammunition, it's a biological manifestation. The player is then allowed to define how the weapon manifests or what it looks. The weapon's Magnitude and the Weird Points cost required to use it are equal to the weapon's Rate of Fire. For close