



LPJ9828



DEVIL'S WORKSHOP

TEMPLATE: BIOLOGICAL INTRUDER

Mutated viruses capable of transforming any unfortunate enough to be infected into utterly inhuman-and often monstrous-entities; clouds of alien spores, possessing a weird form of collective intelligence, that seek out suitable hosts as means of reproduction; nanites-self-replicating robots on the molecular scale-programmed to commandeer the DNA of organic life forms; all of these are examples of biological intruders. Biological intruders are malignant microorganisms that infect and seize control of another creature, multiplying inside the host body until the infected being's biological processes are completely replaced by that of the biological intruder. Unlike most other templates, a character who becomes host to a biological intruder is less changed than infected; unlike symbiotic organisms, which adapt to functioning with the host's body, biological intruders are deadly opportunistic organisms, using other living beings only as means of maturing or reproducing, and effectively slaying them in the process. A biological intruder that is allowed to progress to its' final stages ravages the character's physical and mental faculties, eventually destroying the host's mind and vital functions and replacing them with its' own.

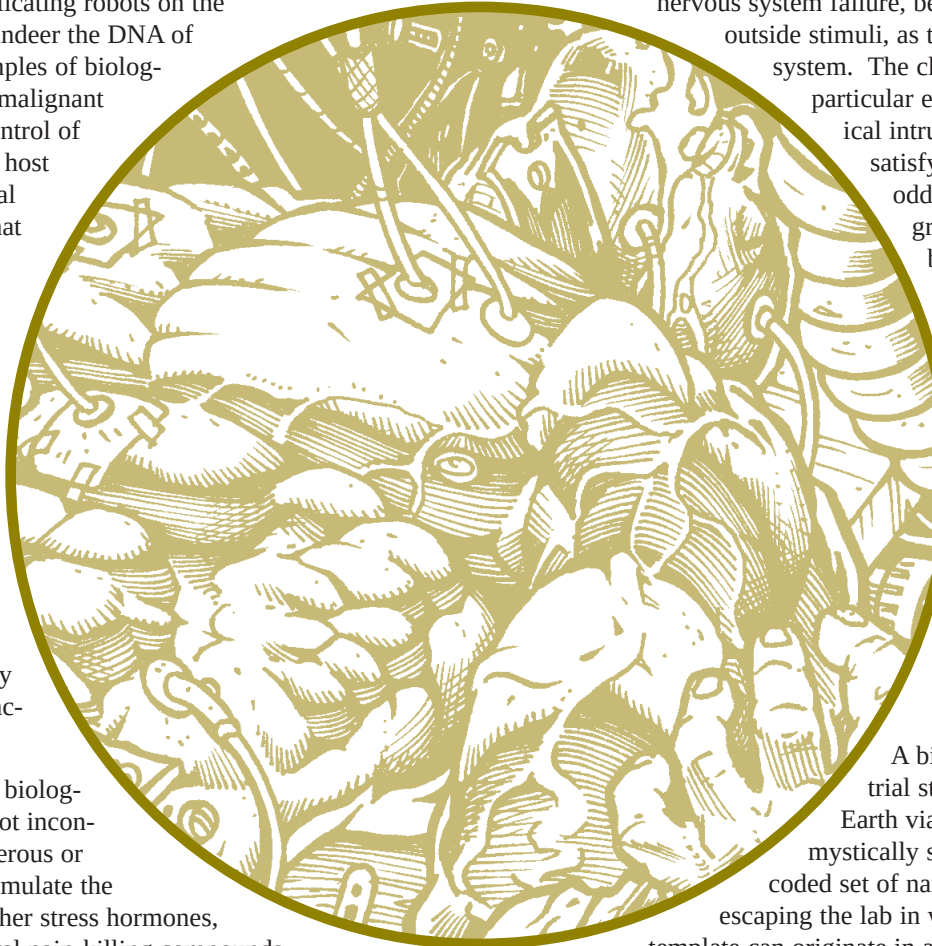
In the initial stages of the infection, the biological intruder does offer the host a few not inconsiderable benefits. In particularly dangerous or stressful situations the organism will stimulate the release of adrenalin, epinephrine and other stress hormones, as well as stimulating endorphins, natural pain-killing compounds produced by the brain. As a consequence, the character's physical prowess and efficiency in combat is greatly increased. The biological intruder is also capable of speeding up the host individual's healing process, allowing rapid tissue regeneration. To protect itself, the biological intruder will automatically act to eliminate any poisons or other microorganisms to which the host is exposed.

At the same time, however, the host suffers a number of detrimental effects due to the presence of the biological intruder, and these effects worsen as the infection progresses. The infected character experiences muscular and nervous system failure, becoming increasingly unable to respond to outside stimuli, as the infection overwhelms the character's system. The character develops a vulnerability to a particular energy-type or substance that the biological intruder is sensitive to. The host also must satisfy the biological intruder's need for certain odd nutrients that the organism requires for growth and reproduction. Ultimately the biological intruder is using the host as fodder, slowly murdering the character by replacing the character's cells with alien biological material. A character with this template is actually suffering from a (*if left untreated*) terminal illness.

BECOMING INFECTED WITH A BIOLOGICAL INTRUDER

A biological intruder might be an extraterrestrial strain of bacteria inadvertently brought to Earth via a meteor or a returning space vehicle, a mystically spawned sentient virus, or an improperly coded set of nanites that begin replicating out of control, escaping the lab in which they were created. Because the template can originate in a number of means, the source for the powers bestowed by the template is listed as "variable".

The template is acquired when a character is exposed to a biological intruder in its' infectious state and succumbs to contagion. Most biological intruders can only be passed to others by hosts who have gone through the final stage of infec-



tion and been completely transformed-their saliva and other bodily fluids carry the infection, which can be passed on by biting or clawing another. Some biological intruders can spread through casual contact, while a (*thankfully*) handful spread through the air. Resisting infection requires a successful Fortitude save against DC 15; failure results in becoming a host.

Biological Intruder

PL Adjustment: +2 (*during first month*)/0/-1/-2/ (*see below*).

Feats: Heroic Surge, Immunity (*critical hits, disease, poison*).

Powers: Amazing Save (*Damage*) +4 (*Source: Variable; Cost: 1 pp; Total: 4pp*), Boost +5 (*Source: Variable; Extras: All physical ability scores; Flaw: Uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Boost: +5 (*Source: Variable; Extra: All of character's primary set of powers at once; Flaw: uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Regeneration +5 (*Source: Variable; Extra: Regrowth; Flaw: Restricted-cannot regenerate damage the biological intruder is vulnerable to; Cost: 2 pp; Total: 10 pp*), Super-Strength +2 (*Source: Variable; Cost: 4 pp; Total: 8 pp*).

Weaknesses: Disability (*muscle spasms/nervous seizures*), Disability (*fatal infection*), Susceptible (*unnatural hunger*), Vulnerable (*variable*).

Weaknesses

Disability (*muscular spasms/nervous seizures*): As the biological intruder continues to develop, the host's mental and physical faculties begin to fail. Each round the character must roll a d20 before attempting any action; on a roll of 1-5 the character suffers a seizure and is considered dazed; the character cannot act, though the character may defend normally. This condition develops after the

character has been infected for one month-and continues to worsen every month afterward-each month number needed for the character to avoid experiencing the seizure is increased by +5, topping out at 15, with the character unable to act three-fourths of the time.

Disability (*fatal infection*): The character is dying, as the biological intruder is methodically corrupting and replacing the cells of the host. After one game month of infection the character suffers loses two points of Constitution. Every two weeks thereafter the character suffers an additional -2 penalty to the Constitution score. This affects the character's Fortitude saves, Constitution checks, and any Constitution based skills, but not the character's Damage save. Before each adventure, the affected individual must succeed on a Fortitude saving throw (*DC 15*) or become chronically fatigued (*after four months have passed, this worsens to exhausted*.) The saving throw DC increases by +1/every month. The character may spend a Hero Point to overcome the fatigue for a number of rounds equal to his Constitution modifier (*minimum one round*). When Constitution reaches 0 the character either transforms into a mature form of the biological intruder or dies (*see below*). The character transforms or dies after six months of infection no matter how many points of Constitution remain.

Vulnerable: All biological intruders, whether they evolved on a distant world or were bred in laboratory, possess a congenital weakness to a particular energy type or substance. The Gamemaster should choose one type of energy (*cold, electricity, fire, etc.*) or element/compound (.); the host character becomes vulnerable to this substance, losing any bonuses to the character's Damage save against it.

Quirk (*solitary/paranoid behavior*): The biological intruder alters the host's brain chemistry, to make the character more solitary and secretive. The character becomes increasingly isolated from others, and especially takes pains to conceal any sign that he or she is unwell. The character must succeed on a DC 15 Will save to overcome this behavior, and the DC for the

save increases by +2 each month the infection is allowed to progress.

LEAVING THE TEMPLATE (BEING CURED)

Almost all characters who acquire the Biological Intruder template will make an attempt at finding the means to leave the template, as not doing so results in eventual death. There also exist paranormal means of ridding a host body of the sentient virus. The Healing power can eradicate the virus (*removing all traces of the template from a character*) on a successful power check. The DC for the power check is equal to 20 +1/week the character has been infected. A character consumed by a biological intruder cannot be resurrected unless the alien life form that subsumed the character is first destroyed / expelled from the character's physical form; if this is done the character's body is rendered lifeless and inert, and a normal resurrection attempt may then be made.

Discovering the means to eliminate the biological intruder through super-scientific means requires a full game session of lab testing and a Science (*biology*) skill check against DC 25. The actual treatment requires an additional game session, as well as appropriate facilities and medical/scientific personnel. The treatment may involve radiation bombardment, combinations of experimental vaccines, an infusion of nanites programmed to go after the infecting organism, or any number of other esoteric measures. The individual overseeing the attempt at a cure must have at least one rank of the Super Intelligence power and possess 10 or more ranks in both the Medicine and Science (*biology*) skills. The actual procedure itself requires a minimum of ten rounds. The biological intruder will sense the danger to itself, and attempt to drive the host into frenzy, forcing the character to fight or flee the character's would-be saviors. Resisting this

attempt requires success on a DC 15 Will saving throw.

At the end of the procedure, the character must make a DC 20 Fortitude save. If successful, the character is cured and loses all the characteristics of the template. Failure means another approach to treatment must be found. If the character fails the saving throw by more than 10 points the biological intruder is destroyed but releases deadly toxic compounds as it breaks down, pumping virulent poisons into the blood stream. The character must succeed against a DC 15 Fortitude saving throw or immediately falls into a comatose state, and begins dying on the next round.

FAILING TO LEAVE THE TEMPLATE

A character that is not successfully treated will eventually fall victim to the infection (*Con score reaches 0*); when this occurs the character must make a Fortitude saving throw against DC 15, using the character's full. A successful save means the character completely transforms into the mature form of the biological intruder, while failure indicates the character simply dies, the body rapidly dissolving into a puddle of potentially infectious goop. If the host is instead transformed, a new character is essentially created—a bio-mutate. The new bio-mutate is at least semi-humanoid in appearance and of the same general size and mass as was the host, but is otherwise clearly inhuman. It is of the same PL as was the host before being infected by the biological intruder. It likely retains some of the former host's physical abilities and powers, but evidences other characteristics all of its' own. The new being may be mindless or of superior intelligence; if intelligent it may share some of the life memories, language skills, and even personality traits of the host. The GM is the final arbiter of the statistics of the bio-mutate, and of whether or not the creature might be suitable as a player character.

TEMPLATE VARIANTS

DEVOURING ENTITY

A devouring entity eats away not at the body but at the soul, though a physical transformation may indeed take place at the final moment, when the character's consciousness is entirely consumed / replaced by that of the ancient thing that has taken root in the character. Devouring entities can be the result of potent curses, the remnants of once mighty eldritch creatures, or the residual energies of a powerful psychic whose physical body has been destroyed. One who plays host to a Devouring Entity develops formidable mystic or psychic abilities, which the character is intuitively able to employ, though obviously the host does not get to enjoy the use of these newly granted powers for long.

PL Adjustment: +3/0/-1/-2/ (*see below*).

Feats: Attack Focus (*one form of Mystic/Psionic attack*), Heroic Surge, Psychic Awareness or Mystic Awareness, True Sight.

Powers: Amazing Save (*Damage*) +5 (*Source: Mystic/ Psionic; Extra: Other Save-Will; Cost: 2pp; Total: 10 pp*), Boost +5 (*Source: Mystic/Psionic; Extras: All physical ability scores; Flaw: Uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Boost: +5 (*Source: Mystic/Psionic; Extra: All of character's primary set of powers at once; Flaw: uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Combat Sense +2 (*Source: Mystic/ Psionic; Cost: 1 pp; Total: 2 pp*), Variable Effect +10 (*Source: Mystic/Psionic; Extra: Expanded Powers-up to 3 point powers; Flaw: Only magical or psychic powers; Cost: 3 pp; Total: 20 pp*).

Weaknesses: Disability (*diseased spirit*), Disability (*muscle spasms/nervous seizures*), Quirk (*solitary/paranoid behavior*), and any two Quirks (*various*).

WEAKNESSES

Disability (*diseased spirit*): This is identical to the fatal infection caused by the biological intruder save that it targets the psyche/soul rather than the body—the character suffers a loss of 2 points of Wisdom after the first month of infection, and every two weeks thereafter. After one month the character must succeed on a Will saving throw against DC 15 before every adventure or lose all Hero Points for the duration of the game session, as the character's "karma" becomes progressively tainted. The character also suffers a -2 penalty to all Intelligence based skills and checks for the duration of the adventure.

Quirks (*various*): The host acquires some of the less desirable traits of the Devouring Entity's psyche. These quirks are determined by the GM, but should revolve around fears, hatreds, and strange obsessions/compulsions. One quirk is gained immediately and another develops after one month of spiritual infection.

GENETIC PARASITE

If ordinary biological intruders are opportunistic, then genetic parasites are absolutely predatory.

Note: *It is advised that if a character succumbs to a genetic parasite, the player not be allowed to continue to play the "new" version of the character. While one-in-a million exceptions may exist, genetic parasites—even those of the intelligent variety—are predators by nature, and are hard-wired by evolutionary instincts to hunt other living beings for use as "breeding stock." They are monsters by human standards, and usually unsuitable except as adversaries for the PCs—even most villain teams would not want one in their ranks!*

Genetic parasites might be insect-like extraterrestrials, genetically engineered bio-weapons, or even self-aware cellular cancers. Whatever its' nature, a

templates: biological intruder

genetic parasite progresses much more rapidly than an “ordinary” bio-intruder, and their presence results in the host character becoming extremely aggressive and animalistic, as the individual’s higher brain functions quickly become impaired. The genetic parasite template can only be acquired if a character is intentionally infected by a mature form of the parasite, i.e. a previously transformed host. The parasite essentially plants an embryo or egg inside the host, which “feeds” off the host’s DNA as it develops. If a host succumbs, the horrible creature born always bears a slight resemblance to the character that bore it, and even exhibits some of that individual’s traits and powers.

PL Adjustment: 0 (see below).

Feats: Immunity (critical hits, disease, poison).

Powers: Heroic Surge, Amazing Save (*Damage*) +4 (*Source: Alien/Mutation; Cost: 1 pp; Total: 4 pp*), Boost +5 (*Source: Alien/Mutation; Extras: All physical ability scores; Flaw: Uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Boost: +5 (*Source: Alien/Mutation; Extra: All of character’s primary set of powers at once; Flaw: uses-4 times per day; Cost: 1 pp; Total: 5 pp*), Regeneration +5 (*Source: Alien/Mutation; Extra: Regrowth; Flaw: Restricted-cannot regenerate damage the biological intruder is vulnerable to; Cost: 2 pp; Total: 10 pp*), Super-Strength +2 (*Source: Variable; Cost: 4 pp; Total: 8 pp*).

Weaknesses: Berserk, Disability (*parasitic infection*), Transformation, Quirk (*solitary/paranoid behavior*).

WEAKNESSES

Berserker: The host becomes prone to violent rage when in combat or other stressful situations; each round the character must succeed on a DC 20 Will saving throw or go berserk. See Mutants and Masterminds core rulebook p. 106 for details.

Disability (*parasitic infection*): Similar to the debilitating effects caused by a standard biological intruder, but with a much faster progression. The character is dying, as the genetic parasite usurps the DNA of the host. After one game week of infection the character suffers loses two points of Constitution. Every week thereafter the character suffers an additional -2 penalty to the Constitution score. This affects the character’s Fortitude saves, Constitution checks, and any Constitution based skills, but not the character’s Damage save. Before each adventure, the affected individual must succeed on a Fortitude saving throw (*DC 15*) or become chronically fatigued (*after two months have passed, this worsens to exhausted.*) The saving throw DC increases by +1/every month. The character may spend a Hero Point to overcome the fatigue for a number of rounds equal to his Constitution modifier (*minimum one round*). When Constitution reaches 0 the character either transforms into a mature form of the genetic parasite or dies (*see below*). The character transforms or dies after three months of infection no matter how many points of Constitution remain.

Transformation (*progressive*): At the end of each week the host character must succeed on a Fortitude saving throw or begin to adopt more and more of the genetic parasite’s abominable traits. The DC for the save begins at 15 and increases by +3 per week. If the save is failed the host character gains one of the following sets of attributes in the order that follows. The traits are permanent so long as the character is infected with the template:

- 1) **Disturbing:** The host begins to mutate-the character’s appearance becomes a hybrid of the host and the parasite. This causes a -5 penalty to all Bluff and Diplomacy attempts. The host gains Natural Weapon +2 and Protection +3.
- 2) **Susceptible (*unnatural hunger/need*):** The genetic parasite requires sustenance to reach maturity; every 24 hour period it must either consume fresh meat equal to the weight of a full grown human or drain at least 10 ranks of

Constitution . The host can remain active for periods of up to one hour per point of Constitution bonus. Thereafter, the character must feed on the appropriate substance or suffer the effects of the susceptibility weakness. The host gains either Natural Weapon (*fangs/claws/tendrils*) +5 or Drain (*Constitution*) +5 (*Extra: Slow Recovery-one minute/point drained; Flaw: Only Constitution may be drained*)

- 3) **Quirk (*need to spawn*):** The host is driven by the parasite’s instinct to reproduce. The character is compelled to seek out victims to infect with genetic parasite larvae, just as the host was infected. The character may spend a Hero Point to stave off this compulsion, but it returns so long as the character is infected. No additional powers are gained.
- 4) **Disability (*dull-witted*):** The character suffers a -5 penalty to Intelligence and Wisdom, as the soon-to-be adult parasite reduces the host to little more than a shell of flesh. The host body gains +5 ranks of Mental Protection, becoming resistant to mind control attempts or psionic attack.

All text on all pages is Open Game Content as defined by the Open Gaming License. See page 3 for more information.

Artwork by: Bong Dazo

Mutants & Masterminds, M&M Superlink, Green Ronin and the M&M Superlink logo are Trademarks of Green Ronin Publishing and are used with permission.

Hero Points and Power Points are Product Identity of Green Ronin Publishing and are used with permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material

of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that

Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Mutants & Masterminds RPG, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Crooks!, Copyright 2003, Green Ronin Publishing; Author Sean Glenn, Kyle Hunter & Erik Mona

Template: Biological Intruder, Copyright 2005, Louis Porter Jr. Design, Inc.