

Description:

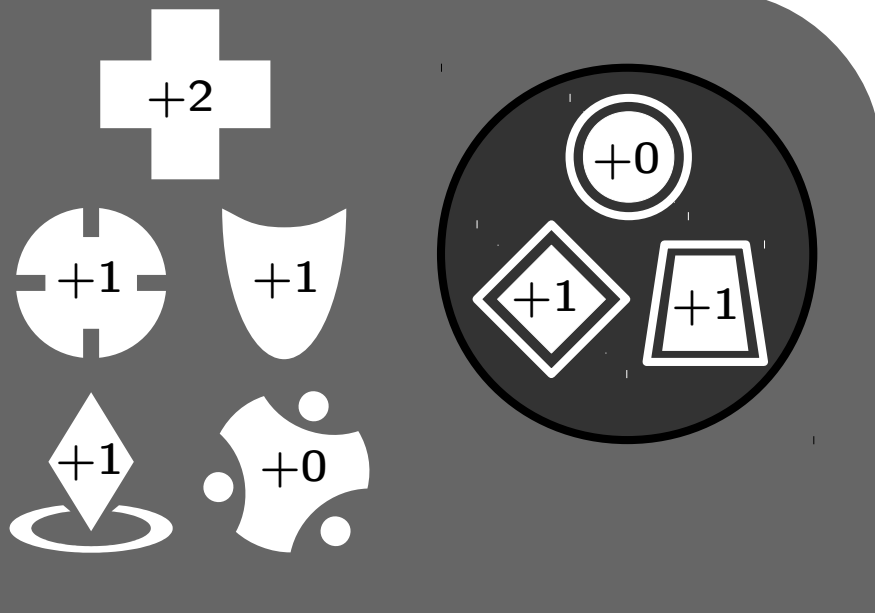
Genetic control has finally created what evolution could not: the perfect predator. Biomancy transforms you into a devastating force of nature.

Strategy:

The Predator is a powerful balance of offense and health. Your regenerative abilities allow you to protect more vulnerable team members, such as Engineers and Swordfiends. Combine with classes such as Bodyguard or Fortress to maximize your tanking abilities. Combine with more aggressive and fragile classes for a more balanced style of combatant.

Starting Bonuses:

- ☐ +1 Biotech Gland.
- ☐ +2 ranks Strength
- ☐ +2 ranks Endurance
- ☐ +2 ranks Squirm
- ☐ +2 ranks Survival



Character details:

What do people most notice when you walk into a room? _____

Are you the person you expected to be? Are you the person your parents expected you to be? _____

Have you ever lost a fight? If so, against whom? How did you lose? Why? _____

What is the most dangerous thing in the whole damn world? Is it a person? A belief? A technology? How does this opinion shape your actions? _____

Who is the best cook in your team? What is your favourite meal? How long since you last had it? _____

Barbs

You now have retractable spikes coming out of your arms. These count as 2d8 piercing weapons, with x3 crit damage. These weapons are counted as swords as far as feats and weapon bonuses are concerned.

Improved Barbs

Requires: Barbs + 2 other feats.

Gain +1 on attack rolls with your barbs. They are now 2d10 piercing weapons. Your critical defense range also increases by 1.

Razor's Edge

Requires: Barbs + 2 other feats.

Your Barbs critical hit range is now 18-20. You may now deliver biotech poisons via your barbs as if they were unarmed attacks.

Adrenaline Rush

Prep: 5 minutes

Each use of this ability will grant a +3 bonus on attack, defence, reflexes, fortitude and damage rolls for a single strength based action (so, if used on melee attack it applies to both attack and damage), or on any instantaneous skill check based on strength (or justifiably related skills). Adrenaline Rush can only be applied once per action.

Greater Adrenaline rush

Requires: Adrenaline Rush +2 other feat

Double the bonus applied by Adrenaline Rush. The prep time for Adrenaline rush is reduced to 3 rounds.

War Beast

All Biotech abilities that can be prepared in a number of rounds now take one round less to prepare.

Heightened senses

Prep: 15 mins

Each level you may check off one of the following senses:

- ☐ Scent
- ☐ Hearing
- ☐ Sight (night vision)
- ☐ Sight (motion detection)
- ☐ Sight (distance vision)
- ☐ Direction/navigation
- ☐ Balance

You may expend a use of this ability as a reaction to gain a +5 bonus on all dice rolls involving checked off senses (often perception checks, occasionally reflex saves or the like). This bonus lasts for one minute.

Alpha of the Pack

Requires: Adrenaline rush Prep: 15 mins

Upon encountering a wild animal, or group of animals, you may spend one use of this ability to assert dominance- gaining a +5 bonus on all command checks made against this species/group.

These bonuses last for only ten minutes, but any linger social status earned will last longer. This effect does not work on artificially bound/domesticated creatures (in particular, companion creatures are immune).

Fight or Flight

Requires: Adrenaline rush Prep: 3 rounds

You may spend two beats and one use of this ability to force all enemies nearby to make a DC 15 will save. Those who fail must either fight you or flee before your might, but they can not ignore you. In particular, this will draw attention away from your allies.

For robots (who are not effected by pheromones etc) the DC on the will save is 10.

Seal Flesh

Prep: 1 hr

Each use of this ability allows you to heal 1d8 damage, using either a beat or a reaction. If you are ever knocked below 0 hp, this ability will activate once per turn until you regain consciousness.

Hibernation

Prep: 3 hour

You are capable of slowing your biological systems, allowing you to survive for extend periods of time, even when on the brink of death. If used while you are injured or dying, this ability will buy you one hour of time. If used in the abyss of space, five minutes. If used when you are in good health, each use of this ability will grant a full week of stasis, a full month if you have deliberately bulked up before hand (used in this way, you need not eat or drink, but will still breathe, slowly).

You can not prepare further biotech abilities while in hibernation. Recovering from hibernation takes a full hour. Take -5 on all d20 rolls for the first minute, followed by -1 for the remainder of the hour.

Organ Redundancy

Your organs are oddly placed, and strangely numerous. Whenever you would take critical hit damage, flip a coin. If heads, take regular damage instead.

Gain +5 on all Fortitude saves to stabilise from injuries.

Regeneration

Requires: seven Predator feats.

You may activate Seal flesh once per turn without spending any time, or using any Glands. Whenever you have 5 or more minutes to rest and recuperate, erase all damage.