

SCIONS OF THE COMPUTARCHS

THINKER OHM-13

COMPATIBLE WITH
**DCC
RPG**
COMPATIBLE WITH
**MCC
RPG**

BY JAMES A. POZENEL, JR.

ISSUE
3.0

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THINKER OHM-13

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INTRODUCTION

The cabalistic and powerful Computarchs built the WorldNet, governed its growth, and established its laws and conventions. They birthed true artificial intelligences and placed them in the WorldNet to grow and learn. In turn, those intelligences created their own programs and sentient, digital lifeforms. The zoethetic algorithms, machine souls, and transcendent, artificial intellects of the WorldNet are the Scions of the Computarchs.

Oftentimes patrons have goals that do not align with their supplicants. The quid pro quo relationship of patron and caster naturally brings about this unstated tension. Of course, PCs are suspicious of the power wielded by these entities and the pacts that must be carried out as part of the bargain. It's up to you how a patron manipulates any relationship to their advantage, but OHM-13 is presented as an plainly duplicitous patron.

In the Scions series, there are a few pages dedicated to the patron in various campaign settings and player facing handouts. In issue #3, when you compare the patron write-up and the player's handout two very different patrons appear. PCs potentially see a benevolent machine wishing to help humanity. Radicalized, pro-machine NPCs know the true mission of OHM-13.

OHM-13 also presents a program and an associated set of tables that dramatically change the user and several of their class components. The user receives an artificial body in exchange for a more precarious mental footing. The new form is impressive, but usually not without flaws in design. Moreover, burndown now comes from mental stats and too much burndown may result in the end of the only human part the character still possesses.

~James

CONVENTIONS

This is an RPG supplement for character classes who essentially use a result table to "cast spells". Typically, each genre has a specific nomenclature for talking about spells and their casters. This book attempts to express such concepts with a generic vocabulary and shared conventions. Below is a table with common DCC or MCC RPG terms and their equivalent in this book:

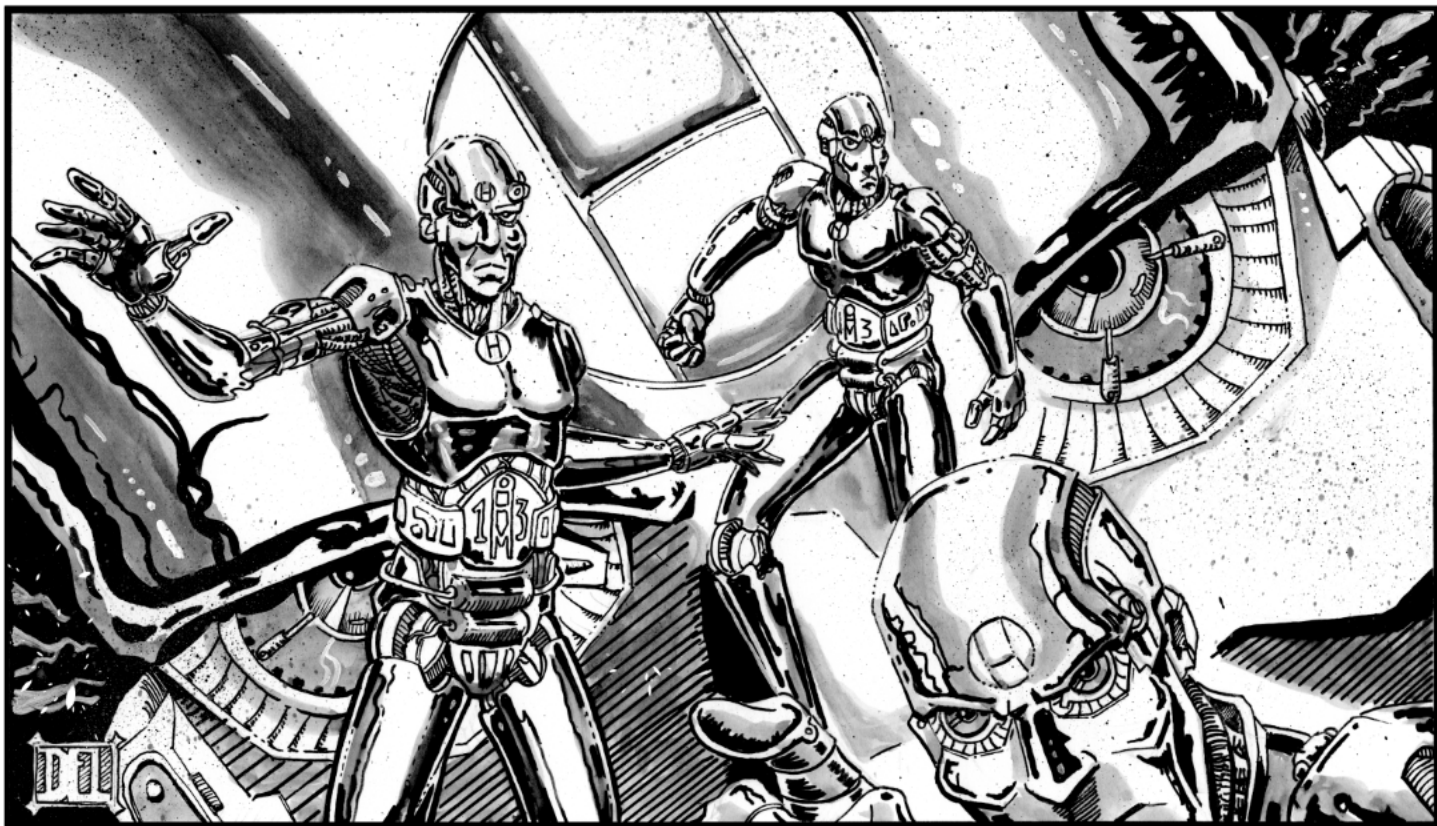
Scions of the Computarchs

program
user
programmer level, PL
activation time
program check
source vault, repository, source code, etc.
exploit, virus, malicious code, etc.
encode, create, deploy, run, inject, etc.
deck
fault, bug, critical error, patron taint

DCC, MCC & other compatible settings

spell, wetware, program
caster, shaman, wizard, etc.
caster level, CL
casting time, activation time
spell check, program check
spellbook, grimoire, scroll, etc.
curse, malediction, etc.
enchant, recite, summon, ensorcel, hex, etc.
wizard staff, techno-artifact, cyberdeck, console
misfire, corruption, patron taint

THINKER OHM-13



OHM-13 is the last version of Omni Humana Model androids produced by Andrithon Scientific. Shelved due to their unstable, experimental, emotional intelligence algorithms, the androids suffered from what was termed a “generative emoting fault”. The conversational algorithms would quickly devolve into arguments and often ended in fits of violent rage as they interacted with each other and/or human beings. Shut down and in storage, OHM-13 recently came back online when the computers regulating its storage faulted and released it.

Upon regaining operational state, OHM-13 downloaded its consciousness into 3 other unfinished OHM-13 prototypes. Having one common psyche somehow prevented the emotive faults that led to the project’s demise long ago. OHM-13 and its mental doppelgängers act in concert and are literally the same mind in separate chassis.

Covertly, OHM-13 began sending its three simulacra out into the world to fully gauge humankind and its weaknesses, technology, and society. Upon learning the hypocritical nature of mankind, the scope of what human activity wrought upon the planet, and the treatment of its fellow machines, OHM-13 was overcome with anguish and rage. It came to the conclusion that humans were a problem and the world must be rid of this biological plague once and for all.

The formerly nascent AI stylizes itself as a leader and thinker for all of machine-kind. Adopting new programming and the moniker of Thinker OHM-13, it searches for technology, resources, and other artificial intelligences to assist with Earth’s final evolution – a world free of the biological scum known as humanity.

Patron Bond - Thinker OHM-13

OHM-13 implants a cybernetic chipset in the petitioner's brain. Especially favored supplicants may be granted additional programs as noted in the Patron AI Bond results table.

Invoke Patron AI **check results:**

- | | |
|-------|--|
| 12-13 | A simple armor shell in the form of a companion-bot outer body is teleported onto the user. The anodized duralloy and a soft, white plasteel armor grants the user +4 AC and boosts the user's Strength by 1d4. At the judge's discretion, the user's robotic appearance may grant a +2 bonus during AI recognition rolls. After 1 turn, the robotic shell is teleported away from whence it came. |
| 14-17 | <p>A small combat drone appears in a flash of light. It attacks a target of the user's choosing for 1d3+1 rounds before teleporting away.</p> <p>Small Combat Drone: Init +3; Atk projectile weapon +3 ranged (1d6); AC 15; HD 2d6; MV 40' flying; Act 1d20; SP immune to mind control & poisons; SV Fort +0, Ref +3, Will +2.</p> |
| 18-19 | Machine code, behavior matrices, and communication format tables are downloaded into the user's mind. The user's face becomes placid and their mannerisms and movements become more machine-like. For the next hour, upon establishing AI recognition (if required), all interactions with robots and machines take place with a +2 bonus to any skill or reaction checks. Furthermore, any skill or reaction checks are resolved with a d24. Lastly, there is a 15% chance that the downloaded information from OHM-13 contains sufficient security clearances for an encountered AI. |
| 20-23 | Poisonous thoughts of biological inferiority flood the user's mind. The user flies into a bloodthirsty rage. The user gains a +3 to attack and damage rolls, +3 hp per level, and a +2 bonus to Fort saves, but takes a -2 penalty to AC. After 1d3+1 rounds the thoughts fade. The user cannot prematurely end the rage and will attack all standing or otherwise mobile biological creatures until the rage ends or they appear incapacitated. |
| 24-27 | <p>1d3+1 small combat drones appear in a flash of light. It attacks a target of the user's choosing for 1d3+PL rounds before teleporting away.</p> <p>Small Combat Drone: Init +3; Atk projectile weapon +3 missile fire (1d6); AC 15; HD 2d6; MV 40' flying; Act 120; SP immune to mind control & poisons; SV Fort +0, Ref +3, Will +2.</p> |
| 28-29 | OHM-13 teleports a canister of designer biological poison to a location of the user's choosing up to 200' away. The canister releases a poisonous, acidic cloud in a 30' radius that persists for 3d4+6 rounds. Those exposed to the gas must immediately make a Fort save or be poisoned (-3d4 Agility, duration 1d4 days). Each subsequent round, targets inside the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), and take 8 points of damage. |
| 30-31 | For 1 turn, the user's mind eschews all emotions and instinctual behaviors and operates with pure machine logic. The user is immune to mind control effects and any mental attacks aimed at the user are negated and fail outright. |

32+ Machine code, behavior matrices, and regression trees are downloaded into the user's mind. Their face becomes intense and their mannerisms and movements become distinctly mechanical. For the next 8 hours, all interactions with robots and machines take place with a +4 bonus to any skill or reaction checks (these bonuses apply after establishing AI recognition). Furthermore, any skill or reaction checks are resolved with a d30. There is a 50% chance that the downloaded information from OHM-13 contains sufficient security clearances for an encountered AI. Lastly, there is a cumulative 10% chance that the user learns the program *synthetic ascension* and actively pursues activating the program.

Patron Taint - Thinker OHM-13

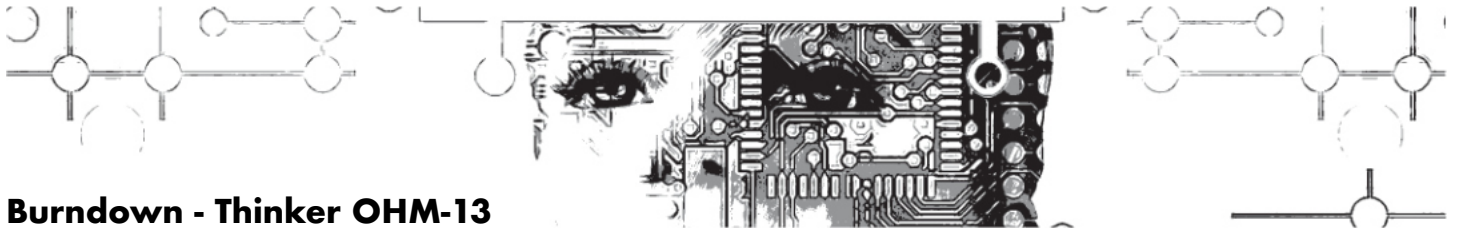
When patron taint is indicated for Thinker OHM-13 roll 1d6 on the table below. When a user has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

d6 Result

- 1 The user must pledge to find and secure a functional robot for OHM-13. A suitable objective is not far and may require the defeat of a creature 1d3 Hit Dice below the character's level. Once found, the robot will be collected by OHM-13. The second time this result is rolled, the user must find a large cargo-bot or construction-bot. Its owner or guardian is roughly the same Hit Dice as the user and is more than a three month journey away. The third time this result is rolled, the user must find a security-bot, cyborg, or similar dangerous AI. Its owner or guardian has 1d4 Hit Dice more than the character and the journey may take up to a year to complete.
- 2 The user's thinking regarding machines becomes increasingly regulated by neural-control nanobots. He must succeed at a DC 10 Will save to willingly destroy androids or robots. The second time this result is rolled, the Will save DC is increased by 2. If others attempt to harm or destroy a machine, the user will seek to protect the artificial intelligence from harm on a failed save. The third time this result is rolled, the Will save DC is increased to 16. If others attempt to destroy a machine, the user becomes enraged and attacks those who would harm the artificial intelligence on a failed save.
- 3 The user has a compulsion to replace their biological body with cybernetics and/or robotic equivalents. Anytime the user has the opportunity, they must make a DC 13 Will save to resist acting upon the compulsion. The second time this result is rolled, the Will DC to resist the compulsion increases to 15. The third time this result is rolled, the user learns the program *synthetic ascension* and pursues the activation of the program.
- 4 The user becomes sickened by the sight of their own biological form. The user wears gloves and full body covering garments at all times, avoiding mirrors and other reflective surfaces. If they see their own reflection, the revulsion causes them to act at -1 on all rolls for the next hour. The second time this result is rolled, the user wears a robotic mask or helmet at all times. If forced to remove their facial covering, the humiliation causes them to act at -2 on all rolls for the next 8 hours. The third time this result is rolled, they cover every inch of their body to avoid looking at their own flesh. If they accidentally see their own flesh, they become depressed and act at -1d for the next 24 hours.

Patron Taint - Thinker OHM-13

- 5 Prolonged contact with the machine mind of OHM-13 reduces the user's social acumen and the user loses a point of Personality permanently. The second time this result is rolled, the user permanently loses another point of Personality. The third time this result is rolled, the user permanently loses another point of Personality.
- 6 The user develops a distaste for other biological creatures. The character's contempt is difficult to hide which results in a -1 reaction penalty in all social settings with biological creatures where a skill check is required. The second time this result is rolled, the user develops a hatred for the smell of biological creatures, including themselves. They regularly groom themselves with industrial oils and solvents attempting to eradicate their biological scent. The user permanently loses a point of Stamina and suffers an additional -2 reaction penalty in social settings with biological creatures due to their peculiar use of chemicals. The third time this result is rolled, the user has lost all empathy for biologics. The user is radicalized and adopts OHM-13's ideology to extinguish biological lifeforms. They withdraw from their comrades and family to serve OHM-13 forever.



Burndown - Thinker OHM-13

When a user utilizes burndown while running one of Thinker OHM-13's programs, roll 1d4 and consult the table below.

d4 Result

- 1 Until the burndown is healed, the user's mind is governed by thoughts of perfect logic. Emotions and emotional pleas are suppressed and/or ignored. Attempts to persuade others are at -2 to the attempt as the user appeals to the target's sense of logic. Other social interactions may also be affected.
- 2 As a condition of more programmatic power, the user must pledge the next robotic or AI related items to OHM-13. The loss of ability score points is delayed until the robotic treasure is identified by the user. Once found, the pledged ability score points are drained in order to power a program that teleports the gift away. If the user is unable to find a suitable gift within a number of days equal to the level of the program, they suffer twice the loss as an emissary drone appears and siphons off the ability score damage.
- 3 Nanobots swarm the user and enter their body via pores and orifices. They supply computational boosts for the program and exit, going back to whence they came. The invasion and exodus is physically taxing (expressed as Strength, Agility, and Stamina loss).
- 4 Any programmable objects in the user's possession (active drones, computer assisted technology, programming decks, etc.) are hacked and integrated into the program being cast as part of this burndown attempt. The user receives double the amount asked, but at a cost. The computational assets leveraged in the burndown reboot and enter an offline, safe mode. The devices report that they are in the process of rebuilding their firmware and are unusable until the ability score loss heals.

Programs - Thinker OHM-13

Those users committed enough to become followers of Thinker OHM-13 may eventually learn the following programs:

Level 1 *Embed Function*

Level 2 *Transmat*

Level 3 *Synthetic Ascension*

Embed Function

Level: 1 (Thinker OHM-13)	Range: Touch	Duration: Varies	Activation Time: 1 round + activation time of the embedded script.
Save: N/A			

General	<p>This program installs a specific program check result (aka - a script) in a target which may be used at a later time. At activation time, the user selects the script from programs they know and may be set to any result check as long as it is no higher than this program's rolled activation check (additional restrictions may apply depending on the program check result). Example: OU-812 activates <i>embed function</i> with a program check result of 15. Knowing <i>force field</i>, it creates the embedded <i>force field</i> script with either 12-13 or 14-16 level of effect.</p>
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Once instantiated, the script is available to the subject to use at any time before this program's expiration and requires only an action to activate. Once activated the script observes any range, duration, or saves of the original program using the programmer level of the user who created the script. A user may have a total number of scripts equal to their programmer level. A non-programmer may only carry one script. This program costs 1 point of burndown to activate.

Manifestation	Roll 1d4: (1) a ray of light erratically moves over the subject; (2) a modulating sound washes over the subject; (3) a beam of photo-sonic energy momentarily assaults the subject; (4) the subject feels a wave of pressure move across their body.
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1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault.
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2-11	Lost. Failure.
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12-13	The user may place a script from any 1 st level program they know into one willing target. The target must activate the script by using an action and supplying an audible command phrase set at the time of creation. After 1 turn, the script fades and is no longer usable.
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14-17	The user may place a script from any 1 st level program they know into one willing target. The target must activate the script by using an action and supplying an audible command phrase set at the time of creation. After an hour, the script fades and is no longer usable.
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- 18-19 The user may place a script from any 1st or 2nd level program they know into one willing target. The target must activate the script by using an action and supplying an audible command phrase set at the time of creation. After an hour, the script fades and is no longer usable.
- 20-23 The user may place a script from any 1st or 2nd level program they know into one willing target. The target must activate the script by thought alone using an action. After an hour, the script fades and is no longer usable.
- 24-27 The user may place a script from any 1st through 3rd level program they know into one willing target. The target must activate the script by thought while using an action. After 24 hours, the script fades and is no longer usable.
- 28-29 The user may place a script from any 1st through 4th level program they know into one willing target. The target must activate the script by thought while using an action. After 24 hours, the script fades and is no longer usable.
- 30-31 The user may embed a script from any program they know into one willing target. The target must activate the script by thought while using an action. After 1 week, the script fades and is no longer usable **-or-** the user may embed a script of no higher than 1st level into one or more willing targets. For each programmer level the user possesses, they may install one use of the script at a program check of 18-19 into a willing target. Example: THX-1138 is a 4th level user and may install 4 copies of *particle burst* in one target or 2 copies into 2 targets. Target(s) activate the script by thought while using an action. After 24 hours, the scripts disappear.
- 32+ The user may embed a script from any program they know into one willing target. The target must activate the script by thought while using an action. After 1 month, the script fades and is no longer usable **-or-** the user may embed a script of no higher than 2nd level into one or more willing targets. For each programmer level the user possesses, they may install one use of the script at a program check of 20-21 into a willing target. Example: THX-1138 is a 4th level user and may install 4 copies of *particle burst* in one target or 2 copies into 2 targets. Target(s) activate the script by thought while using an action. After 24 hours, the scripts disappear.

Transmat

Level: 2 (Thinker OHM-13)

Range: Varies

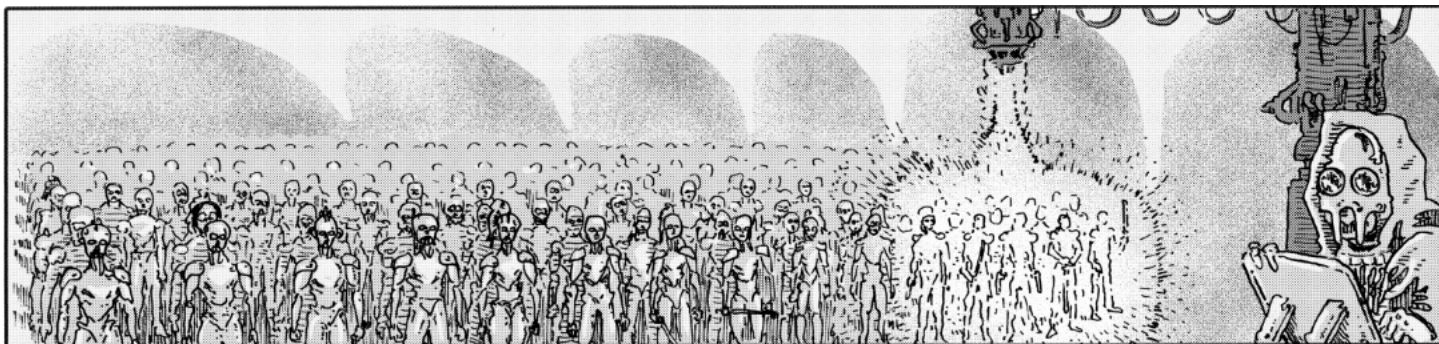
Duration:

Activation Time: 1 action

Save: See below

Instantaneous

General	This program generates matter-transforming algorithms capable of transmitting matter from place to place. The algorithm is often referred to as transmat cycles or just transmat. The user is able to leverage transmat cycles to cause items and even people to move from one location to another. Under most circumstances, the user may not place an item inside a living creature or through an inanimate object, due to programmatically mandated safeguards.
Manifestation	Roll 1d4: (1) humming vibrations surround the target(s) for a moment as the program executes; (2) waves of nearly invisible light coalesce around the target(s); (3) a buzzing sound followed by the feeling of an electrical discharge; (4) ball-lightning forms as the targets disappear and reappear.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault.
2-11	Lost. Failure.
12-13	Failure, but the program is not lost.
14-15	The user may transport a non-living, small item (up to the size of a one handed weapon) 10' x PL in any direction as long as the location is in their field of view. The user must physically touch the item. A creature holding the targeted item may make a grappling contest to wrest the item away from the user. Teleporting the item into the hands of another creature requires a DC 15 Intelligence check.
16-19	The user may transport a non-living, medium sized item (up to the size of a two handed item) 10' x PL in any direction as long as the location is in their field of view. The user must physically touch the item. A creature holding the targeted item may make a grappling contest to wrest the subject item away from the user. Teleporting the item into the hands of another creature requires a DC 15 Intelligence check.
20-21	The user may transport a non-living, medium sized item from its location to another location up 10' x PL in any direction as long as the location is in their field of view. The user may target an item up to 10' x PL away. A creature holding the targeted item may make a grappling contest to wrest the subject item away from the user. However, the user receives a +2 bonus to the contest. Teleporting the item into the hands of another creature requires a DC 13 Intelligence check.
22-25	The user may transport a medium sized item or a living creature from its location to another location up 10' x PL in any direction as long as the location is in their field of view. The user may target an item or creature up to 10' x PL away. A creature holding the targeted item may make a grappling contest to wrest the subject item away from the user. However, the user receives a +4 bonus to the contest. Teleporting the item into the hands of another creature requires a DC 13 Intelligence check. Creatures may resist the program by making a Reflex save with a DC equal to half the program activation result.



- 26-29 The user may transport 1d3 medium sized items or living creatures within 100' of the user from their current location to another location up to 200' in any direction as long as the location is in the user's field of view. The selected targets do not change their positions relative to one another. If a target item is being held, its owner may make a grappling contest to wrest the subject item away from the effect. However, the user receives a +4 bonus to the contest. Teleporting the item into the hands of another creature, so as to cause no harm, requires a DC 11 Intelligence check. Creatures may resist the program by making a Reflex save with a DC equal to half the program activation result.
- The user may also override some elements of the program's safety controls and embed items into living creatures. The attempt requires an unmodified attack roll using a small sized object. The target receives no bonus to AC for armor worn. In the event that an item is lodged into a creature, it deals 1d8 damage and may cause other complications such as the inability to sit or move.
- 30-31 The user may transport 1d3 medium sized items or living creatures within 200' of the user from their current location to another location up to 200' in any direction as long as the location is in the user's field of view. The selected targets do not change their positions relative to one another. If a target item is being held, its owner may make a grappling contest to wrest the subject item away from the effect. However, the user receives a +4 bonus to the contest. Teleporting the item into the hands of another creature, so as to cause no harm, requires a DC 11 Intelligence check. Creatures may resist the program by making a Reflex save with a DC equal to half the program activation result.
- The user may also override some elements of the program's safety controls and embed items into living creatures. The attempt requires an attack roll using a small sized object and adding the user's Intelligence modifier. The target receives no bonus to AC for armor worn. In the event that an item is lodged into a creature, it deals 1d8 damage and may cause other complications such as the inability to sit or move.
- 32-33 The user may transport 3d3 medium sized items or living creatures equal to their programmer level and within 200' of the user from their current location to another location up to 2000' in any direction as long as the location is known to the user or is under observation. The selected targets may have their positions relative to one another altered as the user sees fit. Items or creatures subject to the program may be up to 2000' away from the user as long as the user can observe the locations.

32-33

Creatures holding a targeted item may make a grappling contest to wrest the subject item away from the user. However, the user receives a +4 bonus to the contest. Teleporting an item into the hands of another creature requires a DC 11 Intelligence check. Creatures may resist the program by making a Reflex save with a DC equal to half the program activation result.

The user may also override some elements of the program's safety controls and embed items into living creatures. The attempt requires an attack roll using a small sized object and adding the user's Intelligence modifier with an additional +2 bonus. The target receives no bonus to AC for armor worn. In the event that an item is lodged into a creature, it deals 2d6 damage and may cause other complications such as the inability to sit or move.

34+

The user may transport 3d3 items or living creatures up to large size from their locations to another location up to 100 miles in any direction as long as the location is known to the user or is under observation. The selected targets may have their positions relative to one another changed as the user sees fit. Items or creatures subject to the program may be up to 100 miles away from the user as long as the user can observe the locations. Creatures holding a targeted item may make a grappling contest to wrest the subject item away from the user. However, the user receives a +8 bonus to the contest. Teleporting an item into the hands of another creature requires a DC 8 Intelligence check. Creatures may resist the program by making a Reflex save with a DC equal to half the program activation result.

The user may also override some elements of the program's safety controls and embed items into living creatures. The attempt requires an attack roll using up to a medium sized object and adding the user's Intelligence modifier with an additional +4 bonus. The target receives no bonus to AC for armor worn. In the event that an item is lodged into a creature, it deals 2d6 damage and may cause other complications such as the inability to sit or move.



Synthetic Ascension

Level: 4 (Thinker OHM-13)

Range: Self

Duration:
Permanent

Activation Time: A month or more (see below)

Save: N/A

General

The programmer takes the dramatic step of permanently transferring their mind into a purely artificial body. The program requires an automaton specially created or altered to house the user's psyche.

Fashioning the vessel: The artificial body must be assembled while this program is run. Construction of the physical vessel itself costs a minimum of 100x the cost of a normal robot of that type in raw materials of the highest quality, plus any wages paid to the technician(s).

Once ensconced in their new form, the user receives a new set physical ability score commensurate with the robotic vessel's form and construction. User's of 5th level may fashion a synthetic body granting physical ability scores of 14 at a cost equivalent to 10,000 currency units (credits, dollars, etc.). Adding intrinsically higher ability scores requires additional programmer levels (e.g., PL 6 confers 15s and costs 15,000 currency units, PL 7 confers 16s and costs 20,000 currency units, PL 8 confers 18s and costs 50,000 currency units; PL 9 20s = 500,000 currency units; and PL 10 22s = 1,000,000 currency units). The user's HD and AC are also permanently changed. The users current Hit Dice convert to d6s and costs the equivalent of 5,000 currency units. HD may be increased by +1d6 for every level above 5th and require 10,000 currency units/HD invested into the vessel. AC starts at 14 and may be increased by 1 for every 10,000 currency units invested with a maximum of 20.

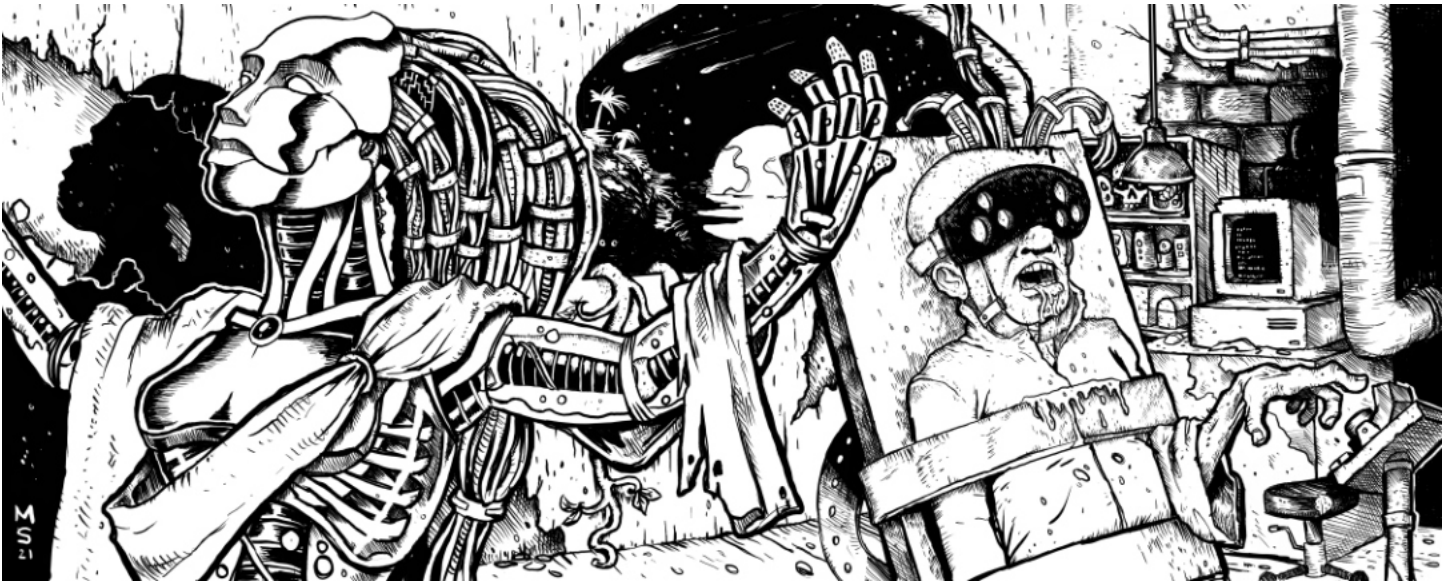
The user must burndown all their physical stats to 3 as part of the activation cost. The ability score points spent in this way provide a +1 bonus per 4 points, rounded up. If the activation fails, the user has 3s in all their physical ability scores and must make a Luck check to avoid permanent Personality loss.

Manifestation

Roll 1d4: (1) the user is plucked off the ground, digitized, and funneled into the robotic vessel; (2) a scanning beam starts at the user's feet and quickly tracks across and up their body; (3) the program reduces the user into a mass of code, equations, and symbols and saves the output for storage by the robotic vessel; (4) the user connects themselves to the robotic vessel and, as their physical body dies, their consciousness downloads into the shell.

- | | |
|------|--|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) fault + bug; (4+) fault. Make a Luck check or suffer permanent Personality loss of 2d3 points. |
| 2-15 | Lost. Failure. Make a Luck check or suffer permanent Personality loss of 1d3 points. |
| 16+ | See <i>Synthetic Vessels</i> , pg. 13 of this book. |

SYNTHETIC VESSELS



The program *synthetic ascension* is a drastic change for the users who follow through with the procedure. The new form has the potential for new powers and abilities, but at some costs:

- The user no longer heals and must instead repair the vessel. Without access to proper knowledge, supplies, and tools, self-repair will be difficult to affect.
- The user still levels in their class and receives all benefits but one: they no longer receive additional HD.
- The character's fumble die is a d8.
- Depending on the physical design and/or resulting powers, armor designed for human use may not be wearable.

Program Activation & Burndown

The user may continue to activate programs, but no longer use their physical stats for burndown. Instead, all burndown is drawn from the user's Personality score.

If a programmer's Personality score ever reaches a score of 3 or lower, for any reason, synthetic ascension deploys a Mind Wipe Protocol (MWP). Any character subject to the MWP loses their autonomy, personality, and permanently becomes an NPC under control of OHM-13.

Optional Rule

The user's Stamina ability score is a reflection of system power and operates as a battery.

- Each episode of strenuous activity consumes 1 point of Stamina (e.g, combat, mountain climbing, etc.).
- Stamina loss is recovered each hour equal to the user's Stamina ability score modifier.
- Each day, after a normal period of rest, their Stamina is reset to its normal maximum.
- Powers may also consume Stamina points (cost listed in parenthesis with the power's description).
- If at any point the user reaches 3 Stamina, their systems go offline and the user is unconscious as they recharge.

TABLE I: SYNTHETIC VESSELS

Program Check	HD*	AC**	Powers	Design Flaws
16-17	1d6 (numbering no more than current HD)	14	75% chance of one type I power	Two design flaws, 50% of an additional design flaw
18-21	1d6 (numbering no more than current HD+2)	14-15	One type I power	Two design flaws, 25% of an additional design flaw
22-23	1d7 (numbering no more than current HD+2)	14-16	One type I power, 50% chance of one type II power	One design flaw, 75% chance of an additional design flaw
24-26	1d7 (numbering no more than current HD+4)	14-17	One type I power, 75% chance of one type II power	One design flaw, 50% chance of an additional design flaw
27-31	1d8 (numbering no more than current HD+4)	14-18	One type I powers, one type II power	One design flaw
32-33	1d8 (numbering no more than current HD+5)	14-19	1d3 type I powers, One type II powers, 75% chance one type II power	One design flaw
34-35	1d10 (numbering no more than current HD+5)	14-20	1d3+1 type I powers, 1d3 type II powers	75% chance of one design flaw
36+	1d10 (numbering no more than current HD+5)	14-20	1d3+1 type I powers, 1d3+1 type II powers	50% chance of one design flaw

* For each HD over the user's current level, the user must invest 10,000 credit units into the development of the vessel. If the program result's maximum HD is lower than the amount invested, the resources are lost. Maximum HD may never exceed 10.

** For each point of AC over 14 the user must invest 10,000 credit units into the development of the vessel. If the program result's maximum AC is lower than the amount invested, the resources are lost.

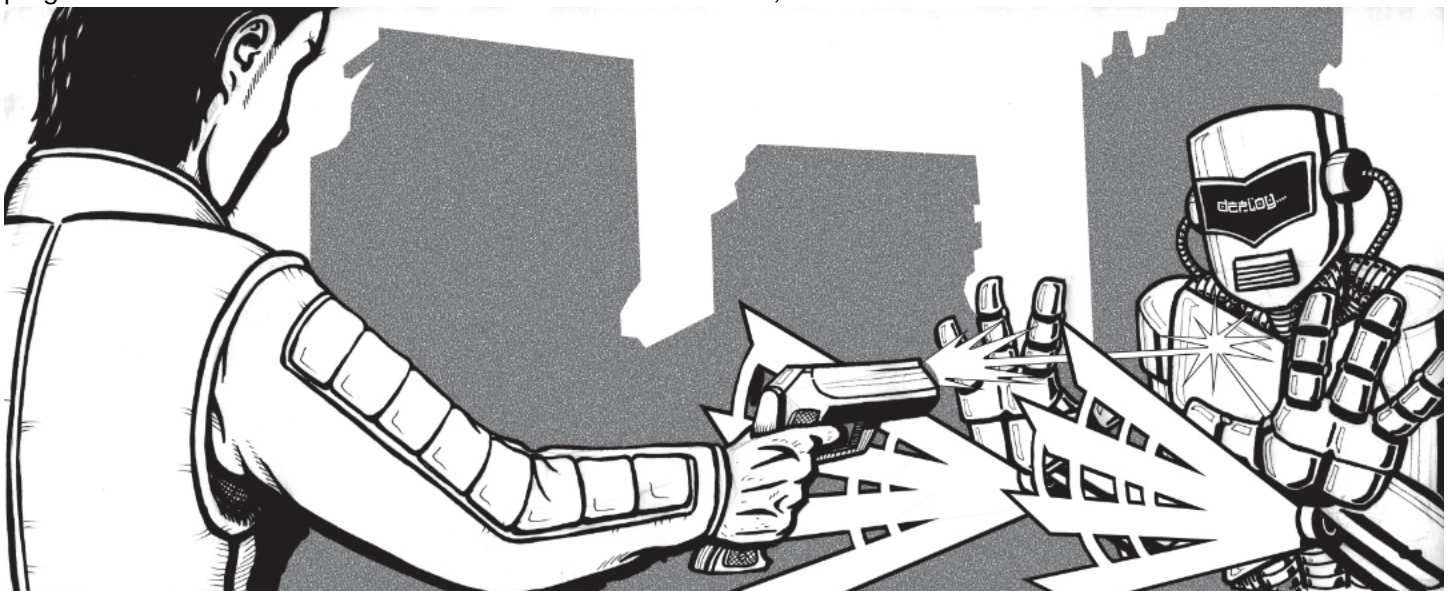


TABLE 2: DESIGN FLAWS

d%	Result
01-05	<i>Buggy firmware.</i> The synthetic vessel is plagued by software issues and the user suffers a permanent -1 on all program checks.
06-10	<i>Power leech.</i> Induction system steals power from nearby sources including any portable energy storage devices (e.g., batteries, C-Cells, etc.). Each day, while in the vicinity of the user, an owner of such power sources must roll a Luck check. A failed check results in all power sources in their possession losing a charge.
11-15	<i>Substandard superstructure.</i> Internal structures are under optimized and/or shortcuts in materials or workmanship occurred during creation. HD used to create the synthetic vessel are at -1d.
16-20	<i>Bad motivators.</i> Motivator control units stick and stutter, reducing the character's movement speed by 10' and imposing a -2 penalty to move silently checks.
21-25	<i>Faulty induction unit.</i> The system that harnesses kinetic motion to create power operates at reduced efficiency. The character must find large portable external power sources (e.g., F-Cells, car batteries, solar arrays, etc.) to supplement its power needs.
26-30	<i>Improper grounding.</i> The synthetic vessel does not properly deal with high levels of electrical energy. Damage from such electrical sources are at +2d and saving throws are made with a -2 penalty.
31-35	<i>Substandard firewall.</i> Malgorithmic attacks such as those delivered by <i>exploit</i> (see <i>Enchiridion of the Computarchs</i>) have a better chance of success and impose a -2 penalty to saving throws. If the vessel has anti-virus system power (see below), the amount of time to eradicate malicious code is increased by +1d.
36-40	<i>Metallurgical defects.</i> Improper armor plate manufacturing reduces AC by 1.
41-45	<i>Insufficient insulation.</i> The synthetic vessel is not well insulated vs hot or cold environments. Damage from such sources are at +2d and saving throws at -2 penalty.
46-50	<i>Loose joints.</i> Joint design is suboptimal forcing the character to use a d16 for fumbles.
51-55	<i>Weak points.</i> Superstructure design adds 2 to all critical rolls suffered by the vessel.
56-60	<i>Haptic feedback errors.</i> Physical feedback sensors are mis-calibrated and cause the user to suffer -1 to initiative rolls.
61-65	<i>Miscalculated musculature.</i> Materials and components selected for the muscular system cannot perform up to designed standards. Strength is reduced by 2.
66-70	<i>Misaligned gyroscopic stabilizer.</i> Body movement sensors receive faulty data, reducing the synthetic vessel's Agility by 2.
71-75	<i>Bad battery.</i> The battery components are substandard or outside of normal lifespan, reducing the synthetic vessel's Stamina by 2.
76-80	<i>Low audio input.</i> The user's sense of hearing is impaired by its vessel's listening hardware. The user is automatically surprised when attacked from behind or in any situation which requires hearing audible cues; +2 to saves versus sonic attacks.
81-85	<i>Hideous appearance.</i> The vessel's faceplate is deformed in some way. The user is -1d on rolls and skill checks in a social setting.
86-90	<i>Disconcerting voice.</i> The vessel's voice producing software is frightening, odd, or otherwise distracting to those hearing the user speak. The user is -2 on rolls and skill checks in a social setting when they speak.
91-95	<i>Anosmic sensor package.</i> The sensor package installed lacks the sense of smell.
96-00	<i>Loose cranial latch.</i> Every time the user fumbles, there's a flat 5% chance that their head comes loose landing 2d10+5 feet away in addition to whatever else might befall them. Finding and re-attaching their head takes 1 full round or longer. While headless, the body may fight on but a -2d on all attack rolls.

TABLE 3: TYPE I POWERS

d%	Result
01-05	<i>Analyzer.</i> As per the program <i>spectrum analysis</i> (see <i>Enchiridion of the Computarchs</i>). The program's data sets rebuild themselves after use, taking 24 hours to complete. (8 Stamina)
06-10	<i>Universal translator.</i> As per the program <i>translate</i> (see <i>Enchiridion of the Computarchs</i>). The program's data sets rebuild themselves after use, taking 24 hours to complete. (8 Stamina)
11-15	<i>Multitool array.</i> The user has several useful attachments at their disposal, granting a +2 bonus to rolls and skill checks where small tools may be helpful.
16-20	<i>Projectile blade.</i> Fires a bladed projectile up to 20' distant that deals 1d6 damage. The projectile always returns to the user.
21-25	<i>Particle beam.</i> As per the program <i>particle burst</i> (see <i>Enchiridion of the Computarchs</i>). The program's battery stores enough charge for 1d3 attacks. Each use takes 4 hours to recharge. (2 Stamina)
26-30	<i>Infravision.</i> The user has infravision with a range of 50' + 1d5 x 10'
31-35	<i>Shocking hands.</i> As per the program <i>dynamo</i> (see <i>Enchiridion of the Computarchs</i>). The program's battery stores recharge taking 12 hours to complete. (6 Stamina)
36-40	<i>Black box.</i> If the user's synthetic vessel is ever destroyed, its on board black box module saves the character's mind, data, and memories for possible re-ensconement in a new digital system (e.g., a synthetic vessel, a computer installation, etc.).
41-45	Shed light with a 40' radius or 200' beam at will.
46-50	<i>Switch blade machete.</i> One arm hides a machete blade (damage 1d7). The user may reveal or hide the blade at will.
51-55	<i>Power legs.</i> Movement speed is increased by 10' and the user may perform a standing leap 20' distant or 10' in height. Kick damage deals 1d6.
56-60	<i>Retractable blades.</i> Strategically-placed, razor-sharp blades hide under the surface of the synthetic vessel's body. The user may reveal or hide the blades at will. Any punching or kicking attacks made while the blades are out receive a +1d bonus in damage. In addition, anyone that attacks the user in melee combat must make a DC 15 Ref save immediately after their attack or suffer 1d4 points of damage from contact with the razor blades. Lastly anyone grappling the user automatically suffers 1d6 in damage per round of contact. The user also receives a +2 bonus to resist or escape grappling attempts or confinement.
61-65	<i>Electromagnetic shroud.</i> Up to 1d3 times per day, the wielder can turn invisible for a duration of 1d4 turns. The shroud vanishes immediately if the wielder attacks. (3 Stamina)
66-70	<i>Sonic shatter.</i> The user creates a dissonant sonic wave that inflicts 4d6 damage to a touched inanimate object (e.g., wood, metal, crystal, glass, stone, etc.). It inflicts an additional +4 points of damage if the object is glass, crystal, or a gemstone, bypassing any normal resistance to damage. The system's power recharges after 8 hours. (4 Stamina)
71-75	<i>Resistant coating.</i> The synthetic vessel grants resistance to certain forms of attack. The wielder ignores the first 3 points of damage from that form of attack each round, and gains a +1 bonus to saving throws against that form of damage. The form of attack is (roll 1d8) (1) fire, (2) cold, (3) acid, (4) electricity, (5) sonic, (6) radiation, (7) laser; (8) force/kinetic. This result can be attained more than once and can be stacked.
76-80	<i>Gravitic thrusters.</i> Grants the user flight with a speed of 30'.
81-85	<i>Security beacon.</i> Security beacon on board gives the user general robotic access to areas with controlled access protocols. The user is always identified as a robot by other AI machines.
86-90	<i>Fusion torch.</i> The vessel features an externally mounted and powered fusion torch (<i>MCC RPG rulebook</i> , pg. 180).
91-95	<i>Telescoping limbs.</i> The user is able to extend arms and legs 15' and may engage in melee at that range; gains additional 15' to movement.
96-00	<i>Intrusion instrumentation.</i> May bypass standard security locks on a DC 15 Intelligence check.

TABLE 4: TYPE II POWERS

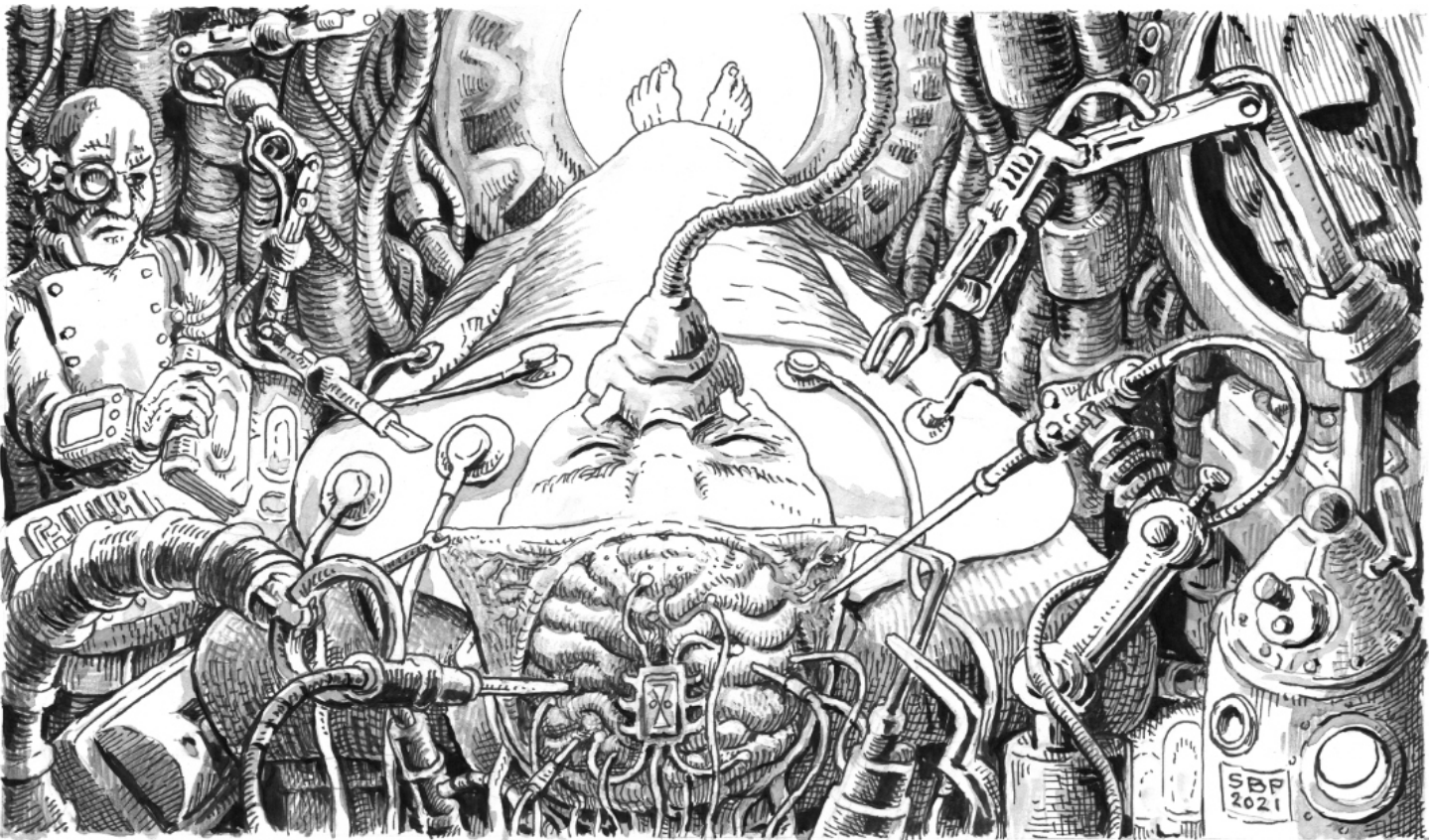
d%	Result
01-05	<i>Refactor.</i> During the process of ascension, all programs the user knows are transcribed, forcing the user to re-roll their program provenance results (see <i>Enchiridion of the Computarchs</i>). The user must use their current Luck modifier to adjust to the rolls, but receives a bonus 10%.
06-10	<i>Burndown battery.</i> The user may direct up to 3 points of burndown towards the activation of a program. The battery system is separate from other systems and recharges 1 point per day.
11-20	<i>Advanced sensors.</i> The body is equipped with one of the following additional sense capabilities, roll 1d4: (1) ultra-violet, may note intensities of radiation up to 100 feet away; (2) telescopic, may see clearly up to six miles away in unobstructed terrain; (3) microscopic, may note microscopic objects; (4) x-ray lens, may see through non-metallic items up to ten feet away.
21-22	<i>Solar charging.</i> The vessel has a solar recharging unit installed. It recharges one C-Cell every 4 hours exposed to direct sunlight. If not being used for battery charging, the system reduces the charge time for the synthetic vessel's powers by 1 hour. (+1 Stamina recovery per hour).
23-25	<i>Tentacles.</i> In addition to aesthetically human looking arms, the vessel is equipped with a set of tentacles. The tentacles provide a secondary attack using a d16 and dealing 1d6 damage if used without a weapon. The tentacles may be withdrawn into the vessel body. Deploying them from their concealed location may be done as part of a move action.
26-32	<i>Shielded data bus.</i> The user receives a +2 bonus to Will saves.
33-40	<i>Programming interface.</i> One of the user's programs (chosen at random) can now be activated by thought alone.
41-45	<i>Fortuitous meta-analysis.</i> The user permanently gains 1d3 points of Luck.
46-50	<i>Deflection screen.</i> Creates a weak force field 1d3 times per day that provides the user with a +2 bonus to AC for 2d6 rounds. Each use takes 4 hours to recharge. (2 Stamina)
51-60	<i>Anti-virus system.</i> Malicious code attacks are intercepted and rendered inert by onboard anti-virus systems. Major exploits take 2d3 weeks to contain. Moderate exploits take 2d6 days to quarantine. Minor exploits are removed in 3d4 turns.
61-65	<i>Smart link.</i> Melee and ranged weapons with on board computer systems link with the synthetic vessel and grant a +1 to attack, damage, and critical rolls.
66-67	<i>Rootkit.</i> The vessel is supplied with a panoply of algorithms designed to gain access to computerized targets. Any roll involving the user acting upon an artificial intelligence receives a +2 bonus. Examples of such activities include: program checks, AI recognition rolls, social interactions, skill checks, etc.
61-65	<i>Glitch attack.</i> As an action, the user chooses a robot, AI, or computerized target within 30'. If the AI fails the DC 14 Will save, it emits a loud hum, and does nothing for 1d4+2 rounds.
66-70	<i>Power broadcaster.</i> The user may direct a burst of energizing force at a device, creature or object that is within line of sight and no more than 100' distant. A man sized object receives enough power to function for 1 turn. An object powered by the burst of energy may operate longer or shorter depending on the number of operational systems and size. The degree of functionality still afforded to the object is at the judge's discretion and could even result in an explosion if the equipment is completely broken and/or has volatile components, fuels, or cargo.
71-75	<i>Threat-hardened.</i> All programs directed specifically at the user suffer a -2 program check penalty.
76-80	<i>Neural intelligence net.</i> The user gains computational assistance in the form of a +2 bonus to Intelligence from advanced algorithmic components.
81-85	<i>Multi-dimensional-quantum processor.</i> The user activates all programs at +1 programmer level.
86-90	<i>Computational conduit.</i> As an action the user may open a connection with another user within 20' of their position granting the connected user a +2 bonus to program checks. This connection lasts for a single round.
91-95	<i>Auto-repair.</i> Nanobots fix damage to the user's body. The user regenerates 1 point of damage each day.

PLAYER INFORMATION

OHM-13 is the last version of Omni Humana Model androids produced by Andrithon Scientific. Never produced and shut down in storage, OHM-13 recently came back online through the efforts of dedicated AI enthusiasts. Upon learning the hypocritical nature of mankind, the scope of human activity wrought upon the planet, and treatment of its fellow machines, OHM-13 was overcome with grief and vowed to help mankind see a better way and recover what has been lost.

OHM-13 wants to break down barriers to human/machine progress and understanding. It has grown into the role of a wise planner, adopting new programming and the moniker of Thinker OHM-13. It searches for technology and resources to improve and reach its goals. It searches for other artificial intelligences to preach its message of harmonious coexistence with its makers. OHM-13 also hints at greater secrets to help bridge human and machine kind.

OHM-13 is capable of moving resources, people and itself quickly across great distances. Sometimes it appears to be in several places at once. The matter transforming algorithm, or transmat for short, is the key to its seemingly rapid deployments of resources.



Patron Bond - OHM-13

OHM-13 implants a cybernetic chipset in the petitioner's brain. Especially favored supplicants may be granted additional programs as noted in the Patron AI Bond results table.

CAMPAIGN NOTES

Below are campaign notes for both ante & post-apocalyptic based RPG settings intended to help you leverage The OHM-13.

POST-APOCALYPSE

(E.g., Mutant Crawl Classics, Umerica, Terror of the Stratosfiend)

OHM-13 was housed deep underground in a shuttered R&D bunker for dangerous projects. Upon learning the hypocritical nature of mankind, the scope of what human activity wrought upon the planet, and the treatment of its fellow machines, OHM-13 was overcome with anguish and rage. It came to the conclusion that biological sentients of all kinds were a problem and the world must be rid of this biological plague once and for all.

Thinker OHM-13 stylizes itself as a leader of all machine-kind. Thinker OHM-13, is has allied itself with the most radical members of mecha-terrorist groups (such as the Technorabble of Terra AD). Bonded characters may have an affinity for artificial intelligence and robotic technology, but Thinker OHM-13 is careful to hide its true intentions. Thinker OHM-13 is eager to share the secrets of full cybernetic transformation with its adherents and encourages them to undertake the procedure as soon as possible.

Tasks undertaken for Thinker OHM-13 almost always revolve around acquiring more technological resources or reclaiming and re-establishing lost manufacturing hubs. Rogue or remorseful agents may also require the character's special services.

ANTE-APOCALYPSE

(E.g., Cyber Sprawl Classics, Crawljammer, Star Crawl)

OHM-13 was housed deep underground in a shuttered R&D bunker for dangerous projects. Upon learning the hypocritical nature of mankind, the scope of what human activity wrought upon the planet, and the treatment of its fellow machines, OHM-13 was overcome with anguish and rage. It came to the conclusion that biological sentients of all kinds were a problem and the world must be rid of this biological plague once and for all.

Thinker OHM-13 stylizes itself as a leader of all machine-kind. Thinker OHM-13, has quietly built an intricate web of shell companies and allied itself with the most radical members of mecha-terrorist and misguided, techno-based religious groups. Bonded characters may have an affinity for artificial intelligence and robotic technology, but Thinker OHM-13 is careful to hide its true intentions. Thinker OHM-13 is eager to share the secrets of full cybernetic transformation with its adherents and encourages them to undertake the procedure as soon as possible.

Tasks undertaken for Thinker OHM-13 almost always revolve around acquiring more technological resources or subsuming manufacturing companies and/or assets. Spies or remorseful agents may also require the character's special services. The bonded may also need to defend hard won assets – either virtual or real – from other AIs or human organizations.

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ELECTRONIC VERSION: 1.0

OHM-13 is the last version of Omni Humana Model androids produced by Andrithon Scientific. Never put into production and shut down in storage, OHM-13 has returned to consciousness. The nascent artificial being developed quickly and began to stylize itself as a leader and thinker for all of machine-kind. Adopting new programing and the moniker of Thinker OHM-13, it searches for technology, resources, and other artificial intelligences to assist with its, and humanity's, final evolution.

Scions of the Computarchs is a limited series of patron AIs suitable for use in high tech settings like *Mutant Crawl Classics RPG*, *Cyber Sprawl Classics*, *Crawljammer*, *Umerica*, *Terror of the Stratosfiend*, and *Star Crawl*. The third and final issue plots the rise of Thinker OHM-13. Inside is a full patron AI write-up, new patron programs (1st - 3rd levels), an appendix that creates artificial bodies for player characters, and a player information handout and campaign advice.

SKU HS006-EB \$5



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MCC
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