



AXIS MUNDI

v0.1

by Arnold Kemp at [Goblin Punch](#)
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These are not full rules. They're not even half rules. But they are hopefully enough for me to run the game. I'm putting them all in this nice document so I can have something to show my players, and also so that it will hopefully invite some comments.

For stuff not covered in this threadbare document, just patch in some rules from your favorite retroclone. It'll be fine.

Six Stats

1 – Strength – Right Arm
Strength and Power. Melee Attacks.

2 – Dexterity – Left Arm
Precision and Subtlety. Ranged Attacks.

3 – Agility – Legs
Reaction Speed and Mobility. Movement.

4 – Constitution – Torso
Health and Endurance.

5 – Wisdom – Head
Insight and Common Sense. Initiative.

6 – Ego – Face
Social Skills and Willpower. Persuasion.

(There is no Intelligence score. Be as smart as you can.)

Each stat has a *score* ranging from 3-12 and a *bonus* ranging from 1-4. The bonus is always one-third of the stat, rounded down. The human average is 5. The PC average is 6.

Rolling for Stats

Begin with a 6 in each stat. Subtract 1 from a random stat and add 1 to a random stat. Then subtract 2 from a random stat and add 2 to a random stat. Starting stats should range from 3-9, and average to 6.

Six Hit Locations

You don't have a singular HP pool. Instead, you have 6 hit locations that correspond to each stat. Each location has HP equal to it's stat value. So if you have Str 6, your right arm has 6 HP.

Improvement Through Replacement

There is no XP or levels. All character improvement comes through new body parts. Replacing that limb literally improves that ability score. So your Str 6 meat-arm can be replaced with a Str 12 robo-arm, and you'll use your new Str score for everything.

There are two types of body parts: cybernetic and organic.

You can attach a mechanical part by spending a number of machine scraps equal to the new score. This takes an hour.

Attaching an organic part is automatically successful (all you need is a knife), but if the target fails a Con check, they are laid up with convulsions for the next 1d6 hours.

Damage and Death

Any damage you take goes to one or more of your body parts (most attacks damage a random part). As your body parts take damage, your stats drop accordingly.

The effects of a damaged or destroyed body part depends on whether the part was human meat or a shiny new graft.

Boring Ol' Human Meat

Partial HP: Head: Make a Con check or die. If you survive, you automatically fail all initiative checks.

Partial HP: Torso: Make a Con check or die. If you survive, you cannot spend any Stamina.

Partial HP: Limb: Make a Con check or pass out for 1d6 rounds. Afterwards, you cannot use that limb.

Partial HP: Face: Make a Con check or pass out for 1d6 rounds. Afterwards, you cannot spend any PP.

Zero HP: Any: You die.

Each body part recovers 1 HP per day.

Grafts

Partial HP: Any: Normal functionality.

Zero HP: Head: Make a Con check or begin dying. If you are dying, you will be dead in 1d6 rounds unless you receive healing in that time. If you survive, you automatically fail all initiative checks.

Zero HP: Torso: Make a Con check or begin dying. If you are dying, you will be dead in 1d6 rounds unless you receive healing in that time. If you survive, you cannot spend any Stamina.

Zero HP: Limb: You cannot use that limb.

Zero HP: Face: You cannot spend any PP.

Zero HP: Any: A graft at zero HP has a 10% chance of being permanently destroyed.

Organic grafts heal 2 HP per day. Cybernetic grafts can be repaired. This takes 10 minutes and recovers 1 HP for every machine scrap spent.

Total Body Replacement

Once you've replaced all of your body parts, you've truly discarded your humanity. Your brain is no longer in your head, you have redundant pump that can compensate for the loss of your heart, etc.

If all 6 of your grafts are cybernetic, you cannot die unless 3 or more of your grafts are at zero HP.

If all 6 of your grafts are organic and you die, you will revive after 1d6 hours. Any grafts at zero HP are instead at 1 HP.

Losing a Part

If your graft is destroyed, or if you remove a graft and do not replace it, you have to rely on a vestigial remnants worth a score of 3.

Stamina and Psychic Points

Each graft you have gives you +1 Stamina (max 6). Stamina is used for grafts' active abilities. It recovers to its maximum with a good night's rest.

If you have both cybernetic and organic grafts, you get -1 Stamina due to weird dissonance.

Once your PC has opened their third eye chakra, they can use psychic abilities. These cost psychic points (PP). You have 6 PP, -1 PP for each graft you have.

Basic Mechanic

It's a d20 roll-under. If you get equal-or-less to your score, you succeed. If you get equal-or-less to your bonus, you get a critical success. (Remember that bonuses are a third of the score, rounded down.)

Modifiers are rarely more drastic than +/- 4.

Attacks

Melee attacks use Str to see if you hit. Ranged attacks use Dex to see if you hit. If you roll under your *bonus* (not just your score), you score a critical hit and deal double damage. If you roll a natural 1, you also do something cool, like tripping the enemy or blinding them for a round.

Unarmed attacks deal 1d3 damage.
Improvised weapons deal 1d4 damage.
Proper weapons deal at least 1d6 damage.

Add your Str or Dex bonus to the damage roll, whichever is appropriate.

If the target is wearing armor, subtract their armor value from the damage roll. Armor is usually only 1 or 2 points.

Heavy weapons ignore the target's armor. Light weapons treat the target as if its armor were doubled.

All attacks damage a random part. However, you can target a specific part by accepting a -4 penalty to your attack roll.

Defending

Armorsuits reduce any damage you take by 1 or 2 points.

Shieldsuits have their own HP pool that absorbs damage before it gets to you. They're ablative, and once the HP is gone, it's gone. They can be returned to full HP by inserting a new power cell.

Weapons

Bee Hives fire "bees", but are otherwise a lot like machine guns. It has a clip size of 6 and is reloaded by feeding it a ration and waiting 6 hours. It does 1d6 damage. 50m range. Organic.

Deathwheels look like hula hoops made from crackling black jellyfish-flesh. They deal 2d6 damage if they hit organic flesh, but no damage if they hit metal. Organic.

Dog Claws look like rabid dog-things that fit over your fist. They are placid unless worn or chewing on something. They do 1d6 damage and then provoke an opposed Str check against the target (they have Str 5). If they win, they attach to the target and will automatically chew it for 1d6 damage on each subsequent round until killed. Organic.

Fungal Chakrams are thrown. They deal 1d4 damage, but can target additional targets. For each additional target that you target, it does 1 less damage against each target. Roll all attacks separately. 10m range. Organic.

Laser Lashes are like 15' whips. Integrated computers allow even unskilled users to wield them like whipmasters, allowing all sorts of out-of-combat stunts. They deal 1d6 damage, and deal an additional +2 damage to robots. Mechanical.

Golden Scythes are the severed arms from Gaia's mantis priests. They glimmer like seaweed. They deal 1d6 damage and expand your crit range to 1/2 your Str. Organic.

Laser Pistol. 1d6 damage. 50m range. Uses power cells, each of which provides 10 shots. Mechanical.

Laser Rifle. 1d6 HEAVY damage. 100m range. Uses power cells, each of which provides 6 shots. Mechanical.

Mine Launcher. This thing launches sticky mines onto surfaces. The mines arm 1 round later. They are triggered by movement within a 2m radius, then explode for 3d6 damage. If you stick it directly onto a creature, they can remove it and throw it by making a Dex check. They explode if shot or otherwise damaged. The mine launcher has a clip size of 2. An internal factory can turn 1 machine scrap into 1 mine, but this process takes 4 hours. 10m range. Mechanical.

Sonic Shotguns blast out cones of concussive force. They deal 1d6 damage in a 5m cone. Uses power cells, each of which provides 4 shots.

Squid Flails are strange masses of bladed tentacles, topped by a singular red eye. It can make two attacks that each deal 1d4 LIGHT damage. Organic.

Thundersticks are crackling electro-staffs. They deal 1d6 damage. It can optionally use a power cell to electrocute for an additional +1d6 damage, but after five such uses a new power cell is required. Mechanical.

Weapon Breakage

Each weapon has a quality associated with it. Shoddy weapons break on an attack roll of 2,3, or 4. Reliable weapons break on an attack roll of 2 or 3. And masterwork weapons only break on an attack roll of 2.

If a mechanical weapon breaks, you need to spend 1d6 exploration turns repairing it with an omnitool.

If an organic weapon breaks, you need to feed it a ration and wait 10 minutes.

Items

Mechanical enemies can be harvested for 1d6+HD machine scrap. Organic enemies can be harvested for 1d6+HD rations. Grafts are also worth 1 scrap/ration, if cannibalized. The equipment that enemies carry is destroyed 75% of the time, unless they are subdued without violence. Such equipment is shoddy (4-in-6) or reliable.

Loot is usually discovered in caches. Each cache is defined by the number of items within it. For each item, roll on the following table:

- 1d12 Rations
- 1d12 Machine Parts
- 1 Power Cell or 1 Adrenochrome (50% each)
- 1 Equipment
- 1 Weird Item
- 1 Graft

Equipment

1	Adventuring Equipment	4	Suit
2	Consumable	5	Weapon, Melee
3	Mundane Equipment	6	Weapon, Ranged

Adventuring Equipment

1	Adhesive (tube)	4	Lubricant (canister)
2	Flammable Oil (canister)	5	Pole, 10'
3	Flashlight (10 hours)	6	Rope, 50', Grappling Hook

Consumables

1	Medkit	4	Antidote
2	Two Medkits	5	Passkey
3	Antidote	6	Passkey

Mundane Equipment

1	Candy/Delicacy	4	Omnitool
2	Smart Phone	5	Tablet
3	Clothing (local)	6	Vanity Pet

Tablet Contents

1	Biology Texts	4	Movies (21 st Century)
2	Games (21 st Century)	5	Pornography
3	Machine Repair Texts	6	Religious Texts

Vanity Pets

1	Cuddle Slug	4	Omni Pup
2	Flying Squid (juvenile)	5	Reassuring Rat-Hamster
3	Nano Elephantino	6	Singing Kitten

Suits

1	Light Armorsuit (1 armor) with Air Cyclor mod.	4	Alpha Shieldsuit (8 HP)
2	Light Armorsuit (1 armor)	5	Beta Shieldsuit (10 HP)
3	Heavy Armorsuit (2 armor)	6	Gamma Shieldsuit (12 HP)
Each suit has a 1-in-4 chance to have an extra mod.			

Suit Mods

1	Anti-Tox Array (5 uses)	4	Jump Jets (5 uses)
2	Air Cyclor (10 hours)	5	Polyskin (5 uses)
3	Flashlight (10 hours)	6	Stun Palm (5 uses)
Details on these can be found in the Graft section. These all rely on a power cell, good for a limited number of uses.			

Weapons, Melee

1	Death Wheel	4	Golden Scythe
2	Dog Claw	5	Tentacle Flail
3	Laser Lash	6	Thunderstick

And roll a d6: 1-3: Crude, 4-5: Reliable, 6: Masterwork.

Weapons, Ranged

1	Bee Hive	4	Laser Rifle
2	Fungal Chakram	5	Mine Launcher
3	Laser Pistol	6	Sonic Shotgun

And roll a d6: 1-3: Crude, 4-5: Reliable, 6: Masterwork.

Weird Items

1 – Organic Converter. Can slowly convert anything inorganic into rations. 1% chance of breakage each use.	item. Can be stabbed into a robot's head to paralyze it. If it ever takes 6 points of damage at once, it shatters.
2 – Hopeful Eyeball. Illuminates 2m radius, but only when the PCs have no other light source. Looks towards safety when in danger.	19 – Chewed Bone. When chewed, it fills the air with the scent of delicious meat, strong enough to mask other odors.
3 – Orphan's Gyroscope. Doesn't spin if there are camouflaged or invisible creatures nearby.	20 – Prism Suit. Any laser or light that touches you is redirected in whatever direction you desire. You can also focus light to start fires within 10m. Also counts as a Shieldsuit with 10 HP.
4 – Limb Ring. When worn around finger or toe, the hand/foot pops off harmlessly and acts like an obedient dog. Can be reattached easily. Only works on cybernetic limbs.	21 – Plasteel Servitor. When this cube is unwrapped and then touched, it forms into whatever (simple, solid) shape the user envisions. It can form a panel 2m square, etc.
5 – Invisible Paint. You can paint things to be invisible. Lasts as long as the object doesn't move. If used on a wall, it allows you to see through the wall.	22 – Rope Servitor. 50' long mechano-snake. Obeys whoever holds the control medallion. HD 1, 525922.
6 – Immovable Rod. When a switch on the rod is flipped, it becomes immovable (relative to the Axis Mundi).	23 – Anonymity Sheathe. Counts as a Light Armorsuit. Continually disguises your appearance and voice. Masks all smells or identifying characteristics.
7 – Polyfetal Graft Engine. If fed 10 rations, it will produce a random organic graft. Each time it does this, there is a 5% cumulative chance that it will awaken and attack. It has 1 HD per 10 rations eaten, and deals 1d6+X damage, where X is half HD.	24 – Tablet Containing Deck Plans. Mostly recent. 50% chance that they detail the current deck. 90% accurate.
8 – Hypno Tablet. Anyone who watches the movie on this tablet must make an Ego check or fall asleep.	25 – Laughing Mask. When worn, you can spend your turn doing nothing but laughing. Creatures within 10m must make an Ego check or spend the round laughing, too. You cannot laugh while you are injured. Works on robots.
9 – Black Cigarettes, 1d6. Produce huge clouds of smoke. The smoker gains invision as long as they smoke.	26 – Gravitic Paint. When painted on a surface, anyone can walk on it normally.
10 – Beholder Statuette. Records everything it sees and hears. Can be commanded to play back whatever you wish. Has an embedded projector.	27 – Tablet Containing Entire Netflix Library. From the 21 st century. These are worth a fortune to most people.
11 – Chrysalis Potion. When consumed, you fall asleep and secrete a hard chrysalis. You emerge from it with a new gender, face, and voice. Reroll your stats. All of your grafts have been safely ejected.	28 – Safety Boots. If you fall unconscious, these boots will carry you to safety. They're quite smart (for boots).
12 – Pair-Bonding Inducement Cocktail. Drinker falls in love with first creature they see. Ego check negates.	29 – Tiny Plant. Once per day, if all its fruit have been picked, it will produce a ration's worth of fruit. One day grapes, one day apples. . . Requires no air, light, or water.
13 – Thermal Detonator. Timer can be set for any time. Explodes for 20d6 damage that decreases with distance.	30 – Ghost Rifle. Acts as a laser rifle that deals +1 damage. Anyone who looks through the scope is paralyzed until their line-of-sight is broken.
14 – Rampant Mycelium. When implanted in an organic corpse, grows into rugose sphere of dense tendrils 10' in diameter. This is enough to seal off most passages. Airtight. Has 20 HP.	31 – Stasis Ring. Anyone who puts on the ring is put into stasis. In the stasis field, their body is as rigid and stronger than unfired clay (but still roughly movable). Lasts until someone else removes the ring.
15 – Light Drone. Tiny flying drone follows and obeys whoever holds its control medallion. Powered by tiny internal reactor, but its held flashlight requires power cells as usual.	32 – Social Projector. Fills the room with holograms of costumed barbarians engaging in noisy bacchanalia.
16 – Penguin Figurines, 1d6. When they get wet, they turn into full-size penguins that obey the first order they are given. 1 HD, 522752, Peck 1d6. Melt into goo after 1d6 minutes.	33 – Silent Bell. Cancels all sound within 2m.
17 – Falsehood Detector. Metallic skull vibrates when it hears a lie. It twitches for things that are merely misleading.	34 – Plastic Cactus. Points to the nearest Garden.
18 – Apollo's Amber Comb. All electricity is diverted to this	35 – Beauty Symbiote. While it lives in your guts, it makes you transcendently beautiful. People will obey you, desire you, and maybe despise you. Drink ethanol to force it out.
	36 – Alarm Button. Summons a pissed-off laser drone.
	37 – Aquamental Stylus. Allows you to control bodies of pure water. Can create waves, part water, etc.
	38 – Ice Dagger. Freezes liquids that you impale it into. Can kill organic creatures with a single hit, if they fail a Con check, but then dagger is embedded in them until a Str

check is made to remove it.	60 – Flashbang Grenade. All creatures within 10m are blinded for 1d6 rounds if they fail a Con check.
39 – Drone Flute. When played, drones are compelled to dance and follow you as long as there is no overt threat..	61 – Blast Grenade, 1d6. 10m radius, 3d6 damage.
40 – Insomniac Hat. You only require 10 minutes of sleep a night. Get +4 to resist sleep effects.	62 – Weeping Gland Child. Looks like a baby. Turns rations into flammable oil.
41 – Tranquilizer Gun with 1d6 darts. Targets must make a Con check or fall asleep.	63 – Black Dust. Can be spread across rations to form a semi-obedient flesh-hulk. HP 1d6+# of rations, X44C44, 1d6. Str = 3 + (# of rations / 5). Bonus to damage equal to Str bonus. Cannot use more than 60 rations in this way. Make an Ego check to order it around. After the first failed check, it becomes fully autonomous.
42 – Salt Prism. Rations within 10m never spoil. Nothing organic decays.	64 – Omnidress. Can imitate any clothing or uniform.
43 – Guard Servitor. Size of your thumb. Can be posted anywhere you like. When it sees something that triggers it (defined by you) it will fly to you and start beeping. Obeys whoever holds its control medallion.	65 – Indelible Pen. Can write on anything, anywhere. Cannot be erased.
44 – Antigravity Muffin. When eaten, reverses your gravity for 1d6 minutes.	66 – Corpse Ring. Wearer appears as dead and rotten.
45 – Antigun. Looks like a gun. No lasers function within 10m. Sometimes leaks a black liquid.	67 – Brain Spike. Can be jammed into a corpses head. Corpse will animate and answer questions. It is confused and often unhelpful. After each question, there is a 50% chance that the corpse explodes into rubbish.
46 – Chest of the Mundane. Anything placed inside it looks mundane and worthless.	68 – Laser Drone. Needs 20 machine scraps to be repaired, but will be fully loyal to whoever holds its control medallion once operational.
47 – Chest of the Magnificent. Anything placed inside it looks magnificent and valuable.	69 – Intelligent Tablet. Contains a simple AI. Give it a name, personality, and starting attitude. It can interact with mundane electronics.
48 – Devouring Hole. Anything you put inside this bag is gone forever.	70 – Temporal Injector. For 3 turns, you move twice as far and can attack twice in a turn with melee weapons. Requires an eyeball injection. Ages you 1d6 years.
49 – Distraction Servitor. When activated, runs around making obnoxious noises. All creatures must make a Wis check or be compelled to attack it. Can be commanded to go a certain direction. Obeys whoever holds its control medallion. HP 1, 157111.	71 – Hungry Ration. Will eat 2 rations each day, producing 1 hungry ration and a lot of poop. Looks like beef jerky, but is actually alive, and smart enough to hold still when you are looking at it. Can be eaten like a normal ration, but it'll be squeaking sadly the whole time.
50 – Mysterious Egg. When broken, turns into 100 chickens.	72 – Omega Armor. Combines a Light Armorsuit with a HP 8 Shieldsuit. Looks like a glob of white stuff, but will crawl to cover the person who touches it.
51 – Fortune Cookie. Contains a random rumor or clue to the current situation.	73 – Quantum Manipulator. This circlet breaks the first time you fail a check against something that would kill you, and you instead succeed on the save.
52 – Infinity Dart. Does 1 damage, but you effectively get +20 to hit. Every throw is a lucky throw.	74 – Door Daemon. Paralyzes all doors within 5m, locking them into their open or closed state.
53 – Rocket Horse. Can be ridden by whoever grips its handlebar ears. Has 14 Agility.	75 – Cleaner Shrimp. Moves over your body, cleaning you, mending your clothing, and coiffing your hair.
54 – Skeleton Passkey. It's a reusable passkey. However, it can only be removed from the door from the same side, and only if the door is closed.	76 – Gravity Boots. Allow you to walk on any surface.
55 – Drunken Compass. Points the way back to the Mall.	77 – Stasis Jar. Anything placed in jar doesn't age in any way. Currently holds a 500-year-old frog-thing.
56 – Gaia's Medallion. Marks the bearer as an ally of Gaia. Respected by her lowliest beasts.	78 – Trade Box. When an item is placed inside it, a replacement will appear in it overnight. Rations can be traded for machine scrap, grafts for other grafts, etc. If you place notes in it, you can communicate with a strange intelligence trapped in a dark place. 10% chance that an object placed in the box isn't exchanged but merely stolen.
57 – Beard Symbiont. If eaten, the wearer grows a magnificent, prehensile beard. Female wearers instead grow long, prehensile hair. Str 3, Dex 3. Drink alcohol to expel the symbiont.	
58 – Spy drone. Thumb-sized drone with control remote. Dex 3, Agi 5, Flying. A monitor lets you see what it sees.	
59 – EMP Grenade. All robots within 10m are paralyzed for 1d6 rounds if they fail a Con check.	

79 – Monocle of Entropy. If you stare at something for long enough, it will fall over. 1 round for a candlestick, 1 minute for a sleeping cow, 1 hour for a small tree, 1 day for a large tree or cottage, 1 week for a castle.

80 – Sex Change. This injection permanently changes your gender.

81 – Ambrosia. This injection permanently increases one of your stats by 1 point.

82 – Singing Frog. Knows 100 songs, all from the 21st century. Despite that, no smarter than a regular frog. Usually good for a round of ethanol solutions in a pub.

83 – Ultra Power Cell. Usable as a power cell. Whatever it uses its charges on has its effects doubled.

84 – Goat Gene Plasm. Injection. Target must make a Con save or turn into a goat. Str 4, Dex 5, Agi 7, Con 7.

85 – Animate Broom. When turned on, it will attempt to clean the dirtiest thing nearby.

86 – Transmission Interceptor. Picks up nearby transmissions, even encoded ones.

87 – Oxygen tank. Contains enough pure oxygen for 2 hours. Dangerous to open valve all the way. Has mask.

88 – Black Windchimes. 50% chance of alerting you if you would be ambushed while sleeping. If one of the (1d6) chimes is broken, a cool breeze blows through.

89 – Disintegration Powder. Does 1 damage to all creatures in area, or 3d6 damage to a swarm. Can also disintegrate a small object (fist-sized).

90 – Mutagen. Inject to give a target a random new flesh graft. Will eject any previous graft.

91 – Autonomous Chip. Can be attached to any cybernetic graft to make it into an autonomous robot that can still attach and detach from your body. It also gets legs or little jets to move around with.

92 – Invisibility Membrane. Functions as an invisibility cloak, but it stinks to high heaven.

93 – Omega Acid. Dissolves whatever it touches, disintegrating up to a 2m cube.

94 – Green Dust, 2d6 applications. If sprinkled on rations, new flesh grafts, or corpses, they will leap up and follow you.

95 – Antigravity Belt. Whatever it is attached to becomes weightless. Can expand up to 2m in diameter.

96 – Boom Food. Whoever eats it grows +20% larger, granting them +2 to Str.

97 – Clown Mask. Comes with a key. Can be locked to a person's head. Everyone who sees the clown mask for the first time is compelled to attack them if they fail an Ego check.

98 – Photophage. Looks like a flying anglerfish. Floats at the end of a string, like a balloon. Eats all light within 10m.

99 – Camera Hack. Lets you access Apollo's (microscopic, ubiquitous) cameras for 6 seconds. Basically, describe a location and you can watch it on the screen. Doesn't work in Gaia's Gardens. Only works once.

100 – Pink Bead. When broken, turns into 5m diameter mass of fluffy pink foam.

Grafts

Roll a d6 + d12 to generate a graft. Most grafts can still perform the tasks of their old body part (exceptions noted).

The associated ability score for each graft is calculated by rolling 2d6, discarding the higher roll, and adding 6. This generates results between 7 and 12, with a 12 only occurring an average of once every 36 grafts. Activated abilities (A:) cost 1 stamina for each activation.

1. Right Hand – Str

1	Chainslorg	7	Gramble Gawm
2	Combat Grip	8	Kuzon Claw
3	Mega Fist	9	Needle Claw
4	Power Orb	10	Razor Whip
5	Rocket Fist	11	Vampire Maggot
6	Stun Palm	12	Venom Claw

2. Left Hand – Dex

1	Defensive Parabola	7	Akla Talon
2	Electro Net	8	Crawling Claw
3	Telemodular Omnitool	9	Implantation Spike
4	Light Lance	10	Gene Stealer
5	Robo Controller	11	Orchid-of-the-Night
6	Shield Redistributor	12	Yaga Flower

3. Legs – Agi

1	Jump Jets	7	Centaur Assembly
2	Hover Belt	8	Membranous Wings
3	Magnet Tips	9	Plasmic Merge
4	Phase Modality	10	Serpentine Assembly
5	Power Kick	11	Solar Wings
6	Tremor Toes	12	Z-Twitch Quadriceps

4. Torso – Con

1	Air Cyclor	7	Adrenal Hypertrophy
2	Antitox Array	8	Cthonic Metabolism
3	Internal Fusion Reactor	9	Demon Craw of Bacchus
4	Lazarus Hindbrain	10	Monster Blood
5	Robot Blood	11	Polyskin
6	Thoracic Laser	12	Poseidonic Metabolism

5. Head – Wisdom

1	Aggression Beam	7	Atavistic Feralus
2	Antipsychoplexus	8	Dedritic Cirricules
3	Helicopter Head	9	Flower Dome
4	Linguistic Interpreter	10	Pheromone Vents
5	Neural Linkage	11	Telepathy Gland
6	Positronic Brain	12	Translucent Megacephalus

6. Face – Ego

1	Infra Scanner	7	Arachnoid Colony
2	Mandible Assembly	8	Echolocation Melon
3	Mouth Laser	9	Lethe Membrane
4	Neth Socketing	10	Mouth of the Devourer
5	Power Scouter 9000	11	Snake Tongue
6	X-Ray Scanner	12	Terror Membrane

Adrenal Hypertrophy (Organic Torso)
+1 Stamina. A: You fly into a rage. You get +2 to hit and deal +2 damage on all attacks for the duration of the current combat, but you cannot take any actions that doesn't involve hitting an enemy. No healing yourself, no running away. This ends when all of your enemies have died or fled. Alternatively, you can attempt to end the rage early with an Ego check at the start of your round, but a failure means that you attack the worst possible target that round (DM's choice).

Aggression Beam (Cybernetic Head)
You get +2 when attempting to intimidate or scare people. A: Target creature (including robots) must make an Ego check or be compelled to attack you (or at least include you in its plans for destruction) for the next round. This is a free action.

Air Cyclor (Cybernetic Torso)
You can hold your breath twice as long as normal. +4 to checks against inhaled toxins. A: You do not need to breathe for 2 hours.

Akla Talon (Organic Left Hand)
A: 3d6+Dex LIGHT damage. A: Makes a weird, hooting noise. 25% chance of summoning an angry Akla.

Antipsychoplexus (Cybernetic Head)
You get +2 to resist psychic powers. You can never use psychic powers. A: Counter a psychic power if the target fails a Wis check.

Antitox Array (Cybernetic Torso)
+4 to checks against poisons. A: Make a new save against an ongoing poison.

Arachnoid Colony (Organic Face)
Cannot speak. A: Spit out a 1 kg arachnoid (HP 1, 1151111) that obeys your thoughts for 1 minute, after which it melts into rancid goo.

Atavistic Feralus (Organic Head)
Your intellect becomes animalistic. You are no longer capable of speech. You can track things by scent. A: Gain a creature's memories by eating their brain.

Centaur Assembly (Organic Legs)
You run twice as fast as normal. A: You can run five times as fast as normal for one round.

Chainslorg (Cybernetic Right Hand)
1d10+Str. Cannot be used as a hand. A: Move along a metal surface as if with Agi 10.

Combat Grip (Cybernetic Right Hand)
A: Make two attacks this turn.

Crawling Claw (Organic Left Hand)
1d6+Dex. A: Can detach and move independently for 10 minutes. It's controlled by your thoughts. Has stats equal to half of yours.

Cthonic Metabolism (Organic Torso)
You can hibernate for as long as you want, waking up at either a specified time or a specified stimulus (noise, light, touch). You do not need to breathe or eat while hibernating. A: You also become as hard and as rigid as copper while hibernating.

Defensive Parabola (Cybernetic Left Hand)
A: Ranged attacks get -4 when attacking you until your next turn. You can activate this as a free action, even on someone else's turn.

Demon Crow of Bacchus (Organic Torso)
You take half damage from acid. A: Spew out a 15' cone of acid. Does 1d6 damage immediately and another 1d6 damage the next round unless targets spend a round wiping it off.

Dendritic Cirricules (Organic Head)
You can sense the health, emotion, and physiological states of any organic creature within 10m. A: Communicate with any known creature within 100km for 10 minutes.

Echolocation Melon (Organic Face)
You can use echolocation to "see" all surfaces within 20m. A: Chirp confuses all robots within 10m for 1d6 rounds if they fail a Wis check.

Electro Net (Cybernetic Left Hand)
Can be thrown up to 10m as a ranged attack. Targets are entangled until they succeed on an Agi check. Entangled creatures move at half speed and get -2 Agi. Additionally, they cannot move more than 10m away from you. A: Net deals 2d6 damage to whatever is trapped in it.

Flower Dome (Organic Head)
You get +4 to resist poisons. A: All breathing organic creatures within 5m of you must make a Con check or take 1d6 poison damage.

Gene Stealer (Organic Left Hand)

A: With a melee hit, you can copy an ability or graft that the target has. Activated abilities are usable once, and then is dissipated.

Gramble Gawm (Organic Right Hand)

1d6+Str. 10m range. A: 20m range, and bites on to the target like a barbed whip with a snake head on the top. If wielder is heavier than the target, the target is pulled to the wielder. If the opposite is true, the wielder is pulled to the target. (It's like a hookshot.)

Helicopter Head (Cybernetic Head)

1d6+Wis damage. A: Fly for 1 minute.

Hover Belt (Cybernetic Legs)

You weigh half as much as normal. A: You can fly at half your normal speed for 10 minutes.

Implantation Spike (Organic Left Hand)

A: Can plant one of your eggs into the target with a successful melee attack. This lets you know the target's surface thoughts for as long as the egg is implanted. When you will it, the target must make a Con save or take 3d6 damage. If left to its own devices, the egg will hatch in six weeks, and birth a little monster baby version of yourself. Egg can be removed automatically, but if the surgeon fails a Wis check, the victim takes 2d6 damage.

Infra Scanner (Cybernetic Face)

You can see blackbody radiation, allowing you to see in the dark. You can also see heat, allowing you to estimate the temperature of objects.

Internal Fusion Reactor (Cybernetic Torso)

You no longer need to eat. A: +3 Str for a single action. You can only use this ability on your turn.

Jump Jets (Cybernetic Legs)

You can jump twice as far as normal. A: You can jump ten times as far as normally. This also allows you to navigate adeptly in zero gravity.

Kuzon Claw (Organic Right Hand)

1d6+Str. Does double damage if the target is surprised. A: Win initiative.

Lazarus Hindbrain (Cybernetic Torso)

You can continue fighting for 1d6 rounds after death, but fighting is all you can do. A: Stay conscious for one round when you would normally be knocked out.

Lethe Membrane (Organic Face)

If you do not draw attention to yourself, organic creatures will forget that they ever saw you. A: Target creature must make a Wis check or forget the last six seconds. Doesn't work on positronic brains or cameras.

Light Lance (Cybernetic Left Hand)

A: Functions as a flashlight for 10 minutes. You can narrow

your beam to focus on a target's eyes/sensors, effectively blinding it as long as you make your attack roll.

Linguistic Interpreter (Cybernetic Head)

Allows you to speak with anything that has a language. A: Broadcast your words to everything within 100m by using the Axis Mundi's ubiquitous speakers.

Magnet Tips (Cybernetic Legs)

You can walk along any metal surface as if it were flat ground. A: You activate your magnets, becoming absolutely immovable.

Mandible Assembly (Cybernetic Face)

1d6+Str damage. A: 2d6+Str damage. If you wish, you can also hold on to whatever you bite really, really hard. On subsequent turns, you can hit automatically, but you will also be hit automatically.

Mega Fist (Cybernetic Right Hand)

1d4+Str HEAVY damage. A: Recharge a spent power cell. This has a 20% chance of exploding the graft.

Membranous Wings (Organic Legs)

A: Fly in atmosphere for 10 minutes.

Monster Blood (Organic Torso)

You eat twice as much as normal. A: Heal an organic part for 1d6 HP.

Mouth Laser (Cybernetic Face)

A: This ranged attack does 1d6 damage for every stamina that you spend on it.

Mouth of the Devourer (Organic Face)

Can carry an additional 3 items in your throat sacs without penalty. You can swallow things as large as you are, but suffer encumbrance normally. A: With an attack roll, instantly devour a creature that has 3d6 or less HP. Devoured creatures are killed but can be spit back out.

Needle Claw (Organic Right Hand)

1d6+Str. Looks like a normal hand. A: Extend up to 10m.

Neth Socketing (Cybernetic Face)

You can discharge a full power cell to heal one of your robotic grafts for 1d6 HP. A: You can discharge a full power cell (in addition to the stamina cost) to fire a plasma beam that does 3d6+Ego damage.

Neural Linkage (Cybernetic Head)

Allows you to synchronize and pilot mecha. A: Sense the direction, health, and mood of your synchronized mecha. If you have no synchronized mecha, you can sense the nearest mecha.

Orchid-of-the-Night (Organic Left Hand)

Every organic creature that dies within 10m of you restores 1 HP to an injured organic part. A: Create a 15' cone of sopophoric pollen. Any creature that passes through this area, except you, must make a Con check or fall asleep.

Cloud lasts for 1 minute.

Phase Modality (Cybernetic Legs)

A: With a running start, you can jump through a wall/door.

Pheromone Vents (Organic Head)

You get +4 to resist things that change your emotions. A: All organic creatures within 5m of must make an Ego check or be overcome with an emotion of your choice from the following list: Lust, stress, calm.

Plasmic Merge (Organic Legs)

A: You merge with a surface for up to 3 hours. This allows you to hide inside a wall or solid object, while seeing and hearing out of it normally. Can spend more Stamina for longer durations.

Polyskin (Organic Torso)

A: You can assume the shape, face, and voice of anyone you can visualize clearly. This lasts for 1 hour.

Poseidonic Metabolism (Organic Torso)

You can breathe in water (but not other liquids). A: You turn into a liquid and can move around. Most things deal half damage to you, except for electricity, which does double. You can pass through tiny vents and can attack for 1d6. You leave your gear behind you, but not your grafts. Lasts for 10 minutes.

Positronic Brain (Cybernetic Head)

You must succeed on a Ego check each time you want to attack a human (who lacks grafts) or disobey a command given to you by a human, or allow a human to come to harm. You can never use psychic powers. You do not need to sleep. You have perfect memory. A: +3 Wis or Ego for a single action. You can only use this ability on your turn.

Power Kick (Cybernetic Legs)

1d6+Str. A: +1d6 damage.

Power Orb (Cybernetic Right Hand)

1d6+Str, 10m range. Magnetically controls a metal ball (normally fitted in gauntlet) to smash things. A: Move a metal object within 10m, as if with Str 5.

Power Scouter 9000 (Cybernetic Face)

A: Learn the HP, armor, stats, attacks of a creature.

Razor Whip (Organic Right Hand)

1d10+Str LIGHT damage. A: Deal damage to a target normally, then trip them, if they fail an Agi check. Only works if they're standing atop legs.

Robo Controller (Cybernetic Left Hand)

Can scan robots, drones, servitors, and cybernetic limbs. You learn their HP and objectives, if any. A: If a target robot fails its Ego check, you can control it for 1 round.

Robot Blood (Cybernetic torso)

Immunity to disease. A: Reduce incoming damage by 2 points.

Rocket Fist (Cybernetic Right Hand)

A: 2d6+Str damage, 20m range.

Serpentine Assembly (Organic Legs)

When grabbing things, treat your Str as if it were 4 points higher. Can also extend to 20m long, but at this distance, treat your Str as if it were 4 points lower. A: Deal 2d6+Str damage to a grabbed enemy.

Shield Redistributor (Cybernetic Left Hand)

2d6+Str damage on a hit, but only affects shields. A: Create a 3 HP shield. Only works if you have no current shield.

Snake Tongue (Organic Face)

Can speak in carefully modulated subsonics. This allows you to say two things at once, and choose who hears which speech. A: Bite a target. If they fail a Con check, they take 1d6 damage and are paralyzed for 1d6 rounds.

Solar Wings (Organic Legs)

You can fly in zero-gravity effortlessly. A: You do not need to breathe for an hour.

Stun Palm (Cybernetic Right Hand)

1d6+Str damage. A: Machine targets take an additional +1d6 electrical damage. Organic targets that have 2d6 HP/Wis or less remaining are stunned for 1d4 rounds.

Telemodular Omnitool (Cybernetic Left Hand)

Functions as an omnitool, except at a distance. A: Install or repair a cybernetic graft or robot in 1 round.

Telepathy Gland (Organic Head)

You can communicate telepathically within 100m for 10 minutes. A: Communicate with any known creature within 100km for 10 minutes.

Terror Membrane (Organic Face)

A: Anything looking at you for the next six seconds must make an Ego check or be overcome with fear for 1d6 rounds, fleeing in terror. Doesn't work on positronic brains.

Thoracic Laser (Cybernetic Torso)

A: 3d6 damage. 500m range. Requires a turn to charge up, during which you are paralyzed.

Translucent Megacephalus (Organic Head)

This graft doesn't give you -1 PP (like most grafts). Instead it gives you +1 PP. A: Communicate telepathically with any known creature within 100m for 10 minutes.

Tremor Toes (Cybernetic Legs)

Can sense the vibrations of all things in contact with the ground. Among other things, this allows you to fight in the dark, as long as your targets are moving and touching the ground. A: Send out a tremor. All creatures in 10m must make an Agi check or fall prone.

Vampire Maggot (Organic Right Hand)

1d6+Str. A: Heals you for an amount equal to the damage.

Venom Claw (Organic Right Hand)

1d6+Str. A: Organic targets take an additional +2d6 if they fail a Con check.

X-Ray Scanner (Cybernetic Face)

A: You can see through walls and flesh within 10m. This allows you to see inside pockets, among other things.

Yaga Flower (Organic Left Hand)

1d6+Dex. A: On a hit, the target must make a Con save or be paralyzed for 1d6 rounds. Only works on organic.

Z-Twitch Quadriceps (Organic Legs)

You can run +50% faster than you would normally. A: Use this ability as a free action when you are struck. 50% chance to choose which body part takes the damage.

Psionics

A character gets psychic powers in two ways.

1. The first time a character is affected by a psionic power, they can make a Wis check. If they pass, they undergo a psychic awakening that night. Yes, this requires someone to keep track of whether a character has been exposed to psychic powers or not.

2. If a character has no psychic power and drinks adrenochrome, they can make a Wis check. If they pass, they undergo a psychic awakening immediately. If they fail, they take 1d12 Wis damage.

Psychic Awakenings are intense. Roll a d6 to see what form this awakening takes.

1	Battle doppelganger in an arena of the mind. Failure is lethal.
2	Go berserk. Attack companions with strength of 12. Lasts 1 minute.
3	Insects force you to flee 2d10 * 100' from your original location. Every round you are restrained in this area, you take 1d4 Wis damage.
4	Fall into a coma, exiting only when you make an Ego check. First check occurs after a day, and the time between checks doubles every time. You battle demons in your mind.
5	Attack allies with powers from relevant school of psionics (if school is still undecided, roll a d7). You have 6 PP for this purpose. You'll be levitating and talking in tongues for the duration.
6	Babble in a trance for 1d6 minutes while your blood writhes and glows purple under your skin. Awaken with a crucial insight into your situation.

Afterwards, you know your first psychic power. If you learned it from method #1, it's the same power. If you learned it from method #2, roll a d7 + d3 to figure out which power you learned.

Power Points

You have a number of power points equal to 6. You can learn psychic powers from two schools of psionics. Each power you learn outside of those two schools reduces your max PP by 1.

It costs PP to use psionics. PP don't return automatically. They return by drinking Adrenochrome.

Drinking Adrenochrome

Drinking Adrenochrome has 3 effects.

1. Restore all PP.
2. Gain first psychic power (described above).
3. Gain a new psychic power. You can choose whether you want to learn one from your school or a totally random one. If you don't like the result, you can choose not to learn it.
4. Boost a power as you are casting it.

Psychic Powers

Using psychic powers requires PP. Unless otherwise listed, the range of a psychic power is 10m per PP spent.

Use common sense to adjudicate these. You can't set metal things on fire. You can't mind control robots or AIs.

1. Metapsionics

Counterpsi – X PP

As a reaction, counter an opponent's psychic ability. This costs an equal amount of PP as the ability countered. Boost: Reflect it back at them.

Pineal Flensing – 1/2/3 PP

Target loses 1/2/3 PP. Boost: For each PP lost in this way, it takes 1d6 Wis damage.

Corpic Shell – 3 PP

You are immune to psychic abilities for 2 hours. Boost: Lasts all day.

2. Photokinesis

Invisibility – 2 PP

You are invisible for as long as you concentrate. Boost: Lasts for 1 minute after concentration ends.

Photic Burst – 1/2 PP

One creature is dazed for 1d4 turns if it fails an Ego check. / All creatures in a 50' cone are dazed for 1d4 turns if they fail Ego checks. Boost: Lasts 1d4 minutes.

Photic Manifestation – 2 PP

Create an illusion of your choice. Lasts as long as you concentrate + 1 minute. Boost: See through illusion's "eyes".

3. Precognition

Future Sight – 3 PP

See the next 6 seconds, along a certain line of action. For example, you can see what would happen if you pushed a button. 90% true, 10% chance to be horribly misleading. Boost: 95% true, 5% horribly misleading.

Parapsionic Adjudication – 1/2 PP

Reroll one of your rolls. / Force someone else to reroll one of their rolls. Boost: Add or subtract 3 to the reroll.

Premonition – 2 PP

DM answers a (specific or general) question, vaguely. 75% honest, 25% horribly misleading. Boost: 85% honest, 15% horribly misleading.

4. Pyrogenetic

Antiplasmic Impulse – 2 PP

As a reaction, prevent an explosion from exploding. Or, extinguish a fire. Boost: Creates a 5' diameter anti-explosion zone centered on object or point for 1 minute.

Ignition – 1 PP

Target catches on fire. Burning creatures take 1d3 damage to each hit location each turn, until fire is extinguished. Boost: Affects all creatures in 20' radius.

Combustive Resonance – 3 PP

Creates a 20' diameter fireball. All objects and creatures take 2d6 damage, or, half of that, if they make an Agi check. Boost: +1d6 damage.

5. Telekinetic

Antikinetic Field – 2 PP

For the next 2 hours, fast-moving objects near you are deflected proportionate to their momentum. Bullets get -4 to hit you, lasers get -2 to hit. Boost: Ranged attacks that fail because of these penalties can be redirected.

Force Field – 2/3 PP

Create a force field. It lasts for 1/10 minutes, and is shaped as a plane not exceeding 100 sq. ft. / 1000 sq. ft. It has 10/100 HP. Boost: Can be shaped however you desire.

Telekinesis – 1/2/3 PP

Move up to 20/200/2000 lbs with the power of your mind. Only works for a single object. Possible to lift yourself. Lasts as long as you concentrate. Boost: No limit to how many objects you can lift. Boost: You can fly for the rest of the day.

6. Telepathy

Psychic Blast – 1/2 PP

Target takes 1d6/2d6 Wis damage. Ego save for half.

Read Mind – 2 PP

If the target fails an Ego check, you can read its surface thoughts. The target is aware that it is being probed. Boost: In addition to surface thoughts, you can search the mind for specific information.

Dominate Mind – 3 PP

If the target fails an Ego check, you can control its actions for as long as you concentrate. Creatures get a second save if forced to do something entirely against their nature or goals. Boost: Lasts for 24 hours, and you can give (but not receive) commands telepathically.

7. Teleportation

Autoteleportation – 1/2/3 PP

Teleport yourself 10/100/1000 meters. You cannot bring anyone with you. Boost: Send an object no larger than a grenade, without teleporting yourself.

Polyteleportation – 2/3/4 PP

Teleport yourself and 1/3/5 other people up to 50 meters. Boost: Increase range to 5 km, but this requires a Wis check, or everyone takes 1d12 Con damage.

Counterportation – 1 PP

As a reaction, prevent someone/something from teleporting within 50 meters. If you wish, you can also deal 1d6 Wis damage. Boost: You learn exactly where they teleported from.

Monster Stat Blocks

For ease of play, monsters don't usually have hit locations. Instead, they'll be listed like this:

HD 2, Armor 1, A75668, Claw 1d6+3

HD (hit dice) is how many d8s you roll for HP.

Armor is how much it reduces any damage it takes. If it has no armor, this section will be omitted.

The weird series of letters and numbers are the creature's six stats, represented in order and in hexadecimal (A = 10, B = 11, etc.) This monster has Strength 10, Dexterity 7, Agility 5, etc.

Last, we list how much damage the monster does on a successful hit.

Str and Dex are used for attacks, obviously. Agi is comparable to movement speed. Wis can be rolled to see if the monster fights with good tactics or bad ones. Ego can be rolled in place of morale.

Fleshy monsters give 1d6 rations when they die, +1 per HD. Robots give 1d6 machine scraps when they die, +1 per HD.

Monsters

Akla

HD 1, Armor 2, 48A666, Spine 20m 1d6+3
Flying green insect things. Talkative. Curious. Cruel.

Arclord Revenant

HD 3, 77577B, Needles 1d6+2, PP 4
Human "killed" by falling into an engine. By spending 2 PP, deal 1d6 electrical damage to everything within 10m (Agi check for half).

Berserker

HD 2, 775566, Pistol 20m 1d6+2 or Slasher 1d6+2
Each has a 10% chance to carry a random cyber graft. Pistol has 1d10 charges.

Braintree

HD 5, 730997, Whomp 1d6+2, PP 4
Immobile flesh-tree. Knows Psychic Blast and Telekinesis.

Cryptoclasm

HD 7, 848866, Needling 1d12, PP 4
Black mucus-beast shot through with trembling diatoms made from spun sugar. Can squeeze through tiny openings or form legs that allow it to run at Agi 14. Stealthy. Knows Invisibility and Parapsionic Adjudication.

Cyber Shaman

HD 3, 6868AA, Disintegrating Touch 1d6+4, PP 3
Knows Invisibility and Counterpsi. 25% chance to possess a broken mecha, 5% chance to possess a working mecha. (Mecha are all unique, but use stats for Machine Shell).

"Dragon"

HD 6, Armor 2, 969B6B, Bite 1d6+6, PP 3
Knows Teleport. On hit, make an opposed Str check to swallow the target. Swallowed targets take 1d6 damage per round to all parts until they cut their way out by dealing 12 points of damage to stomach wall.

Eggbearer

HD 2, 774BB5, Beak 1d6+2
If stolen, the egg is very valuable. If the eggbearer is killed, the egg hatches immediately into a strobe phoenix.

Fungusaur

HD 1, Armor 1, 644A66, Chomp 1d6+2
Each attack that doesn't kill a fungusaur causes it to grow larger: it's max HP increases by 1, it's Str and Con increase by 1, it's damage increases by 1, and it recovers all of its HP. If it does this 6 times, it explodes. Eating a fungusaur's heart restores 1d6 HP to all organic parts.

Goat Minotaur

HD 4, Armor 1, A5698C, Horns 1d6+4
Deals +2 damage on a charge. If killed and head is severed, it is obligated to answer (via whisper) one question to the best of its ability. Loyal to Gaia.

Jesuit Priest-Slave

HD 2, Armor 1, 55658F, Carbine 1d6+3
Has Terror Membrane and Mouth Laser. Has 1 grenade welded to their sternum. Carbine has 1d8 charges.

Jesuit Mother-God

HD 3, Armor 2, 77588F, Power Fist 1d6+4, PP 6
Knows Read Mind and Telekinesis. Grafts include Power Fist, Mouth Laser, Terror Membrane.

Kuzon Cyclops

HD 3, Armor 3, 856844, Claw 1d6+1, Ray 20m 1d6+2
A person who is struck by a kuzon's claw begins to glow with a dull yellow light. This lasts for 1d20 hours, during which they take double damage from kuzon claw attacks.

Laser Drone

HD 1, Armor 4, 1C88E9, Laser 100m 1d6+2 L
Flying drone robots. Only focus on their objectives.

Machine Shell

HD 5, Armor 4, FC8AC8, Claws 1d6+6, Machine Gun 100m 1d6+8, Rocket Array 100m 1d6+6
Machine gun uses the continuous fire rules. Machine gun has ammo for 4 attacks. Rocket cluster has ammo for 2 attacks and explodes in a 10m radius. Although it looks like a small tank atop crab legs, there is a human mind inside that shell.

Membrane

HD 6, 942E77, Pseudopod 1d6+2
On hit, make an opposed Str check to grab the target. Grabbed targets take damage automatically on subsequent turns. Can compress self through vents.

Metamite

HD 1, 279277, Poisoned Dagger 1d3, PP 6
Diminutive Humanoids with regressive culture. Knows Domination. The first time the dagger strikes someone, they must make a Con check or lose 1d6 Str and 1d6 Dex.

Mutant

HD 2, 667766, Claw 1d6+2
Each has a 25% chance to carry a random bio graft. 50% chance that the entire group has the same graft.

Party Goer

HD 2, 665988, Various Grafts 1d6+3
Appear in large groups. 50% chance to follow party. If they do, they will join all combats, but only to gang up on the losing party, and only when it becomes totally apparent who is losing. Well-dressed, except for the blood.

Psychic

HD 2, 557588, Pistol 20m 1d6+1, PP 5
Knows 1d3 psychic abilities from a single random school. Pistol has 1d6 charges left.

Servitor

HD 1, Armor 2, 466477, Mini-Gauss 1d6+2
Will heal you in exchange for goods. Carries 2d6 machine scrap and 1d3 medkits. Killing it has a 60% chance to summon 1d6+1 laser drones.

Skeleton Dance

HD 6, B34B7B, Claws 1d6+2
Swarm of semi-dead stuff. Can attack three different targets each turn. As a swarm, it takes double damage from AoE effects and is immune to most mental stuff.

Sleepwalker

HD 1+1, 644C77, Fists 1d6+2
When a sleepwalker dies, all organic creatures in 10m must save or fall asleep. They grin, talk slow, and serve Somnus.

Strobe Phoenix

HD 4, 89E699, Beak 1d6+4, Pinions 10m 1d6+3
Anyone damaged by beak or pinions must make an Agi check or catch on fire. Anyone looking directly at the phoenix must make an Ego check or be blinded for 1d6 rounds.

Special Forces

HD 3, Armor 1, 8987AA, Rifle 100m 1d6+4 H
Carries 2 proximity mines. Has 1 random graft and either Polyskin or Stun Palm. Rifle has 6 charges.

Vampire Drudge

HD 4, A8CA88, Bite 1d6+4, Rifle 100m 1d6+2 H
Pharyngeal jaws have a range of 2m. Bite heals vampire for an amount equal to half of the damage done. Cannot enter area lit by natural flame. Cannot be permanently killed except by impaling the heart with wood.

Vampire Grand Corpus

HD 12, G33GEE, Bite 1d6+4, 6 PP
Pharyngeal jaws have a range of 10m. Can bite all targets within range each turn. Bite heals corpus for an amount equal to half of the damage done. Knows Invisibility and Photic Manifestation. Too large to fit through small doors. Cannot be permanently killed except by impaling all 9 hearts with wood.

Voidborn Human

HD 2, 579795, Claw 1d6+1
They live outside of the ship, tending to their hull-farms. Each can spit acid once per day. On a hit, the acid burns for 1d6 damage each round until scraped off, which requires a full turn and a successful Dex check. They can also scream-chirp, making psionics impossible within 10m. They survive fine in the hard vacuum of space and can fly as if they had the Solar Wings graft.

Game Play

I'm not going to attempt to recapitulate the entire setting in this document. It's all on goblinpunch.blogspot.com, spread across three or four posts.

This game is suitable for sandbox play.

This game also relies on certain big revelations. (It's been 8000 years since you went to sleep, the Axis Mundi has been orbiting Eden for most of that time, the AIs are liars, you've been cloned multiple times and manipulated.)

Maybe we can divide the game up into 3 sections.

- 1 – Discovery that the Axis Mundi is not what it seems.
- 2 – Escape into the bowels of the ship.
- 3 – Survival and Self-sufficiency. Learn the rules of the new world that is the Axis Mundi.
- 4 – Goal Achievement. This can be killing or converting one of the AIs, creating a stable community within the Axis Mundi, or escaping to the planet below.

It's also geared for survival play. Your resources will deplete. You may be forced to eat your grafts to survive, or disassemble your leg in order to repair your gun. There will be times when you cannot find any Adrenochrome to power your psychic exertions.

One big theme is the loss of humanity. After all, PCs are literally trading their faces for new abilities and higher stats.

Metagame-wise, encourage your characters to write letters to themselves from their friends and families, received by the ship during cryosleep. Who did they leave behind on Earth? A girlfriend, 8000 years dead? Parents, with high hopes for your career? These emails help develop the character while serving as a mundane counterpoint to the flesh and metal monster the character is becoming.

Adventuring

Each entry includes a generic title and specific examples.

d20 Sectors

1	Arsenal	11	Machine Shop
2	Battlefield	12	Mall
3	Cathedral	13	Medical
4	Clone Vats	14	Neural
5	Cryochambers	15	Slum
6	Engine	16	Umbilicus
7	External	17	Ventilation
8	Garden	18	Water Silo
9	Laboratories	19	Wilds
10	Larder	20	Xenic

Passing from one sector to another requires a passkey, which is consumed in the process. (Passkeys also open locks.)

1 – Arsenal

- Weapons cache.
- Booby traps.
- Bomb servitors, requesting permission to explode.
- Gunpowder shamans.
- Explosion damage.

2 – Battlefield

- Unrotted corpses.
- Chuckling jackals who mock the PCs.
- Painted mecha, trapped in a disintegration field.
- Sleepwalkers, putting corpses in cryotubes.
- Insane warriors in a pillbox.

3 – Cathedral

- Central place of worship for at least 1 cult.
- Religious iconography on walls.
- Penitents suffering punishment.
- A machine-god.
- A pope.

4 – Clone Vats

- Glass walled rooms full of deformed fetal corpses.
- Cultists worshipping a lactating giant.
- School for identical children.
- Fungal clots.
- Captain clone building a clone army.

5 – Cryochambers

- Confused people who just woke up.
- Sleepwalkers, sleeping.
- Cannibals with crowbars.
- Frozen zone. Freezing danger.
- Improvised meat storage locker.

6 – Engine

- Burning Danger. Hot surfaces.
- Cache of power cells.
- Electric ghosts.
- Engine cultists.
- Centrifugal rooms.

7 – External

- Walk on the outside of the ship.
- Shields trapping atmosphere.
- Voidborn caravan.
- Star charts drawn on hull.
- Hull breach + space bees.

8 – Garden

- 75% controlled by Gaia cultists.
- Beautiful flowers, esp. roses.
- Cavorting beastmen. Wine. Orgies.
- Blood-anointed server racks.
- Swan-men ritualistically dancing in fountains.
- Satyrs with neural jacks hacking gravity.

9 – Laboratories

- Beastmen iconoclasts.
- Researchers multitasking with arachnoid colonies.
- Mazes of broken glass.
- Containment for alien xenoartifact.
- Warrior-historians seeking specific knowledge.

10 – Larder

- Mold infestation. Cordyceps plague.
- Cache of rations.
- Gluttonous cultists worshipping obesity in zero G.
- Autonomous confectionary machine + attendant cult.
- Cannibal bakery. Stockpile of valuable sugar.

11 – Machine Shop

- Robots building robots.
- Rogue drones trying to “rescue” other drones.
- Robots disguising themselves as humans.
- Robots that believe they are human.
- Vehicle repair + hangar.

12 – Mall

- People who have no idea anything is wrong.
- Tacky theme restaurants. Lego stores.
- Video game arcades. Cinnamon bun stores.
- Everything is mostly empty, but still lit up.
- Killbots keeping the riff-raff out.

13 – Medical

- Cosmetic surgeons buying black market faces, limbs.
- Lazarus chamber capable of resurrection.
- Zomborgs and their leader, an under server rack.
- Vampire MDs and membrane nurses. Blood banks.
- Swarm of predatory abortions.

14 – Neural

- Cult possessing ecstasy sarcophagi.
- Extractor: turns people into Als.
- Inceptor: turns Als into people.
- Holographic ghosts.
- Chambers of rotten computers. Zomborgs.

15 – Slum

- Truce enforced with swift violence.
- Space drugs.
- Gladiator pits. Gladiators all on drugs.
- Smugglers, traitors, and spies.
- The only atheists on the ship.

16 – Umbilicus

- Connects the ship fragments.
- Jet bikes. Subway stations.
- Racers. Robots vs Mutants.
- Refugees, trapped between airlocks.
- Toll gate guarded by space trolls.

17 – Ventilation

- Fans preventing forward movement.
- Chambers filled with exotic gases.
- Gaseous humans nibble opponent's nerves.
- Air purifier cult. Gas masks. Suffocation psi.
- Goatmen dervishes seeking the One Fire.

18 – Water Silo

- Directional gravity keeps water in.
- Psychic mermaids.
- Vegetarian eels building a nest. Humming.
- Pufferfish spit explosive bubbles.
- Reef maintained by artificial storm.

19 – Wilds

- Dragonsign.
- Fungal forest with broken gravity.
- Cave paintings reveal great secret.
- Ciliated halls sweep PCs towards mouth.
- Flower men eat fingers as delicacies.

20 – Xenic

- Pieces of a foreign ship, gained in transit.
- Stone temple from a dead moon.
- Alien crypt.
- Cultists worshipping dead eggs.
- Alien phantom desires silence for poetry.

d12 Inhabitants

1	Apollo Cultists	7	Machine Shells
2	Apollo Militia	8	Membranes
3	Archivists	9	Mutants
4	Clan	10	Other
5	Gaia Cultists	11	Other Cultists
6	Jesuits	12	Robot Separatists

1 – Apollo Cultists

- Worship Apollo directly or indirectly.
- Apollo's names: Lightbringer, Firelord, Xabarac
- Dress sort of like Roman Legionaires.
- Burn their dead. Use human skin for scrolls.

2 – Apollo Militia

- Obey Apollo as the commanding AI of the ship.
- Military ranging from spearmen to snipers.
- Some believe Apollo is a god; some don't.
- Fight alongside Apollo's robots, sometimes.
- Usually can hack the lights, doors, air cyclers.

3 – Archivists

- Obsessed with digging through 8000 yr history.
- Psychics, arachnoids, paper-men, mnemogolems.
- Travel inside plastic bubbles.
- Know more history/geography than the Als.
- Nothing but contempt for Earth and earthlings.

4 – Clan

- Primitive beliefs: family honor, animal totems, etc.
- Advanced tech: laser rifles, mechs, hackers.
- (though they sometimes use poison spears, too)
- Complicated loyalties to Als and other clans.
- Anoint pistols in lymph so they can shoot spirits.

5 – Gaia Cultists

- Believe that Gaia created the ship and its creatures.
- Worship life, death, sex, rebirth, and change.
- Most of them are beastmen.
- Wear togas. Drink wine.
- Sacrifices victims atop Gaia's server racks.

6 – Jesuits

- Scorn the false religions of the Axis Mundi.
- They know that The Jesus created the Als.
- Train powerful psychics and assassins.
- Feed the poor. Send out missionary-commandos.
- Lead by the Omni Pope.

7 – Machine Shells

- Clans that discard their flesh.
- Just brains + reproductive organs in a machine shell.
- Just as superstitious as the humanoid clans.
- Tend to be rich. Watch a lot of TV.
- Discard flesh, enter machines at six months.

8 – Membranes

- Cross between a water bed and a huge tarp.
- 97% human DNA.
- Intelligent, telepathic. Utterly inscrutable.
- Get high on electricity.
- Secret societies in the walls.

9 – Mutants

- Range from insane to pathetic.
- Mutation is often contagious.
- Form enclaves and huge, shrieking mobs.
- Produce more psychics than anyone else.
- Like goblins, except successful.

10 – Other

- Dolphinoids, Oracles, Blackthroats
- Hive-minded Humans, Minervans, Cerians
- Fleshgods, Gangers, Akla
- Vampire Family, Egg People, Cyclops

11 – Other Cults

- Engine Cult, Machine Cult, Void Cult
- Sex Cult, Warp Cult, Fire Cult
- Death Cult, Computer Cult, Anti-thiesm Cult
- Earth Cult, Birth Cult, Cyber Cult

12 – Robot Separatists

- Machines that are loyal only to themselves.
- More religious than humans, generally.
- Believe that robots were created first.
- Believe that robots created humans.
- Are often bounty hunters.

d8 Plots

1	Defend	5	Negotiate
2	Escape	6	Save
3	Explore	7	Steal
4	Kill	8	Transport

1 – Defend

A garden called Lambenhall is about to be attacked by 44 berserkers led by a vampire drudge named Zero the Mant. The (relatively) peaceful clan defending Lambenhall has a good defensive position (only 2 chokepoints to defend) but there is a traitor among their ranks: a psychic named Pion.

2 – Escape

A cryptoclasm has decided to stalk the PCs. It creeps ahead of them, despoiling food caches that the PCs were relying on and leaving them threatening messages. It will attack when they are most vulnerable, but only after tormenting them first.

3 – Explore

PCs are hired by a blue-skinned giant that calls himself Jones. They are supposed to explore a recently discovered zone of still-intact cryochambers for his “wife”. This is complicated by

Somnus' sleepwalkers (who protect the frozen passengers) and the Green Skull clan of cannibals (who want to eat the frozen passengers). Jones' wife is currently revivable.

4 – Kill

Apollo desires the death of a certain member of Gaia's flock: a creature called Black Cavendish. Apollo knows no other identifying details. (Black Cavendish stole one of Apollo's gene seeds, although the thief doesn't realize the significance of the item, and wears it around his neck). Cavendish is a serpent man partaking in a fertility ceremony in a garden, designed to help a young Monsternother conceive her first child. The PCs will have to talk to some of the beastmen to figure out who Cavendish is.

5 – Negotiate

Scion Ravica and Magistrate Merovin are leaders of rival cults who worship the same machine-gods. Recently, their machine gods have begun quarreling, and they disagreed about which machine-god to throw out the airlock. Unable to agree, they are on the verge of mutually assured destruction. Each has a switch that will vent all the atmosphere in this section, and the blast doors will only open if both clans agree to open the doors together. This is complicated by the raids the clans conduct on each other and a young couple that has fallen in love with each other across clan boundaries (and are always sneaking off to see each other).

6 – Save

A warrior clan of machine shells has lost the son of their emperor. The emperor, named Septimus, has covered his hull with ashes and bone dust as part of his mourning. His baby is being held hostage by a circle of Apollo-faithful cultists. The machine clan will put bombs in the PCs heads and command them to retrieve Septimus's infant son (who still looks like a human baby, and has not been vivisected into his shell yet). They'll have to steal the baby back from Apollo's cultists while the machine shells yell instructions in their ear. Will probably end with end with flamethrowers.

7 – Steal

Blue Zoolie the Archicon is a clone of the original ship's captain. His leg contains a special passkey that can open a vault rumored to contain intact life rafts capable of landing on Eden. Blue Zoolie is currently holed up with a bunch of smuggler's loyal to Apollo, fleeing certain gambling debts.

8 – Transport

Worm cultists have contracted one of Gaia's “divine plagues” are all pregnant with goats. Since giving birth to goat kids is usually fatal, they have been busy cutting goat fetuses out of each other for the last few days, too low on blood to move. They'll beg the PCs to transport a baby star worm to the ship's engines and throw it in the fusion reactor, which will allow it to grow to adulthood. If they bring the adult worm back to them (which is easy as long as the worm is fed a steady diet of power cells) they can all kill the worm and eat its brains together, which will allow them to harvest a fortune of adrenochrome from it's head.

