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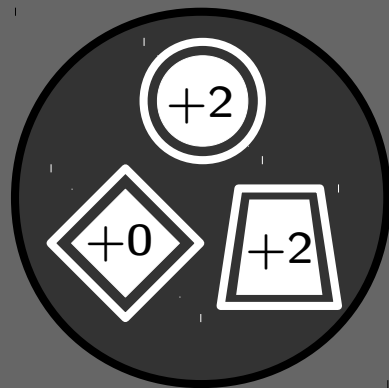
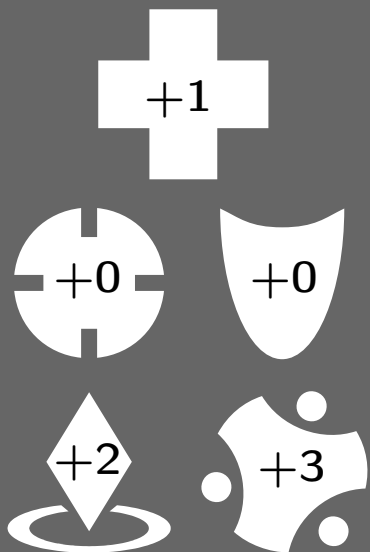
A single minion is never enough. Neither is two, or twenty. No... you are served by... ten thousand. While individually your flying servants are weak, insignificant, together they are a force without compare.

Strategy:

The Swarmmaster seeks to control the battlefield (as well as any non-combat situation) through the deployment of their swarm; occluding vision, altering terrain, and delivering poison through the swarm's collective mandibles. Best combined with stealth classes (who can make full use of the distraction the swarm provides) and biotech classes (who benefit most from the swarm's biotic powers).

Starting Bonuses:

- +1 Biotech Gland.
- +2 Squirm, Biotech, Manipulate and Perception
- **Equipment:** Seeds of the fire bramble: grows to create a highly flammable thicket of thorns over the course of one day.
- **Skill:** Begin the game with the additional skill 'Swarm' (begin the game with 3 ranks).



Swarm- Rules Insert

A Swarmmaster begins the game with two separate swarms, which can be directed independently. Swarms move about the world like any other creature, but are not considered to take up space (they may enter a space that is already occupied, and do not block movement). They cannot be attacked directly using pinpoint weapons (such as knives or guns), but are destroyed whenever they fail a saving throw vs any area effect, regardless of how low the damage is. Swarms have +0 on all saving throws. Do not fear though, as your swarm is constantly regenerating, and new swarms will be ready after a good nights rest.

Swarms are controlled via pheromones. As such, you do not need to be able to speak to control swarms (although you must be conscious). Giving instructions to your swarms uses one beat per instruction. Initially the instructions you may give to swarms are pretty much limited to "go here", but various abilities allow more complex instructions to be given. You must be within line of sight of a swarm to control it. Any swarm beyond this distance will attempt to return to you as best it can. Whenever your Swarm would take a skill check, or attempt a task that you are unsure of their abilities in (for example "Can my swarm go under water"? "Can my swarm be stealthy?") roll a 'Swarm' skill check, and your GM will inform you of success of failure.

You may spend one beat to command one of your swarms to engulf a single nearby target, forming a thick cloud around them. Such targets gain +1 defense vs melee, and +3 vs ranged, but a corresponding penalty to attack whenever using such attacks. They also gain +5 stealth, and -5 perception. At the start of each term, each of your swarms may attack the target they are swarming over for one damage. No attack roll is needed, and this damage will ignore *most* types of armour (but not, for example, a buffaloes thick hide).

There are various ways to throw off a swarm. Most commonly, individuals who dedicate a full three beats to running will be able to leave their swarm behind; the swarm can only move at a fast walking pace.

Initially, your swarm will have limited powers of communication, and thus be of little use in reconnaissance. Communication and scouting can be improved via the appropriate feat selection.

For the purposes of rules and abilities, your swarms are simultaneously treated as being a Biotech ability, and also an animal companion. Any abilities that would apply to either will apply to your swarms.

Web

Prep: 15 mins

For each Gland associated with this Biotech ability your swarm may weave a web. Doing so takes 1 minute. Potential uses of the web include weaving a 12 meter rope, creating a Gauss to staunch bleeding (remove 2d4 damage dealt in the last 5 minutes), or covering a doorway or few square meters of floor in sticky strands (DC 15 squirm or strength check to escape).

Alternatively, if your swarm is engulfing someone, this ability will grant them -1 on all attack and defense rolls on their next turn... -2 the turn after, and so on. This effect can be shaken off by spending 2 beats and rolling a DC 20 squirm check.

Other uses are possible, but more specialized uses may require skill checks (for example craft), to be discussed with the GM at the time.

Bee's Dance

Your swarm can be given more complicated instructions, for example "scout ahead", "guard" or "follow that robot", and can also communicate back simple notions, for example "danger" or "food".

Your swarm can behave competently (though not especially intelligently) even in your absence. Upon selecting this feat, you gain a +3 bonus in your 'Swarm' skill.

Cockroach's Tenacity

Prep: Overnight

By allocating a gland overnight, you may grant your swarms +10 on saving throws against the threat of your choice (for example, heat, poison, acid) for all of the following day. This ability may be selected multiple times overnight, either stacking up, or granting protection from multiple threats.

Ant's Bite

Whenever a swarmed opponent would take damage from any source, they take one additional damage for each damage dice rolled against them.

Cricket's Chant

Prep: 15 minutes

Spend a use of this ability to grant all swarmed characters either +1 or -1 on saving throws. The chant lasts for 5 minutes. If multiple glands are spent on this ability, then the associated bonuses accumulate.

Cloak of Moths

Requires: two Swarmmaster feats

Your swarm may (at your whim) either double the bonuses or penalties associated with obscuring the view of a single swarmed character.

Your swarm now counts as "full occlusion" for the sake of stealth abilities such as the Shadow's "Vanish" or any similar ability.

Assimilation

Requires: 2 feats

Prep: 15 mins

You may spend one use of this ability to order one of your swarms to crawl inside the injuries of a biological character of your choice. There they will liquefy, sealing injuries and providing the raw biological matrix for 3d6 healing. Your target must be either unconscious, or willing to accept healing in this manner. If you are currently in combat, you must be swarming the targeted player, and they will miss two beats during next turn.

Plague of Locusts

Requires: 3 feats

At the start of each day, you now have three swarms rather than two.

Scorpion's Strike

Requires: two Swarmmaster feats

Any biotech ability with a single target may be may now be attached to your swarm rather than yourself. Biotech abilities assigned to your swarms can be delivered via your swarms. No touch roll is needed, but they must be swarming their target at the start of your turn.

Your swarm must be attached to you for the entire preparation time of the poison in question, and can not be used in other ways during this time.

Profusion

Requires: Scorpion's Strike

Whenever you would deliver biotech abilities via one of your swarms, you may instead choose to deliver it via *all* your swarms. All swarmed characters will receive the full effect of whatever ability you deploy.

Bee's Sting

Requires: four swarmmaster feats

You may spend one beat and sacrifice a swarm to have it deal 4d6 damage to whomever it is currently swarming. This is considered a poison based effect. Fortitude save (DC 15) for half damage.

One with the Hive

Requires: Plague of Locusts, Roach's Tenacity + three more

If you are killed, your body breaks up into four additional swarms. Your intelligence passes on into the swarm. While you no longer have a body, you may live on as part of your swarm indefinitely.

Swarms will continue to respawn at the end of the day, assuming at least one swarm survives, and sufficient food is available.